

NAME




Like you'd ever let anyone know your real name! Choose a name from another playbook that no one else is using.

LOOK

Sharp Eyes, Shifty Eyes, or Monocle
Hooded Head, Wide-Brimmed Hat, or Stylish Hair
Dark Clothing, Nondescript Clothing, or Stolen Clothing
Rotund Body, Lean Body, or Sexy Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6 + CONSTITUTION

ALIGNMENT

- EVIL**
Eliminate a threat to your society or employer.
- CHAOTIC**
Disrupt a power structure or organization.
- NEUTRAL**
Break into a secure place without being detected.

STARTING MOVES

NETWORK

You have a group of informants and scouts who can trade information with you, describe who or what they are! Every steading will have at least one contact from your network for you to meet. When you **spend some time trading information with one of your contacts**, hold 2 plus your CHA. When you **consult your contact's intel**, spend a hold to ask the GM one of the following:

- What's the greatest danger here?
- Where is _____ hidden?
- Where could I best hide or blend in around here?
- Who can help me out around here?
- Is there a trap or ambush here, and if so, where?
- Where's my best way in, out, or through this place?
- Who does _____ serve?
- What does _____ most desire?
- How can I best serve my society or employer around here?

After meeting your contact, you must come up with some new information to pass on before you can meet them again and gain more hold from this move.

SLEIGHT OF HAND

When you **pick locks or pockets, disarm a trap, or escape restraints**, roll+DEX. *On a 10+ you succeed unnoticed, no problem. *On a 7-9 you are still successful, but the GM will offer you two options between suspicion, danger, or cost.

CLOAK AND DAGGER

You are trained to fight dirty. When you **attack a surprised or defenseless enemy with a melee weapon**, either deal your damage or roll+DEX. *On a 10+ choose two. *On a 7-9, choose one:

- You deal your damage, ignoring armor
- One of their limbs or senses of your choice is crippled for a few moments
- You disengage from combat before they can retaliate against you
- No one notices you make your attack, and your target doesn't make a sound

BACKGROUND

Choose any race, then choose how you came to be a spy:

- CRIMINAL MASTERMIND**
When you **spend hold from Network to ask if a trap or ambush is present and get an answer of "No"**, roll a d6. On a 3 or higher, you get that hold back.
- STATE AGENT**
Hirelings you Recruit have +1 Loyalty.
- PRIVATE INVESTIGATOR**
When you Discern Realities, the GM will always tell you what happened here recently in addition to the move's other results, even on a miss.

BONDS

Fill in the names of your companions in at least one:

I know a dirty secret about _____, but they don't know it.

_____ has some ties to my organization or employer.

I've worked with _____ before on a job; they're trustworthy.

_____ is the most likely one to betray us, I'd better watch my back around them.



THE SPY

LEVEL _____

XP _____

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight) and a set of thieves' tools (2 weight). Choose three:

- Rapier (close, precise, 1 weight)
- Stiletto (hand, 1 weight), which is never found even if you are searched
- 3 throwing knives (thrown, near, 0 weight)
- Leather armor (1 armor, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Antitoxin
- 10 coins

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

ACQUISITION

When you **put out word to your contacts about something you want or need**, roll+CHA. *On a 10+, someone has it, just for you. *On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

AGENT PROVOCATEUR

When you **spend some time trading gossip in a community**, roll+CHA. *On a hit, you learn of an interesting opportunity nearby. *On a 10+, you can also start a rumor of your own; it will spread like wildfire.

BACKUP

While you are in a stading, you can spend a hold from Network to have an agent of your organization accompany you for one task. Treat them as a hireling with skill points equal to your level, loyalty equal to your CHA, and the cost, "service to our society". After completing your task, they leave you unless you spend another hold.

BLACKMAILER

Add the following option to Network:

- What could I use as leverage against _____?

DATA HANDLER

When you gain hold from Network, you gain 1 additional hold.

IMPERSONATION

When you **disguise yourself as a specific person**, roll+CHA. *On a 10+, only that person's most intimate associates can tell the difference. *On a 7-9, only those who do not know the person are fooled.

IN YOUR SHADOW

When you **follow or shadow someone**, roll+DEX. *On a 10+, you find out exactly what they're up to without arousing suspicion. *On a 7-9, it's either an impression of their doings or you can reveal yourself to learn more.

INCOGNITO

When you **blend into a crowd or the shadows**, foes never spot you until you draw attention to yourself or leave your cover. You can move while remaining in your cover, but no faster than a leisurely walk.

LICENSE TO KILL

When you **deal damage with a weapon with a range of hand or the precise tag**, deal +1d4 damage.

SNEAKY

Gain a move from the thief playbook.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

BLACK OPS

When you use Cloak and Dagger, on a 12+ you get three choices from the list.

ENIGMA

No force can make you betray your colleagues, not even Death itself. Any attempts to scry on your location, read your thoughts, or manipulate your mind fail.

FADE AWAY

While you **stay still or act meek and unobtrusive**, even in broad daylight, people only notice you if they are looking for you specifically.

FIELD AGENT

You can spend preparation as if it were hold on Network.

MASTER IMPERSONATOR

Replaces: Impersonation

When you **disguise yourself as a specific person**, you look just like them. Your actions may give you away, but anyone who does not know the person intimately will be fooled by your appearance. When you **meet someone who is intimately associated with the person you are impersonating**, roll+CHA. *On a 10+, they are fooled, even by strange behavior, until you give yourself away for certain. *On a 7-9, they are already suspicious of you.

SEALED FATE

Add the following option to Network:

- How is _____ vulnerable to me?

SECRET STASH

You may spend a hold from Network to reveal a stash of useful equipment hidden nearby, the GM will tell you what you got.

SOCIAL PSYCHOLOGY

When you Parley, on a hit you can ask their player a question from the Network list, they must answer it truthfully to the best of their knowledge. This information comes from a slip of the tongue or their body language giving it away. On a 10+ they don't notice that they gave up their information, on a 7-9 they do.

VERY SNEAKY

Gain a move from the thief playbook.

WEB OF CONTACTS

When you **put out word to your contacts that you want to meet with someone**, roll+CHA. *On a 10+, someone can set up a meeting, with circumstances in your favor. *On a 7-9, you can meet with them, but there are strings attached or the circumstances are less than ideal.