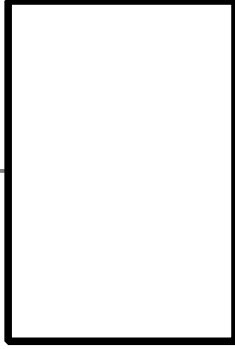


Susan

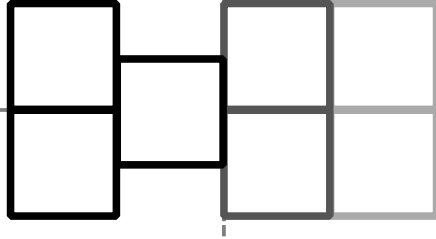
DeWitt

Might	d4+d6
Patter	2d6
Skill	d6+d8

Stored rolls



Scars



Advancement

- Menace 3+
- Might: 2d6
- Patter: d4+d8
- An Honest Face
- Nimble Fingers

- Menace 4+
- Might: d4+d8
- Patter: d6+d8
- Skill: 2d8
- Unfair Fight

- Menace 5+
- Might: d6+d8
- Skill: d6+d10
- +2 Scars

- No Time to Stick Around
- Menace 6+
- Patter: 2d8
- Skill: d8+d10
- Stored roll: 6
- Closer Scrapes Than This

- Menace 7+
- Might: 2d8
- Patter: d6+d10
- +2 Scars
- Just a Softy Underneath

Slippery Customer

Tell a story about a near-miss with the law you once had. Roll Patter+d6. For each success, pick one:

- Allow a character to receive help from you in a task related to the story, even if you are not there to help him or her.
- Distract someone.
- Persuade an enemy to change a decision in your favour.

If you do not accept a Failure for an extra Success with this Action, you can force a nearby ally to take any Failures you roll.

An Honest Face

Lie like its going out of fashion in order to try to shift blame onto someone else. Embellish the tall tale with just enough truths about yourself to make it seem plausible. Roll Patter+d6. For each success pick one:

- An NPC believes another character did something you did.

- Turn aside the wrath of an NPC.

- For the rest of the scene, as long as you take no active part in fighting a Monster, any Monsters won't attack you.

With two successes:- Remove a betrayal Scar another character holds for you.

Nimble Fingers

Use one of your more criminal talents against an NPC. Roll Skill+d6. For each success pick one:

- Steal something belonging to the NPC.
 - Plant something on the NPC.
 - Slip something into the NPC's food or drink.
 - Frame another character for this action.
- Your first failure consequence must be:
- Get caught red-handed.

Unfair Fight

Attack someone by surprise, going for a quick victory by the dirty route. You, as a player, must have been silent for at least a minute before using this action. This action can only be performed once per scene at best. Roll Might+d6. For each success pick one:

- Injure a Monster.
- Wound an NPC.
- Incapacitate an NPC.

No Time To Stick Around

Take emergency action to leave a dangerous or otherwise unfortunate situation. Briefly describe how it reminds you of a sticky situation you got into before. Roll Skill+d8. For each success pick one:

- You escape.
- An NPC escapes.
- Another character escapes.
- You prevent anyone from following whoever escaped.

With two successes:

- End a character's mental crisis.

Your first failure consequence must be:

- Another character becomes trapped.

Closer Scrapes Than This

Comfort another character by telling them about a time when you were in much worse trouble than now. The secret is that the story is a lie and you've never been in this much trouble. Roll Patter+d8. For each success pick one:

- Transfer a mental Scar from the character to yourself.
 - Enter a mental crisis to end the other character's mental crisis.
 - An NPC is given courage.
- Your first failure consequence must be:
- You receive a betrayal Scar against yourself.

Just a Softy Underneath

As another character receives a physical Scar (or an NPC is hurt), perform a dramatic and desperate attempt to save them. If multiple character receive physical Scars at the same time, you can only use this on one of them. You cannot use this action is you've performed another this round. Roll Skill+d10. For each success pick one:

- Take a physical Scar instead of the character you were trying to help.
- Save an NPC from injury.
- An NPC develops a fierce loyalty to you.

With two successes:

- Prevent the character from receiving a physical Scar.
- All characters remove any betrayal Scars they have, against any other character.

Your first failure consequence must be:

- Receive a physical Scar.

Crises

Physical

Mental