

NAME

Human: Bilko, Calista, Danny, Frank, Ian, Laurel, Logan, Lulu, Saul, Sarah, Tess
Halfling: Abe, Penny, Hank, Lanley, Simon, Sophie, The Ponz, Tyra

LOOK

Shifty Eyes, Laughing Eyes, or Trusting Eyes
 Fancy Hair, Cropped Hair, or Messy Hair
 Clean Clothes, Traveling Clothes, or Common Clothes
 Well-Fed Body, Attractive Body, or Thin 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
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

D6

ARMOR

HP

CURRENT

MAX

YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- ☐ **CHAOTIC**
 Capitalize on confusion and misdirection.
- ☐ **NEUTRAL**
 Avoid the consequences of a brazen lie.
- ☐ **EVIL**
 Manipulate others just because you can.

STARTING MOVES

ALTER EGO

With a week of introspection and practice, you can craft a personal alter ego that has its own look, clothing, and mannerisms. With a few seconds of concentration you can change to or from an alter ego. You may only have one crafted alter ego at a time. When you first create your character describe the alter ego you just finished crafting.

BLUFF (CHA)

When you try to convince a GM's character of something plausible, roll+CHA. **On a 10+**, they believe you. Their belief counts as leverage. **On a 7-9**, they believe you, though your lie is flimsy. Their belief counts as leverage for the time being. Choose one:

- Once they have time to think about it, they'll see holes in your story
- If someone else hears the story, they'll start asking questions

FEINT (CHA)

When you sucker an intelligent foe in combat, roll+CHA. **On a 10+**, choose two. **On a 7-9**, choose one, but you take the sucker's damage.

- The mark slips and staggers
- You press the mark into an ally's waiting attack
- An ally takes +1 Forward against the mark

SLIPPERY EGRESS (CHA)

When you slink away, roll+CHA. **On a 10+**, you're gone. **On a 7-9**, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what. **On a miss**, you're caught vulnerable, half in and half out.

RACE

- ☐ **HALFLING**
When you bluff someone, on a hit you may take from them a small item. The GM will tell you what you get.
- ☐ **HUMAN**
When you attack a staggered or confused opponent, deal +1d6 damage.

BONDS

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

_____ still believes every word I say.
 _____ and I have narrowly escaped an angry victim of our con.
 _____ has a secret that I will uncover.
 _____ has thus far kept quite about past indiscretions of mine.
 _____ is too tightly wound. I'll show them a good time.

THE MOUNTEBANK

LEVEL
 XP

GEAR

Your Load is 9+STR. You carry dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and 7 coin.

Choose one affect, all are 0 weight for you:

- ☐ A forged letter of marque
- ☐ A fair maiden's favor
- ☐ A ducal ring, obviously not yours
- ☐ A treasure map you conned from a now angry dwarf
- ☐ A letter of credit from a crime lord

Choose your armament:

- ☐ Ragged hand crossbow (near, reload, 1 weight), bundle of arrows (3 ammo, 1 weight) and short sword (close, 1 weight)
- ☐ Rapier (close, precise, 2 weight) and 3 throwing daggers (near, 1 weight)

Choose one:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Bandages (3 uses, slow, 0 weight)
- ☐ Halfling pipeleaf (5 uses, 1 weight)

ADVANCED MOVES

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

☐ COLD READ

When you briefly converse with someone, you may ask the character's player one of the following questions:

- What here has caught your attention?
- Who here do you most want to interact with?
- Who here do you most want to avoid?
- What one word best describes a secret you are carrying?

☐ CONFOUNDING FEINT

Add the following to your Feint options:

- The mark stands there and drools helplessly for a moment or two

☐ DUAL EGO

You may craft a second alter ego. You may only have two alter egos.

☐ FALSE DETECTION

When someone attempts to magically divine your location, thoughts, or alignment, you may choose to answer they recieve.

☐ KNOW WHEN TO HOLD 'EM

When you would gain hold, gain one additional hold.

☐ NOBLE MEIN

When you use an Alter Ego that has authority over your mark, take +1 Ongoing to Bluff them.

☐ MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

☐ PARTNER IN CRIME

When someone aids your Bluff by acting like the shill or straight man, take +2 instead of +1.

☐ PLAY POSSUM

When you are successfully attacked, you can Bluff to convince your attacker they have felled you. If you, they turn their back on and ignore you. Of course no one goes for this more than once.

☐ SAVAGE CUNNING

You can Bluff and Feint any creature with animal intellect or higher.

☐ SLIPPERY MIND

When you are the target of an enchantment of the mind, you may choose to immediately dispel it without effect.

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

☐ BARBED FEINT

When you feint, on a 12+ you may also deal your damage.

☐ CHEAT DEATH

Your skills as a liar are legendary, and even Death itself can be fooled. When you would roll for your Last Breath, roll Bluff instead. Your days are numbered as Death will figure you out sooner or later, but you may just manage to stay alive long enough to figure something else out.

☐ DEEP READ *Requires: Cold Read*

When you use Cold Read, but you may ask 2 questions instead of one.

☐ HIDE IN PLAIN SIGHT

So long as you remain quite and mostly still, mundane creatures will overlook you.

☐ INCEPTIVE BLUFF

When you bluff, on a 12+ they strongly believe and will convince others of this belief.

☐ KNOW WHEN TO FOLD 'EM

If it's getting real, you can offer a deal to the GM to get out of it. If the GM declines take +1 Forward.

☐ LEVERAGE

When you parley, you do not need to roll the dice and may instead choose the 7-9 option.

☐ MISDIRECTING MIND *Requires: Slippery Mind*

When you are the target of an enchantment of the mind, you may choose someone, other than the caster, to instead be affected by the enchantment.

☐ MULTICLASS MASTER

Get one move from another class. Treat your level as one lower for choosing the move.

☐ MULTIPLE EGOS *Requires: Dual Ego*

You may craft any number of alter egos. Good luck keeping track of all of them.