

"Most of these rubes wouldn't know a real wizard if one came along and turned them into a duck. So, I come through a town, put on a little show, make a few coins. Everybody wins. I leave with full pockets, and they get a story to tell for the rest of their lives about their brush with the mystic. As a matter of fact, I'd say they get the better end of this whole deal. Now if you'll excuse me, it seems the villagers want to present me with some honorary pitchforks."



The Charlatan

NAME

LOOK

What do you call yourself? It's not the name you were born with.

Choose a title and a name, and then combine them:

Title: Great, Wise, Sage, Wonderful, Fantastic, Amazing

Name: Erasmus, Mentok, Circe, Timea, Zadox, Larry




Kind Eyes, Shifty Eyes, or Unremarkable Eyes

Immaculate Hair, Disheveled Hair, or Hooded

Scholar's Robes, A Cheap Suit, or Traveler's Clothe

The Body of Penn, The Body of Teller, or The Body of Houdini

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

ALIGNMENT

Chaotic

Engage in some (relatively) harmless mischief.

Neutral

Profit from deception.

Good

Expose a fraud.

Evil

When you con someone, take everything they have, even if you don't need it.

RACE

Dwarf

The drunker, the better. When you use your parley or con artist moves and alcohol is involved, take +1.

Elf

People just assume you are magical. When you make an obvious display of 'magic' powers, you get one hold that you can use on a future attempt to deceive someone who sees you.

Halfling

You have an honest face. Take +1 when you try to deceive someone you just met.

Human

You are a dropout. You can either cast cantrips as a wizard, or rites as a cleric.

Gnome

You have a knack for staying out of sight. Take +1 to defy danger by hiding.

BONDS

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

I once ran a scam in _____ hometown, but I don't think they recognize me.

_____ likes to pretend they are honest, but I know a scoundrel when I see one.

_____ thinks we are allies, but I'm just stringing them along for a score.

STARTING MOVES

Con Artist

Whenever you attempt to sell a useless item, talk yourself out of trouble with an authority figure, or try to convince someone you are more powerful than you truly are, roll +CHA. If you roll a 10+, you are successful and you gain +1 forward to the next move taken to deceive the same target. On a 7-9 you are still successful, but the GM will tell you that one of the following has happened:

- Your lie leads to another, which requires a new roll
- Suspicion
- Unwanted attention

Misdirection

Take +1 on moves in combat intended to distract your opponent.

Sleight of Hand

When you pick a lock, conceal a small object from view, pick a pocket, or escape restraints roll +DEX. On a 10+ you succeed unnoticed, on a 7-9 you are still successful, but the GM will offer you two options between suspicion, danger, or cost.

Bag of Tricks

Your bag of tricks contains various props, such as 'magic' wands, powders that change the color of fire and smoke, crystals, and tarot cards. As long as your bag of tricks is in your possession, you also have a supply of the following useful items:

- **Flash Paper** creates a quick burst of bright flame. Can be used in combat (close) to blind an enemy for 30 seconds.
- **Smoke Bombs** fill an area roughly the size of a small room full of thick smoke. Creatures in the affected area can only see 2 feet in front of them.
- **Fireworks** come in two basic types. Cherry bombs may be thrown (near) and do 1d10 damage. Rockets take a minute to set up, do 2d6 damage, and follow an erratic path so take a -1 penalty to all volley rolls. This penalty increases to -2 if the target is far. All fireworks are very loud.

? The Charlatan

LEVEL

XP

GEAR

Your load is 9+STR. You have your bag of tricks (1 weight), dungeon rations (5 uses, 1 weight), a traveling hat (0 weight), and 2d6 coins.

Choose one:

- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight)

Choose your arms:

- Dagger (hand, 1 weight)
- Staff (close, 2 handed, 1 weight)

Choose two:

- 3 throwing daggers (thrown, near, 0 weight)
- Antitoxin (0 weight), a healing potion (0 weight) and poultices and herbs (1 weight)
- Adventuring gear (1 weight)
- Halfling pipeleaf (0 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose one of these moves:

Juggler

Take +1 to volley and +1 damage with thrown weapons.

Patent Medicine

Reverses Baldness! Improves your sex appeal! Cures all diseases of the body and mind, guaranteed! It'll fix your asthma too. Okay, maybe not, but it does heal 1d4+your level hitpoints, and you can make two doses a day.

Cowardice

When you **defy danger by running away or hiding**, add+1 to your roll.

Master of Disguise

You have added a disguise kit containing various wigs, makeup, etc. to your bag of tricks. It will take you approximately one hour to create a convincing disguise, and any needed clothing or accessories must be found separately. Your appearance will not give away your disguise, but your actions may.

Fortune Teller

When you **tell a mark their future**, roll +CHR. on a 10+ they will believe you, and act as if that is their fate until your prediction is proven wrong, or you are shown to be a fraud. On a 7-9 you are still successful, but the mark will be suspicious and look for reasons to disbelieve you.

A Little Knowledge is a Dangerous Thing

When you roll a 7-9 on a spout lore attempt, you may ask your GM to give you two pieces of information instead on one moderately useful one. One of these pieces of information will be true, and useful. The other will be completely wrong.

Don't Bullshit a Bullshitter

When you **discern realities to sniff out a lie**, take +1

Knave of all Trades

Take a move from another class, treating your level as one lower. You can't learn real magic.

Nothing Up My Sleeve

You get +1 on sleight of hand attempts.

Behind You!

You or an ally get +1 forward to hit an opponent you have distracted in combat.

Skeptic

When you **use logic and reason to discern realities**, roll +INT.

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

The Long Con

Take +1 ongoing to all moves intended to deceive someone who has fallen victim to your con artist or fortune teller moves until your deception is discovered.

Pyromancer

You've mastered the theatrical use of fire, and picked up some nasty tricks to use in combat. As long as you have your bag of tricks you can roll +DEX to throw a burst of fire in an arc (close, 2d6 damage, ignores armor). You also get +1 to volley any flaming objects.

Well Read

Requires: A Little Knowledge is a Dangerous Thing

Take +1 to all spout lore rolls, and get twice as many uses out of books.

Troupe

Requires: Master of Disguise

You may apply your disguises to others

Factotum

You can learn one move from another class, treating your level as one lower. You can't learn real magic. This move may be taken twice.

Just a Misunderstanding

Requires: Cowardice

When you are outnumbered, you get +1 armor and +1 defy danger.

Master Magician

Replaces: Nothing Up My Sleeve

You get +2 on sleight of hand rolls.

Desperate Lie

When one of your schemes is discovered, you have one last chance to tell a whopper and convince your mark it was all a misunderstanding. You get one chance to roll a 10+. This roll never gets any kind of bonus.