

Name

Names: Job, James, Ismerelda, Miles, Cordelia, Honor, Pax, Jack, Jane, Ivory, Dominic, Saracen, Fiona, Briana, Emily, Arnold, Sylvest, Tom, Amy

Nomme: The Knife, The Shadow, The Whisper, The Walker, The Keeper, The Taker, Agent 6, The Left Hand, Vigil, Backwatcher

Look

Bland eyes, Haunted eyes, Sharp eyes, or Shrouded eyes
Compact physique, long and lithe, average build
Secret tattoo, Distinctive piece of jewelry, unique scar
Immaculate apparel, Swooshy cloak, All in Black, Dull clothes

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	Scared -1
STR	DEX	CON	INT	WIS	CHA

Damage



Armor



HP



Current Max
Your Max HP is 8+Constitution

Alignment

Lawful

See to it that a matter is brought to the proper authorities

Neutral

Make a dick move to complete the mission

Chaotic

Disrupt the workings of a team, group or organization

Race

Human

Choose a second Trade Secret.

Bonds

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

- _____ is too naive, and need to be educated
- _____ need a reason to trust me.
- _____ might be a good recruit to the cause.
- _____ knows my real name

Fill in the name of your Patron organization in one:

- _____ is a righteous cause I would die for.
- _____ is a means to an end
- _____ is a necessary evil
- _____ doesn't suspect a thing
- _____ has dirt on me

Cover

You can create a cover with the alignment, class, motivation and other details of your choice. Any investigation of your character will reveal details of your cover, not you. Your cover is:

Startling Moves

Patron

You work for a secret organization of _____ looking to _____.

- | | | |
|--|-----------------------------------|--|
| <input type="checkbox"/> Mystics | <input type="checkbox"/> Sustain | <input type="checkbox"/> The current order |
| <input type="checkbox"/> Politician | <input type="checkbox"/> Usurp | <input type="checkbox"/> The Throne |
| <input type="checkbox"/> Priests | <input type="checkbox"/> Destroy | <input type="checkbox"/> The Church |
| <input type="checkbox"/> Spies | <input type="checkbox"/> Discover | <input type="checkbox"/> The Flow of Money |
| <input type="checkbox"/> Police | <input type="checkbox"/> Advance | <input type="checkbox"/> A Secret |
| <input type="checkbox"/> Soldiers | <input type="checkbox"/> Resist | <input type="checkbox"/> An Ideal |
| <input type="checkbox"/> Revolutionaries | | <input type="checkbox"/> A Faith |
| | | <input type="checkbox"/> A Group |

Patronage

Choose two advances moves with the Patronage keyword.

Trade Secrets

Pick the kind of secrets you trade in. take +1 when you spout lore related to this secret.

- Arcane Divine Political Military Criminal

Tap Resources

Make a request for an item or resource from your patron, When you go to pick it up, roll +bond with the Patron

10+ Pick 1

- Not Quite What You asked For
- Has Strings Attached
- Trouble at the drop off

7-9 Pick 2

Swoosh

When you dramatically enter a scene from the shadows, roll +bond (use the highest bond of any other character in the scenes.

10+ you look awesome

7-9 Pick one

- Something or someone is after you
- Your entry puts you in immediate danger
- Something bad happened in the interim. Take 1d6 damage

On a 6-, pick 2 from the list above



THE AGENT

Level
XP

Your Load is 8+ STR. You carry dungeon rations (5 uses, 1 weight), a concealed dagger, leather armor (1 armor, 1 weight) a swooshy cloak, a healing potion and your choice of weapon:

- A rapier (close, *precise*, 1 weight) and three throwing daggers (thrown, near, 0 weight)
- An assassin's dagger (Hand, 0 weight, +1 damage) and a hand crossbow (near, 1 weight) with quarrels (weight 1, ammo 3)

Advanced Moves

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

Cunning Infighter

You may treat any weapon with Hand range as precise.

Surprise Attack

You may take +1 on any Hack and Slash move immediately preceded by a Swoosh

Diverse Education

Take another advanced move from Agent and a move from a Compendium Class

Underhanded

You may take a basic move from the Thief class

Double Agent

You may take a second patron. You gain one additional Trade Secret and one additional Patronage benefit.

Well Equipped (Patronage)

Once per session, you can produce some strange widget provided by your patron which can grant a +1 to any single roll that it might help with

Never Onarmed

Whatever the circumstance, you can always produce a small knife (hand, weight 0).

Deep Cover

Any divination magic performed on you will return the information appropriate to your cover.

Convincing Cover

You may take a class move from the class of your cover. Treat your level as 1 lower for purposes of choosing the move

Arcane Training (Patronage)

Prepare and cast Cantrips as a Wizard

Divine Initiation (Patronage)

Prepare and cast Rotes as a Cleric

Reinforcements (Patronage)

When you make a Recruit move, you may take a +2 bonus to the roll to call on assets of the organization. Any recruits hired in this way are ultimately loyal to your patron.

Deep Insight (Patronage)

“Who’s really in control here” does not count against your allowed questions when you Discern Realities

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

Eye for Weaknesses

When you take a +1 forward from Discern Realities, it also applies to damage

Shadow Pact

You have the power to pass between shadows, When you swoosh, you may literally emerge from a shadow.

1000 Faces

You may create a second cover.