

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

GEAR

WEAPON. You use Standard Weapons.

Which weapon is hidden on you all times? Choose one:

- Brass Knuckles. (use Force, +1 die against people [1/Scene])
- Crowbar. (use Force, +1 die against objects/machines [1/Scene])
- Knife. (use Aim, +1 die when undetected [1/Scene])
- Revolver. (use Aim, +1 die when close [1/Scene])

HISTORY

COVER STORY. Who do you tell everyone that you are? Choose one:

- I'm a traveling salesman. Care for some kitchen knives?
- I just moved in. Can I borrow a cup of sugar?
- I'm a detective on an important case. Seen anything unusual?
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HISTORY

CONNECTION. Choose one for another player.

- They have leverage over me (blackmail, debts, etc.)  
What do they have?
- They helped me steal something a year ago.  
What role did they play?
- They could blow my cover. How?
- 

LESSONS LEARNED. Choose one takeaway from your life of crime.

- KEEP YOUR CARDS CLOSE TO YOUR CHEST.** Reroll a Think roll. (1/Session)
- LOOK BEFORE YOU LEAP.** Reroll a Notice roll. (1/Session)
- WATCH YOUR BACK.** Reroll a React roll. (1/Session)
- BE TOUGH AS NAILS.** Reroll a Withstand roll. (1/Session)

# BLOOD ON THE LENS CON

You've got a hustle going on, and some people may not be thrilled if they knew the details. Maybe you're faking credentials for a job, selling a product that isn't quite as advertised, or skimming a bit off the top for a service you provide. Your sharp wit and quick hands can get you out of a lot, but how much weight can your deceit hold?

MOTIVE

FEAR

NOTES

PRONOUNS: /

**RISK-TAKER.** When you roll Director's Dice, you can turn a Critical Failure into a normal Failure. (1/Session)

**SUBTLE.** Gain +2 dice to a Convince or Sneak roll. These dice can exceed the maximum of five. (1/Scene)

**SHIFT THE BLAME.** When you make a React or Withstand roll, you can force a player that is Close to you to make it instead. This player must have a higher number of dice for this Reaction than you do. On a Failure, you suffer the consequences as normal.

**LET ME EXPLAIN.** When someone catches you in a lie or you fail a Convince roll to lie, you can make a second Convince roll with higher stakes. On a success, they believe you. On a failure, the roll is a **CRITICAL FAILURE**—you suffer additional consequences, which may manifest immediately or later.

**LAST CONTACT.** Who can you still call when things go wrong?

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

## CREATING A CON

**Choose a Personality.** Sum up your personality in a word or two.

**Pick a Quirk.** Come up with something unique, funny, or special about yourself.

**Choose your Motive.** Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

**Choose your Fear.** Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

**Actions and Reactions.** Gain +1 to any three Actions or Reactions of your choice.

**Everything Else.** Fill out every box that doesn't have a star for higher levels.

## LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

**IMPROVEMENT.** Gain +1 to two different Actions or Reactions of your choice.

