



# KNAVE SPYMASTER

Career Skills: **Coordination, Deception, Melee-Light, Perception, Skulduggery, Stealth, Streetwise, Vigilance** | Charm, Coercion, Deception, Discipline

**GRIT** 


Gain +1 strain threshold.

**COST 5**

**BOUGHT INFO** 


Instead of making a Knowledge check, may take the Bought Info action to spend coin equal to 50 times the difficulty of the check to automatically pass with a result of **★**.

**COST 5**

**PLAUSIBLE DENIABILITY** 


Remove **■** per rank of Plausible Deniability from all Coercion and Deception checks.

**COST 5**

**NOBODY'S FOOL** 


May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.

**COST 5**

**ELUSIVE** 


When another character makes a check to follow your trail (whether physical tracks or a trail of information), you may add **▼** equal to ranks in Elusive to the check's results.

**COST 10**

**NOBODY'S FOOL** 


May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.

**COST 10**

**SUBTLE** 


When making a Social check, may spend **☹☹** to convey to another character a simple message that has nothing to do with what you're actually saying. The means by how this is conveyed are up to you and the GM.

**COST 10**

**BLACKMAIL** 


When an NPC exceeds their strain threshold, may spend 1 Destiny Point to convince that NPC to perform a single task of your choice.

**COST 10**

**CUNNING PERSONA** 


Once per session, may suffer 2 strain to make a Charm check using Cunning instead of Presence.

**COST 15**

**ELUSIVE** 


When another character makes a check to follow your trail (whether physical tracks or a trail of information), you may add **▼** equal to ranks in Elusive to the check's results.

**COST 15**

**WELL-CONNECTED** 


Once per session, may spend 1 Destiny Point to reveal a contact who can provide access to a person, location, or resource.

**COST 15**

**GRIT** 


Gain +1 strain threshold.

**COST 15**

**RESIST QUESTIONING** 


When targeted by an opposed Social check, may suffer 2 strain to add 1 Setback Die to the check.

**COST 20**

**PREDICTABLE GAMES** 


May use Streetwise for initiative checks in urban environments.

**COST 20**

**TWISTED WORDS** 


During opposed Social checks, if you generate two advantages or a triumph, or if your opponent generates **☹☹** or **☹**, may suffer 1 strain as an incidental to inflict strain equal to ranks in Coercion on the opponent.

**COST 20**

**INTERJECTION** 


After another character makes a Social check, suffer 3 strain to take the Interjection incidental: make an Average Vigilance check to add **★** or **▼** equal to **★**, and **☹** or **☹☹** equal to **☹** to the check.

**COST 20**

**DEDICATION** 


Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

**COST 25**

**NATURAL CHARMER** 


Once per session, may reroll any 1 Charm or Deception check.

**COST 25**

**MASTER PLAN** 

Once per session, may make a Hard Skulduggery check to reveal how a previously unknown plan assists you in an encounter.

**COST 25**

**BACKROOM DEAL** 

Once per session when a combat encounter is about to begin, may make a Daunting Charm check. If successful, the combat encounter instead becomes a social encounter.

**COST 25**