

## Description:

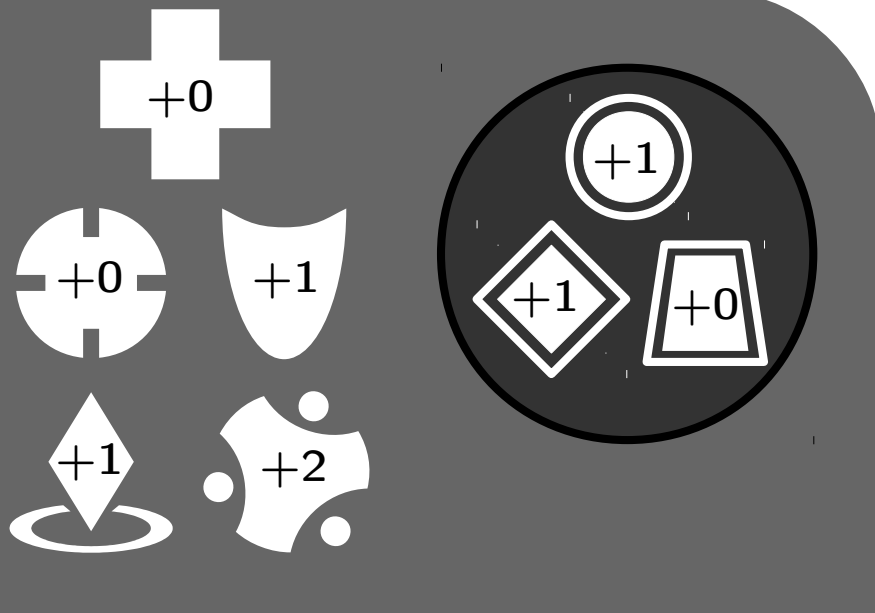
The Con-artist is a master of trickery and manipulation, using words to confuse and confound friend and foe alike. Although this class has little to offer in the heat of combat, the ability to misdirect enemies, extract information, and avoid combat altogether more than makes up for its apparent weakness.

## Strategy:

This class fills the socialite role in the party perfectly, and is best when combined with teammates who can handle combat and technology. Con artist is a very skill hungry class- if you plan to lean into it heavily it is best paired with other classes that provided skills. On the other hand, it can be combined with more combat focused classes in order to provide a secondary talent for situations where violence is not appropriate.

## Starting Bonuses:

- ☐ +2 people reading, manipulate, deceive and entertain.
- ☐ +1 in all other social skills.
- ☐ **Equipment:** Trick deck of cards.
- ☐ **Equipment:** A phone number you promised you would never call.



## Character details:

Answer one (or more) of the following backstory details.

What is the most outrageous con you've ever pulled off? What was your prize? \_\_\_\_\_

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What is your most spectacular failure? What was the fallout of this misadventure? \_\_\_\_\_

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Give nicknames to at least two teammates. Explain where the names came from. \_\_\_\_\_

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Name one person who you either can't or won't lie to. Did you ever try? If so, what happened? If not, why not? \_\_\_\_\_

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Do you have any running bets with your teammates? Discuss such bets with the other players, and see if you can rope one of their characters in. \_\_\_\_\_

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## Grifter

Each level you gain one "grifting" skill rank. It can only be spent on social skills, but can overlap normal skill ranks, allowing you to double rank a skill (but not triple rank).

## Practiced Con

Each level, check off one of the cons listed below. You gain +3 on skill checks for a checked con:

- ☐ Feigning ignorance
- ☐ Scientific jargon
- ☐ Legal jargon
- ☐ Tempting someone's greed
- ☐ Needling pride.
- ☐ Name dropping
- ☐ Salesmanship
- ☐ Appeals to conscience
- ☐ Tempting someone's curiosity
- ☐ Pretending to be informed/prepared
- ☐ Making people talk about themselves
- ☐ Flattery
- ☐ Appearing weak/wretched
- ☐ Seduction
- ☐ Appearing wise
- ☐ Inciting rage
- ☐ Being totally forgettable
- ☐ Anything else your GM agrees is reasonable.

- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

## People Watcher

You gain +3 on all skill checks used to notice things about a person. This includes people reading, perception & knowledge checks, but does not apply to checks made to find a person or ask questions of someone.

## Magician

Gain a +4 bonus on dexterity checks to swap items, tamper with decks of cards, or make items appear or vanish from your hands. Gain +4 to the entertainment value of such performances.

## On a Roll

Whenever rolling multiple social checks one after the other as part of a conversation, you are slowly able to 'take over' the conversation, with each consecutive success granting +1 on the next skill check (hence, if you pass three in a row, the fourth is made at a +3 bonus). This bonus reduces back to zero whenever you fail a skill check and stumble.

## Fast Talking

*Requires: On a Roll*

Once per conversation, when an ally rolls a social check (other than People Reading), if you do not like the look of their roll, you may jump in and speak over them, rolling a social check of your own. You must use a different skill and take the conversation in a different direction. All negative consequences of their roll are canceled. You must decide to use this ability after your allies dice is rolled, but before hearing the results of their roll.

## Shoot From the Hip

*Requires: Fast talking*

You can initiate combat midway though conversation- to do so, roll deception vs your targets people reading. If successful, you may immediately begin a surprise round of combat. If unsuccessful, instead combat begins as usual, and your teammates take a -5 penalty to initiative.

## Master of Disguise

You can slip into and out of costume in a matter of seconds (three beats if in combat). You gain a +5 bonus to all craft and deception rolls involved in creating disguises.

## Persona

*Requires: Practiced Con*

Each level you can create a persona. Gain +10 on all deception checks to pretend to be that person. List Personas below:

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## Stolen Identity

*Requires: Persona, Master of Disguise*

When constructing a persona, you may now select identities of people who are currently alive; and use your disguises and deceptions to step into their roles and steal their identity.

## Innocent Questions

*Requires: Any three con-artist feats*

Whenever you really need an answer from someone, you are able to effectively pump them for answers. Figure out how to pose your question, and then the target must roll a Will save against your Manipulate check. If they fail, its assumed that they give some fraction of an answer away; enough for you to work with, or figure out what's going on. Succeed or fail, they're going to be pissed off at you for doing this, and will be substantially less friendly in future interactions - usually refusing to answer further questions, or outright attacking. Each character can only be pumped for intel once in this manner.

## Deep Read

**Requires: 1 con-artist feat**

It's basic psychology: there's about 13 'Icons' that guide what people do, love, lust, anger, all that jazz. Once you've figured out the icons driving them, you gotta figure out how each icon is expressed, what ASPECT of that icon they're tied in to; might be their actions, ideals, emotions or connections. The suit will tell you that. (see following page for icons)

To get a deep read on people, you'll need to get in a conversation with them first, and roll at least one 'active' skill check (not people reading). Once you've got them talking, roll a people reading check. Between 15 and 20 you're GM will give you ONE card: the suit tells you the aspect, the rank tells you the icon. It'll give you some idea of something that the person is up to, but won't tell you the whole story; if you ain't careful, you'll still stick your foot in it. If you get 20 or higher, your GM will give you TWO cards. You'll be able to combine these, along with the story table off to the right in order to get the full story.

Manipulate checks made against someone using information gleaned from a Deep Read will grant a bonus (usually +1 - +3 per card, depending on relevance). Tell your GM when you are doing this, so they can tell you the bonus, IE "based on his fear of authority, I'm going to..."

## Cold Read

**Requires: Deep Read + 2 more feats**

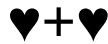
You can now get a read on someone without starting a conversation with them. (No 'active social check' needed first).

## Sharp Insight

**Requires: Deep Read + 2 more feats**

When you roll a nat 20 on a social check vs someone, you may immediately make a Deep Read attempt, even if you have previously failed.

## A Dozen Tales



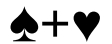
Governed Primarily by the emotions of ♥ and ♥. Defaults easily to one of the two, and can be pushed off balance if flipped back and forward to quickly.



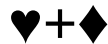
Believes the world is governed by ♦, leading to feelings of ♥.



A life dedicated to ♣. In the quiet hours, they feel only ♥.



Relationship with ♠ twisted by feelings of ♥.



Feels ♥, towards ♦.



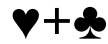
Rejecting all notions of ♦, they define themselves in terms of ♦.



On a quest to ♣ the abstract notion of ♦. A true idealist. Likely to be particularly hard to redirect. Obsessive.



Sees ♠ as an icon of ♦. They've got some ideal, and stuffed it into a person. If this connection is broken, may lead strange place.



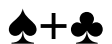
An underlying sense of ♥, leads them to ♣. You've got an action (possibly even a self destructive one), triggered by some deep rooted emotion.



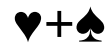
For the sake of ♦ they plan to ♣.



There ability to ♠ is undermined by a tendency to ♣.



On behalf of ♠, they plan to ♣. There's a plan of action, but it doesn't really belong to your mark. May be less certain.



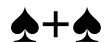
Feels ♥ towards ♠.



♦ defines their relationship with ♠.



Currently midway through a plan to ♣ ♠.



Has difficulty balancing the conflicting demands of ♠ and ♠.

## The Four Aspects

### ♥ Emotion ♥

You got someone driven by a particular feeling, be it positive or negative. Pushing them in or out of this mood will change their course.

### ♦ Ideal ♦

Welp, they've got a bee in their bonnet about **something**. Love it or hate it, their world view is defined by some ideal. Prone to debate, monologues, etc

### ♣ Action ♣

Ohhh boy. A feisty one. Shit is gonna get done. Often harder to redirect or persuade than most, but easier to predict. They're on a path, best not get in the way

### ♠ Connection ♠

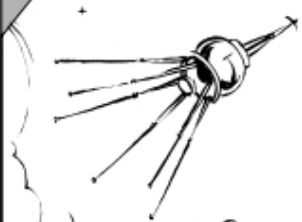
Your Mark's focus is a *person*, and anything done to that person is liable to move your Mark. Alternatively, you might be able to push at the *connection* between your mark and their teether, if you can figure out who it is.

## 2 Dichotomy



- ♦ Truth,
- ♥ Curiosity
- ♣ research or investigation,
- ♠ a elder or mentor

## 3 Starlit Beacon



- ♦ Freewill,
- ♥ openness, acceptance
- ♣ Seek, find
- ♠ A life long friend,

## 4 The Tattered Banner



- ♦ Law,
- ♥ sorrow, grief, guilt
- ♣ Duty, protection and preservation
- ♠ a figure of authority

## 5 The Factory



- ♦ Money/greed,
- ♥ pragmatism
- ♣ Apathy, cynicism
- ♠ Conform or Obey
- ♠ work colleague

## 6 Spilled blood



- ♦ Violence,
- ♥ Anger
- ♣ break, unmake, destroy or harm
- ♠ an enemy, beast or threat

## 7 Masquerade



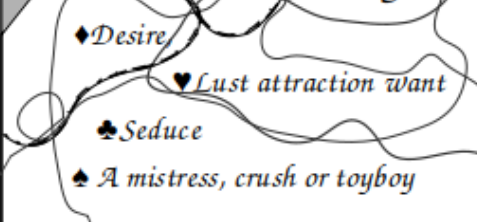
- ♦ Conspiracy,
- ♥ Envy, jealousy
- ♣ Deceive, betray or Sabotage
- ♠ An unwelcome guest or hidden figure.

## 8 The Garden



- ♦ Evolution, change, creativity
- ♥ Hope/faith/trust
- ♣ Teach, guide
- ♠ a child or apprentice

## 9 Tangled String



- ♦ Desire
- ♥ Lust attraction want
- ♣ Seduce
- ♠ A mistress, crush or toyboy

## 10 Spinning coin



- ♦ Chaos,
- ♥ Joy
- ♣ Playing games
- ♠ a pal, friend or sibling.

## A The Glowing Heart



- ♦ Love,
- ♥ Compassion,
- ♣ healing,
- ♠ a spouse or true love

## J Crossed Barrels



- ♦ Conflict,
- ♥ Determination
- ♣ Thwart, oppose or overcome
- ♠ A rival

## Q The Crown



- ♦ Power,
- ♥ Pride
- ♣ Control
- ♠ Queen, CEOs, Avatars or other great power

## K Earth



- ♦ History, the past,
- ♥ Fear
- ♣ A desire to ignore, deny or avoid
- ♠ Someone who is dead or long absent.