



- When you infiltrate a location or event, increase your momentum reset by 1 for the duration of the mission.
- When you Face Danger or Secure an Advantage to adopt a disguise or establish a false identity, add +1. On a hit, add +1 when using that identity to deceive or influence others. If you score a miss with a match when using a false identity, your deception is completely and dramatically undone.
- When you lie to Make a Connection, you may reroll one challenge die. If you Forge a Bond in a relationship built on lies, choose one.
  - \* Maintain the deception: You may reroll one challenge die.
  - \* Reveal the truth: On a strong hit, make the legacy reward one rank higher (1 extra box if already epic).