

The Secret Agent

You're a spy and a scout—trusting to stealth and trickery over direct conflict.

LOOK

EYES	▣ doe	▣ tormented	▣ hollow	▣ shrouded	▣ watchful	▣ steely
STANCE	▣ cryptic	▣ steady	▣ dancing	▣ seductive	▣ light	▣ graceful
DRESS	▣ monastic	▣ provocative	▣ casual	▣ fine	▣ camouflage	▣ worn
DISGUISE	▣ monk's	▣ merchant's	▣ performer's	▣ servant's	▣ soldier's	▣ beggar's

RINGS

Add one to Wind and Void. Subtract one from Earth, Water, Fire, Wind, or Void.

MATÉRIEL: choose either these, or those from your allegiance

You carry a short sword and a ninja sword—a 57-centimeter blade on a longsword hilt, worn in a longsword scabbard. It draws faster than a longsword and has extra space in the sheath for secrets and snacks. You also have either throwing stars or claws. When you want to be seen but not noticed, you have a suit of common garb for a noble or peasant. When you don't want to be seen at all, you have a suit of hardy dark-colored clothing in some color other than black, as well as one that's white in case it's snowing, both with masks. You have chain mail armor.

SECTION: choose either these, or those from your allegiance

12 Spies Short swords, ninja swords, throwing stars or claws, chain mail. Stealthy.

ATTACHMENTS: +1 Bond with whoever answers

- ➔ For whom have I worked? Were they a good employer?
- ➔ Whose vulnerability have I discovered? What is it?
- ➔ Who knows a secret about me?

ROLE SPECIAL MOVES

Choose One to Start

Ninja Tools



You have five uses of ninja tools, ☐☐☐☐☐. When you expend a use, tell us what weird, apocryphal, possibly unrealistic item you've just produced: a perfect disguise, tiny preserved rations that are as nutritious as a full meal, garden trowels sharp and aerodynamic enough to fling at pursuers, foot baskets for walking on swamp water, a grenade that works, that kind of thing. If you're with a stealthy section, they have copies of that item for their own use as well. If you run out, someone (probably you) has to **KIT YOU OUT** to replenish your stock, but ... who's your supplier?

Espionage



When you **RECONNOITER**, ask an extra question even on a miss.

That Was the Plan All Along



When you reveal that some present situation is the result of some scheme you set in motion in the past, narrate a flashback describing how you set it up. Then roll with Void—with advantage if it's particularly believable you could have done such a thing logically and easily, disadvantage if it's really far-fetched, normally otherwise. On a 10+, your preparations pay off just as expected. On a 7-9, you suffer some unexpected twist or collateral problem. On a miss, your plan backfires dramatically and, for everyone but you, probably humorously.

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忍びの者 SHINOBI-NO-MONO

RULES QUICK REFERENCE

- Roles, p.155
- Allegiances, p.102
- Common moves, p.234
- Attachments, p.80
- Weapon moves, p.70

GAME TERM QUICK REFERENCE

- Advantage: roll three dice and ignore the single lowest result
- Disadvantage: roll three dice and ignore the single highest result
- Hold #: Receive a number of points you can expend to do something particular.
- +1 Forward: Receive a one-time bonus to a single specific kind of roll made in the future.
- +1 Ongoing: receive a permanent bonus when acting according to the specified circumstance.
- Mark XP: fill in one of the experience circles. If you fill in the fifth circle, erase them all and take an advancement

