

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Skinny, fit, sexy

EYES: Mysterious, alluring, bright

HAIR: Groomed, flowing, natural

CLOTHING: Ornate, revealing, concealing

ARMOR



HIT POINTS

Max: 6+Constitution



DAMAGE



DRIVE:

- Chaos:** Undermine a system of law & order
- Tranquility:** Help someone evade an enemy
- Power:** Find a powerful secret

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

BONDS

I know a secret about _____.
Trigger: when they find out you know.

_____ knows something about me I wish they didn't. Trigger: When they threaten to reveal it.

I can trust _____ with my life.
Trigger: when that trust is tested.

_____ always knows when I lie.
Trigger: when they call you out.

RACE:

MOVE:

STARTING MOVES

MIRROR IMAGE

When you create a magical illusion of yourself, roll+CHA. On 10+, choose 2. On 7-9, choose 1.

- It matches your appearance even upon close inspection
- It can hurt others
- It draws as much attention as you want it to

This illusion will dissipate upon physical contact or if you make another illusion. These illusions are controlled by your thoughts, and can move around and mimic your mannerisms.

PEOPLE PERSON

When you Spout Lore about a person of interest, you may roll+CHA instead of INT. The GM might ask you, "Who told you about them?"

CREATE IMAGE

When you attempt to create a magical static image, describe the image you want to make, where you want it, and who you want to fool with it. The GM will give you 1 to 4 of the following restrictions.

- It will only fool people from a distance
- It will require constant upkeep
- It will only last for a certain amount of time
- You need to prepare for a certain amount of time
- It will only fool people from a certain angle
- A keen observer will figure it out soon--and will tell others

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

MISTRUST

When you attempt to get an underling to lower their defenses by showing them all the great benefits of leaving their boss, roll+CHA. On a 10+, they have to take some time off to reconsider their life. On a 7-9, their doubt is only momentary, but it opens up an opportunity you or an ally can act upon. Most underlings will only be swayed by tangible or personal evidence.

GOSSIP

When you spread a nasty rumor about someone amongst those who interact with them the most, roll+CHA. On a hit, the GM will tell you what opportunity or weakness is now available to you. On a 7-9, they know it was you who started the rumor.

MENTAL ANGUISH

When you draw out what troubles someone most, roll+CHA. On a hit, they feel the need to do something about their troubles right now or wallow in depression. On a 10+, you can make a suggestion that they will regard with great respect.

DECOY

Replaces: Scapegoat

Whenever you sacrifice an illusion of yourself during a Defy Danger challenge, add +1 to your roll. If you roll a 12+, you find a new opportunity to retaliate. Gain +1 forward when acting upon it.

SHARPER IMAGES

Replaces: Empowered Illusions

When you coordinate with your illusion(s) to deal damage to a foe, you deal +1d8 damage.

MASTER OF MISDIRECTION

Replaces: Multi-task

When you use Mirror Image, you can create 3 illusions instead of 1. You may choose which illusions have which properties as if you created them individually.

MASTER FENCER

Replaces: Duelist's Discipline

When you attack a surprised, bewildered, or confused foe with a precise weapon, your weapon ignores any worn or wielded armor and has +2 piercing against all other types of armor.

ILLUSIONARY INSPIRATION

Replaces: Mental Defense

Whenever you realize someone is hiding something from you, the GM will tell you one vulnerability they accidentally revealed about themselves. Take +1 ongoing to acting upon it until they know you know it.

MIRROR ADEPT

When you Create Image, the GM tells you how many drawbacks there are and you get to pick which ones you want. The GM still gets to determine specifics.

POMPOUS MONOLOGUE

Whenever you get a foe to monologue, they reveal a vulnerability. Everyone who knows it deals +1d6 damage to them.

ONE LAST TRICK

Death Move

It is finished. Your body is dead, and it falls lifeless to the ground. You are absolutely, 100% dead and done for.

At least that is what most people think. Even most of your allies in fact. All of them are sure your story is over.

But someone is not sure. Write down a clue for a living ally, something that gives them doubt that your death was completely genuine. It could be a momentary flicker in your corpse, something that hinted it was less corporeal and more an illusion, or maybe your body was never actually found. Maybe that ally could have sworn that you were immune to that poison or you had extra plating where that blade struck you. Whatever the case, that ally is not sure of your true state.

Write down two more clues for your GM. These are clues to what has actually been happening this whole time, maybe where you have actually been or why you have gone into hiding and cannot be found. The GM will reveal these when they choose to do so, and it is only after every clue has been uncovered that anyone will really know what actually happened to you.

ASURA

Whenever you meet a rival krew, the GM will tell you one secret you learned about their operations.

CHARR

Whenever you Hack & Slash with the aid of your illusions, deal +2 damage.

HUMAN

Whenever you enter a city, the GM will tell you of at least one person of interest you know.

NORN

Your illusions can also take on the form of your Spirit Animal. Anything they observe, you will too.

SYLVARI

Whenever you Create Image of a natural environment, the GM will tell you how many drawbacks it has and you pick which ones you want.

MIRROR IMAGE

Mesmers may choose the third option both in cases where they want the illusion to receive attention, such as to ward off an enemy coming toward them, or in cases where they do not want it to draw attention, such as when they want it to surprise an enemy or listen in on a secret conversation.

CREATE IMAGE

This move does not require a roll. However, the moves it inspires should. Does it require constant upkeep and are you planning to keep the image up while an entire army passes close by? It might be time to Defy Danger (CON). If someone can tell it is fake, whatever moves they make to stop the person should be exciting and require rolls.

KEEN EYE & MENTAL DEFENSE

If a player chooses these options, it may mean that these are the types of enemies they wish to face. Plan accordingly.

EMPOWERED ILLUSIONS AND SHARPER IMAGES

These moves are intentionally vague enough to allow for a variety of damage dealing moves. Feel free to encourage experimentation, such as using illusions to lead enemies into traps, send them over cliffs, or even turn their own attacks against them.

IN COMBAT

A Mesmer can be a powerful and dangerous foe against those they can manipulate and deceive. However, this means that they are also weak to those who are not intelligent enough to be manipulated and those who rely on senses other than sight. Adding feral or blind enemies to encounters is one way to highlight a weakness of the class.

DEATH: ONE LAST TRICK

Every clue reveal should be as dramatic and shocking as possible. Wait until opportune moments in the story, maybe even important rolls, to reveal what exactly the Mesmer was up to and why that matters (think about the ending of Thor: The Dark World, when you find out what Loki was really up to). It is also okay to work with the player and change the clues to better fit the storyline later, but keep the exact wording of the clues hidden from the players. They should feel like you are keeping secrets from them.