

THE INFILTRATOR

“My Eidolon can cloak itself from detection by _____,
and attack from hiding by _____.” Range: 50 Feet

CHARACTER NAME:

☐

POW

☐

ELE

EIDOLON NAME:

☐

GEN

PLAYER NAME:

☐

GLAM

☐

BIZ

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

APPEARANCE

RESONANT CARD

DISSONANT CARD

LVL

HOLD

When you play your resonant card, apply the following Forecast: “You slip into position to take the perfect shot.” Choose a card that’s still in the Fate Deck and place it in the discard pile. Shuffle the Fate Deck afterward.

When you play your dissonant card, apply the following Forecast: “You tripped the alarm, and now the searchlights are trained on you.” You may not Vanish for the duration of the current scene.

Starting Moves

- ☒ **Vanish:** When you use your Eidolon’s cloaking power while no one’s watching, draw **ELE**. On a positive card, Hold 2. On a neutral card, Hold 1. Spend 1 Hold any time you use your Eidolon to make a Move, or anytime someone thoroughly searches the area your Eidolon is cloaking in. Your Eidolon cannot be located as long as you have at least 1 Hold.
- ☒ **Pick Locks, Hack Consoles:** When you attempt to disarm a security system, pick a lock, or otherwise use finesse and subterfuge to get somewhere you’re not supposed to be, draw **ELE**, but ignore the Forecast of the card you play.

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On a **positive card**, you sneak in without being detected.

On a **neutral card**, something is damaged or an alarm is raised, your choice.

On a **negative card**, something is damaged or an alarm is raised, GM's choice.

Advanced Moves

- ☐ **Smooth Operator:** When you successfully Dazzle someone in an attempt to gain entry to somewhere you shouldn't be, take +1 Forward in that location.
- ☐ **Escape Artist:** Take the Noclip Move from the Inhuman Playbook;
You can draw **BIZ** to disappear from the real world by moving into the Undertow, and when you reappear, it can be anywhere within twenty feet of where you disappeared from.
- ☐ **Dead Drop:** When you Push Yourself, you may choose one card from your original spread to discard instead of sending to the bottom of the Fate Deck.
- ☐ **Run Silent, Run Deep:** When you Vanish, gain an extra Hold on a neutral or positive card.
- ☐ **Excellent Work:** When you have accomplished a task behind enemy lines, you may draw **GEN** to ascertain the shortest path to a safe exit.
- ☐ **Ambush:** When you make a Move to attack an enemy from hiding, you may choose a card from the discard pile to play instead of drawing from the Fate Deck.
- ☐ **Call an Ambulance, But Not For Me** (*Requires Ambush*): When you successfully Dazzle someone into thinking that you are defenseless, vulnerable, or otherwise unable to harm them, you may Ambush them while in plain sight for the duration of the scene.

- ☐ **Pickpocket:** When you attempt to take something from someone without them noticing, draw **ELE**, but ignore the Forecast of the card you play.
 - On a **positive card**, you successfully steal the item without drawing suspicion.
 - On a **neutral card**, you successfully steal the item, but its owner notices something is wrong.
 - On a **negative card**, the item's owner immediately notices you doing something suspicious.

- ☐ **Fade Away:** Your Eidolon can cloak you as well as itself. You become uncloaked if you make a Move independently from your Eidolon, or if your Eidolon becomes uncloaked.

- ☐ **Smooth Criminal** (*Requires Smooth Operator*): You can put together a disguise of your choosing out of any available materials you have. Draw **GLAM** to determine the quality of your disguise. Choose a card already in the discard pile and set it aside. As long as you maintain your disguise, you may play and discard this card instead of drawing for an action. Discard this card if your disguise becomes compromised or you remove it.

- ☐ **Smuggle:** When your Eidolon Vanishes, it can cause anything smaller or equal in size to you that your Eidolon is touching to become cloaked along with it. Draw **ELE**; on a neutral or negative card, they will only become cloaked if they want to be. Your target uncloaks only when your Eidolon does.

- ☐ **Shadow Heist** (*Requires Pickpocket*): When Pickpocketing a target, focus your mind on one object you know the target owns, but which isn't currently on their person; that object is now in their pocket. You can only use this Move once per session.

Master Moves (Requires Level 5 or higher)

- ☐ **Soul Shot:** When you Snipe an enemy Eidolon master and play **The World**, sever their Eidolon.
- ☐ **Take Your Heart** (*Requires Shadow Heist*): Once per session, you may draw **GEN** to steal something intangible from someone—a memory, a relationship, etc. When you use this Move, the last thing you stole with it is returned to its owner.
- ☐ **Crime of the Century** (*Requires Smuggle*): You can cloak any inanimate object your Eidolon is touching, regardless of size. If you attempt to Smuggle something larger than yourself, draw **BIZ** instead of **ELE**. You may only use this Move once per session.

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>