

Code Name: Goupil (or whatever you chose, you're a natural born liar)

Appearance: Whatever you want you can even change as see fit during play, as if nothing had happened. Only three constants: always charming, always human, always a red head.

Profile: Avatar

Goupil is an avatar of Fox. Extremely powerful, manipulative and deceptive, he also happens to be generally good.

Generally.

Naturally sly and mischievous, he can as well be cruel as he can be heroic but always remains charming and voluble.

Mission Order:

You've made a bet with the great dragon Lofwyr: if you win, you'll be allowed to pick an item of your choice from his private collection; if he does you'll be bound into service for a year like any common spirit (puh!)

The bet is simple: a team of runners composed entirely of people having one way or another won the dragon's wrath has been assembled. If at least one of them survives the night, you'll have won.

You can interfere however you want and you simply chose to join the team en route but if at any moment they were to know the truth about the bet, you'd have lost

Traits:

Crafty

Illusion, Spell Charm, Bluff, Discretion, Identity Theft, Detect Lies

Rogue

Flee, Panache, Filch, Blades, Back Stab, Disarm, Dissimulation

Spiritual

Astral Perception, Spirits, Counter-Spell, Detect Magic,

Style over Substance:

When attempting something clearly unreasonable, but stylish, you can re-roll any dice that rolls a 6. Rerolled dice cannot glitch.

Keys:

1 Key of the Tumults:

You are nothing if not a spirit of chaos. Hit the key anytime that you try by your actions to make the situation more confused than it already is,

Buyoff: Reveal the truth on what is happening.

2 - Key of the Torn Mask:

Few things makes you grin like revealing the truth about others. Hit the key anytime you try to reveal what is hidden.

Buyoff: help someone else keep his secret

Crucible of Chaos:

One sure thing, one is never bored around you. You glitch on a 1 or 2.

(Each key also has a **buyoff**. If the buyoff condition occurs, you have the *option* of removing the Key. Doing so restores your edge and allows you to untick three boxes)

Status Monitors:

Fatigue: (+1 fatigue die)
 (+2 fatigue dice)
 (+3 fatigue dice)
 Passed Out

Tracers: Green (Normal)
 Orange (+1 tracking die)
 Red (+2 tracking dice)
 Black (+3 tracking dice)

Edge:

Rules Summary:

- When trying to overcome an obstacle, roll one die. Add one if you have a **trait** that can help you, and another for each **tags** that apply from that trait. Add two from each key you hit. Finally, add any number of dice from your Edge **pool**. Max pool is ten dice.

- Roll all the dice you ve gathered. Each die that shows **4 or higher** is a hit. You need hits equal to the difficulty **level** to pass the obstacle.

- Each die that shows 1 is a glitch. Tick a status box from the Monitors.

- If you fail, you can up the ante: difficulty is raised by 1. if you fail again, the GM can tick two boxes from your sheet.

- Each player, if in position to help, can lend another a edge die, which only gets ticked off in case of success.

- A fatigue die (black) is added to the pool, counts toward the pool limit, and only matters if it glitches.

- A tracking die (red) *replaces* a normal die, and raises the difficulty of the task at hand by one if it glitches. No box ticked in that case.