

BACKGROUND (CHOOSE ONE):

THE SLEEPER SCHEMER:

Your eyes are filled with artificial cells that activate when you Lie to reality or any other time you wish. When this happens, your eyes become black and seem to display the various vital signs of the person who is the target of your Lie.

As a Sleeper Schemer, you can scan a person that you can affect and learn their strengths and weaknesses without needing to make a roll. Your implants serve as communicators, translators, and data storage devices. Nanomachines in your blood and tissues allow you to remove one Injury Die for every ten minutes of rest.

THE SCION SCHEMER:

You follow the unseen paths of consciousness to your target when you Lie to reality. There is no visible effect other than a slight distortion in the air around your head, barely noticeable. In so doing, however, you peer briefly into the target's mind.

As a Scion Schemer, you learn the basic surface thoughts of your target when you Lie to reality (which may or may not grant you valuable insight). Spending ten minutes of silent meditation allows you to remove one Injury Die.

SPECIAL GEAR

ADVANCEMENTS

NOTES

SCHEMER

NAME

STORY POINTS

TRAITS

DIE TYPE

SKILLS

DIE TYPE

DETRIMENT

SIDE GOAL(S)

**Schemers use words.
Schemers Lie to people.**

A Schemer gets through a locked door by convincing the person with the key that it would be a really good idea to open it.

A Schemer's focus is consciousness—the mind observing both space and time. A person doesn't have to hear or even understand your Lie in order for it to take effect.

Schemers are sometimes called charmers or manipulators.

You have the following limits on the Lies you tell.

- At first, a Schemer can affect only one person at a time. You'll be able to improve that with practice.
- You can't make someone do something foolish or insane, like jump off a bridge or anything else they wouldn't normally do. Think of your Lies in terms of persuasion rather than mind control. A person might get sleepy and nod off, feel hungry and go get something to eat, or maybe become more fearful of a danger than they normally would be.
- Anyone you affect must be within about 100 feet (30 m) of you, and you have to know that they're there.
- You can't affect another Liar.
- You can affect animals, but doing so has the same limitations as with people. The animal in question must have a reasonable amount of individual intelligence, so you can Lie to a dog, but not an ant.