

CREATING A LIAR

1. Choose if you are a Sleeper or a Scion.
2. Grab a character sheet based on which type of Liar you want to play (see *Liars*, page 28).



3. Pick two Traits and record them on your sheet.

TRAIT LIST

Agile	Intuitive
Careful	Perceptive
Charming	Quick-witted
Eloquent	Smart
Entertaining	Strong
Fast	Tough
Graceful	Tricky
Intimidating	Willful

4. Pick three Skills (plus take stealth or deception as a bonus) and record them on your sheet.

AVAILABLE SKILLS

Science and Education

Astrophysics	Geology	Medicine
Biology	History	Metallurgy
Botany	Mathematics	Physics

Applied Knowledge

Electronics	Masonry
Hand-to-Hand	Metalworking
Weapon Use	Piloting
Handling Animals	Sailing
Leatherworking	Sewing
Machine Repair	Unarmed Combat
Marksmanship	Woodworking

Life Skills

Cooking	Lockpicking	Stealth
Disguise	Searching	Tracking
Driving	Sleight of Hand	

Physical Skills

Balancing	Contortion	Running
Climbing	Jumping	Swimming

People Skills

Dancing	Sowing Confusion
Deception	Storytelling
Persuasion	Visual Artistry
Singing	Writing

5. Pick a Detriment and record it on your sheet.

DETRIMENTS

Brash	Slow
Clumsy	Unhealthy
Distracted	Unlikable
Flighty	Weak
Fragile	Weak-willed
Greedy	Bad at _____ (a Skill)
Gullible	

6. Come up with a side goal and record it on your sheet (see *Liars*, page 27).
7. Record your starting equipment on your sheet (see *Liars*, page 33).
8. Get three Mission Cards from the GM and prepare for your first mission!



HANDY RULES REFERENCE

DICE-ROLLING SUMMARY

The result of every Scene is determined this way:

1. Player states their intention for the Scene. If it's not so Easy that it's automatic or so difficult that it's Impossible, they roll dice.
2. Dice type is determined by any applicable Skill or Trait.
3. The number of dice is determined by any assistance, equipment, or other helpful circumstances (gaining multiple dice to roll is called having Harmony).
4. The GM determines the Hurdle.
5. The player rolls:
 - Roll above the Hurdle: Success
 - Roll double the Hurdle: Success, and ... where the result is even better than what was hoped for.
 - Roll exactly the Hurdle: Almost, where a measure of success is achieved, but with a complication.
 - Roll below the Hurdle: Failure—the attempt is unsuccessful.
 - Roll a 1: Failure, and ... results in failure with an even worse outcome.

RATINGS AND HURDLES

RATING	HURDLE
Easy	1–2
Average	3–4
Hard	5–6
Very Hard	7–8
Ridiculous	9–10
Diabolical	11+
Impossible	—

LIMITATIONS OF LIES

While Lies always work, they have limitations.

- Your Lie can't affect a Liar (in any way), including yourself.
- Your Lie can't directly affect the key object of the Zone of Improbability.
- Your Lie needs to fit into the ongoing narrative. You probably can't make the security guard by the exit explode because that almost certainly doesn't fit into the narrative.
- Your Lie shouldn't be dissonant to your own senses. A Liar shouldn't Lie so that information they know to be true is no longer true. The locked safe you're staring at shouldn't suddenly be hanging open.
- Different kinds of Liars have their own limitations. For example, a Schemer can Lie to only one person. Sleeper Lies don't function onboard the *Celeste*. And so on.

INJURIES

- When you might get hurt, you make an Injury Roll based on the Rating of the potential injury. If you fail, you gain 1 (or more) Injury Die.
- You must roll any Injury Dice you have any time you take an action. If the Injury icon appears on any of the Injury Dice, the action fails.
- When resisting Injury, there are no Success, and ... or Failure, and ... results
- When resisting Injury, Almost results count as failures unless you are wearing Armor, in which case they count as successes.