

The Spymaster

When you've learned a secret about all of the other PCs, you can take the move "Strings" when you advance. Once you have, add the other moves to your advancement list.

Strings: You carry strings over other people. When you learn a secret about another person (that is, something they don't want you to know), mark 1 string with them and, probably, you should write down what the secret is. If the secret loses its power (say, for example, they've done someone wrong, but they come clean), lose the string, of course. Spending a string counts as leverage when parlaying, plus you treat a miss as a 7-9.

Broker: When you look for someone willing to buy secrets from you, say which secret and the GM will tell you its value (roughly). Then, roll+cha. On a hit, someone will offer you that much for it, sure. On a 10+, also choose one.

- they offer you more than its value
- you know who it is and why they want it
- they offer you the price in some interesting alternative payment, such as land, rare items, or other secrets

Burn Secrets: When you cast a spell against someone you know a secret about, you can spend a string to take +1 to the roll. They know you know.

Many Birds: When you put out word you're looking for dirt on someone or about something, roll+cha. On a hit, the GM will tell you the price and maybe offer you a few options. On a 10+, also choose one.

- whoever's got the dirt owes you a favor
- you get two secrets for the price of one, all nice and neat
- word doesn't get out you're asking funny questions