

Ambrose's Tricks

All Illusion Tricks have a condition that must be met before you can attempt to cast them. If the condition cannot be met, the Trick cannot be cast. If the condition can be met, then you must pass a Sleight of Hand Check, or in limited cases, an Occult Skill Test, where success means that the Trick is successfully cast. If the Test is failed, the Trick is not cast, and the Recall Penalty is not increased.

To cast a Mysticism Trick, you must make a Skill Test. The skill and Success Threshold are noted on the title line of each Mysticism Trick. As with all Tests, you may place *Bets*. If the Test is failed, the Trick is not cast, and the Recall Penalty is not increased.

Sleight of Hand Check

$$(\text{Card} + \text{Weird} + \text{Bet}) \geq (\text{Trick Power} + \text{Station Penalty})$$

Recall Check

$$(\text{Card} + \text{Weird} + \text{Bet}) \geq (\text{Trick Power} + \text{Station Penalty} + \text{Recall Penalty})$$

Dazzling Lights (2) | 0 Actions | Sleight of Hand Check

With an audible snap of your fingers (no gloves, folks!), you can light or extinguish some or all non-living light sources within 25 feet. In addition, those lights may burn as dimly or as brightly as you wish. The lights will remain as set for one minute or until they are extinguished or relit, whichever comes first. *If your Weird is 4 or more*, the range of Dazzling Lights increases to feet equal to your Grip in Occult $\times 25$, and the duration of your control increases to minutes equal to your Grip in Occult. Additionally, you may change the brightness of each affected light individually as often as you wish for the duration of the Trick.

Foresight (2) | 3 Actions | Easy Search Test

From any one Fate Deck, draw cards equal to your Grip in Occult, look at them (record them if you like), replace them in the same order, face down, then use this knowledge without revealing the values of the cards. *If your Weird is 4 or more*, you may reorder the cards before returning them to their place.

Rabbit Out of a Hat (3) | 3 Actions | Occult Test

From seemingly no-where (or from a hat, pot, under a cloak, etc.), produce a number sorely needed items equal to your Verity in Occult. These items must be able to pass through the opening of your sleeve, hat, or appear (as if by magic) from beneath your cape, etc. To call forth this object you must pass an Occult Test at the Test Difficulty determined by the conditions table below.

- *Easy*: Inexpensive and ordinary items that can cause no harm or inflict *Easy* wounds.
- *Moderate*: Costly or uncommon items, or items that can inflict *Moderate* wounds.
- *Hard*: Expensive or rare items, or those that inflict *Hard* wounds.
- *Impossible*: Very costly, rare, or unique items, or those capable of inflicting *Impossible* wounds.

Items produced from this Trick are not permanent; once they have outlived their immediate usefulness, they will be conveniently misplaced or run away.

If your Wile is 4 or more, such items may be related collections; otherwise, they must be individual items. A collection might be a box of ammo, or it could also be a loaded pistol (gun + ammo).

Prestidigitat (4) | 2 Actions | *Sleight of Hand Check*

Using a stage-magic prop, such as a playing card, coin, or wand, as a distraction, speak ‘the magic words’ (any mystical-sounding gibberish will do). Select a Working Skill. For minutes equal to your Grip in Occult, play a card from your *Hand* when executing any Skill Tests or Contests requiring that skill. **If your Wile is 4 or more**, in addition to the bonus, you may use any small, ordinary object as a Thrown Weapon (use the Thrown Weapons skill to determine if a strike is successful) that inflicts 2 points of Vigor damage at a range of up to 25 feet.

Tarot Spread (4) | 4 Actions | *Easy Gambling Test*

Blind-Turn three cards from your Fate Deck and place them face-up in front of you. You may use one or more of these cards to replace cards in your *Hand*, or to create a set of cards to play (pairs, triples, full house, etc.). These cards remain available for Turns equal to your Grip in Occult. **If your Weird is 4 or more**, draw five cards instead of three.

Deflection (5) | 0 Actions | *Easy Performing Test*

Use this Trick after an *Attack* card has been played. This Trick requires no Action to cast. Without looking at the cards used to *Attack*, replace them with an equal number of cards from your *Hand*. The Attacker’s cards are placed face up in his discard pile. All *Bets* are returned to their owners. Resolve the attack sequence as normal, except that even if the replaced cards do not make a valid set, their combined value is counted when evaluating success. Place the cards you played into your discard pile. **If your Wile is 4 or more**, your target must discard a card from your *Hand*; if no *Hand* is held, then they must reveal and discard the top card from their Fate Deck.

Foretelling (6) | 2 Actions | *Moderate Search Test*

For one hour, add your Grip in Occult to your Initiative. While under the effects of this Trick, you cannot be *Bushwhacked*. **If your Weird is 4 or more**, in addition to the other effects, all *Bets* cost one less, but a minimum of one chip must be *Bet*.

Abracadabra (7) | 4 Actions | *Sleight of Hand Check*

Conceal yourself from view (behind a drape, Smoke, a closing door, etc.), then teleport yourself and all your worn and carried items to a distance up to 10’ per point of Grip in Occult. The destination does not need to be seen for you to arrive there. You cannot teleport if you cannot materialize in the new location. For example, if it is filled with unyielding or instantly deadly material (like stone or lava), or you would materialize in view of any person or significant creature. **If your Wile is 4 or more**, then you may teleport to up to 25’ per point of Grip in Occult.

Foil (8) | 0 Actions | *Sleight of Hand Check*

In a theatrical and/or absurd way, such as catching a bullet, or having a flag with the word “Bang!” pop out of a pistol, foil a target’s *Attack*. The target may resist this Trick by succeeding in a *Ken* Contest against you. Add your *Weal* to your *Blind-Turned* card. When attempting to Recall this Trick, gain a bonus equal to your *Wile*. **If your Weird is 4 or more**, then choose one: the target cannot resist the effects of this Trick, or you may automatically Recall Foil.

Knife Trick (9) | 5 Actions | Sleight of Hand Check

Blind-Turn a card, then, from a concealed place on your person, draw knives equal to the value of that card (these knives are created by Knife Trick). Add your Verity in Occult to your Grip in Thrown when determining whether you hit. Successful attacks inflict 1 + Verity in Occult + Verity in Thrown in **Vigor** damage. This Trick ends after Turns equal to your Grip in Occult. When the Trick ends, all the knives disappear, used or not. **If your Wile is 4 or more**, instead of making an attack roll, you hit if you pass an unmodified Moderate Occult Test. You cannot place *Bets* on this Test. The knives inflict 3 + Verity in Occult + Verity in Thrown in Vigor damage.