



Ambrose "The Amazing" Whitlock | Stage Magician


Pips
10
Recoup
2

Skills

		2	4	6	8	10	12	14
Fightin' Skills	Archery	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Handguns	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Melee	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Pugilism	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Quick Draw	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
Workin' Skills	Rifles	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Shotguns	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Thrown	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Animals	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Art	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
Workin' Skills	Driving	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Education	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Gambling	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Handicraft	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Medicine	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
Workin' Skills	Military	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Occult	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Performing	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Search	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
	Science	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
Workin' Skills	Thievery	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇
Workin' Skills	Wild Living	Grip	◇	◇	◇	◇	◇	◇
		Verity	◇	◇	◇	◇	◇	◇

Weapon

	Dam	RoF	Cap	Step	WR	Wt.
Colt Cloverleaf*	2	4	4	15'	H	1.2
Throwing Knives	3	2	-	10'	M	.5

Gear

Top Hat	Fine Clothes	Long Coat
Belt	Gloves	Matches
Wand	Mirror	Stage Magic Stuff
\$152	Charm of Admiration	

Magic

Principal Suit: **Illusion**
 Path: **Illusion** ► **Mysticism**

Trick	Actions	Power	SP	Recall Penalty	Spent
Dazzling Lights	0	2	0	① ① ③ ⑥ ⑩ ⑮ ⑰ ⑲	☐
Foresight	3	2	3	① ① ③ ⑥ ⑩ ⑮ ⑰ ⑲	☐
Rabbit Out of a Hat	3	3	0	① ① ③ ⑥ ⑩ ⑮ ⑰ ⑲	☐
Tarot Spread	4	4	3	① ① ③ ⑥ ⑩ ⑮ ⑰ ⑲	☐
Deflection	0	5	3	① ① ③ ⑥ ⑩ ⑮ ⑰ ⑲	☐
Foretelling	2	6	3	① ① ③ ⑥ ⑩ ⑮ ⑰ ⑲	☐
Abracadabra	4	7	0	① ① ③ ⑥ ⑩ ⑮ ⑰ ⑲	☐
Foil	0	8	0	① ① ③ ⑥ ⑩ ⑮ ⑰ ⑲	☐
Knife Trick	5	9	0	① ① ③ ⑥ ⑩ ⑮ ⑰ ⑲	☐

Recall Check

Card + **Weird** + Bet ≥ Trick Power + Station Penalty + Recall Penalty

Sleight of Hand Check (Illusion)

Card + **Weird** + Bet ≥ Trick Power + Station Penalty

Notes

Quote: "The trick is making them believe it's all just an illusion, even when the magic's real."

Languages (3): English, French, German

Description: At 36 years old, you have seen a few things. You are a slick and charming stage magician from Philadelphia with neatly combed dark hair and clean-shaven face. You wear a tailored velvet coat and top hat - the consummate entertainer. Behind your polished act, however, you a cunning huckster who uses sleight of hand and trickery to line your pockets. Your silver tongue and quick wit help you navigate the lawless West, where you mix magic, illusion, and schemes to stay ahead of trouble.

Tales of the frontier call you. While you realize there are fewer areas west of the Mississippi left unexplored, you have felt the urge to travel to the West and learn for yourself if there are any adventures left to be had. You have boarded a train bound for Denver to find your fortune.

Notes:

* These weapons require 1 Action per chamber to load.

◆◆◆ You **Blind-Turn 2 cards** for Driving Tests, Education Tests, and Thievery Tests.

◆◆◆ You **Play From Hand** for Search Tests.

Charm of Admiration: ◆◆◆ You play from Hand when executing an Art and Performing Tests.

Replacements



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