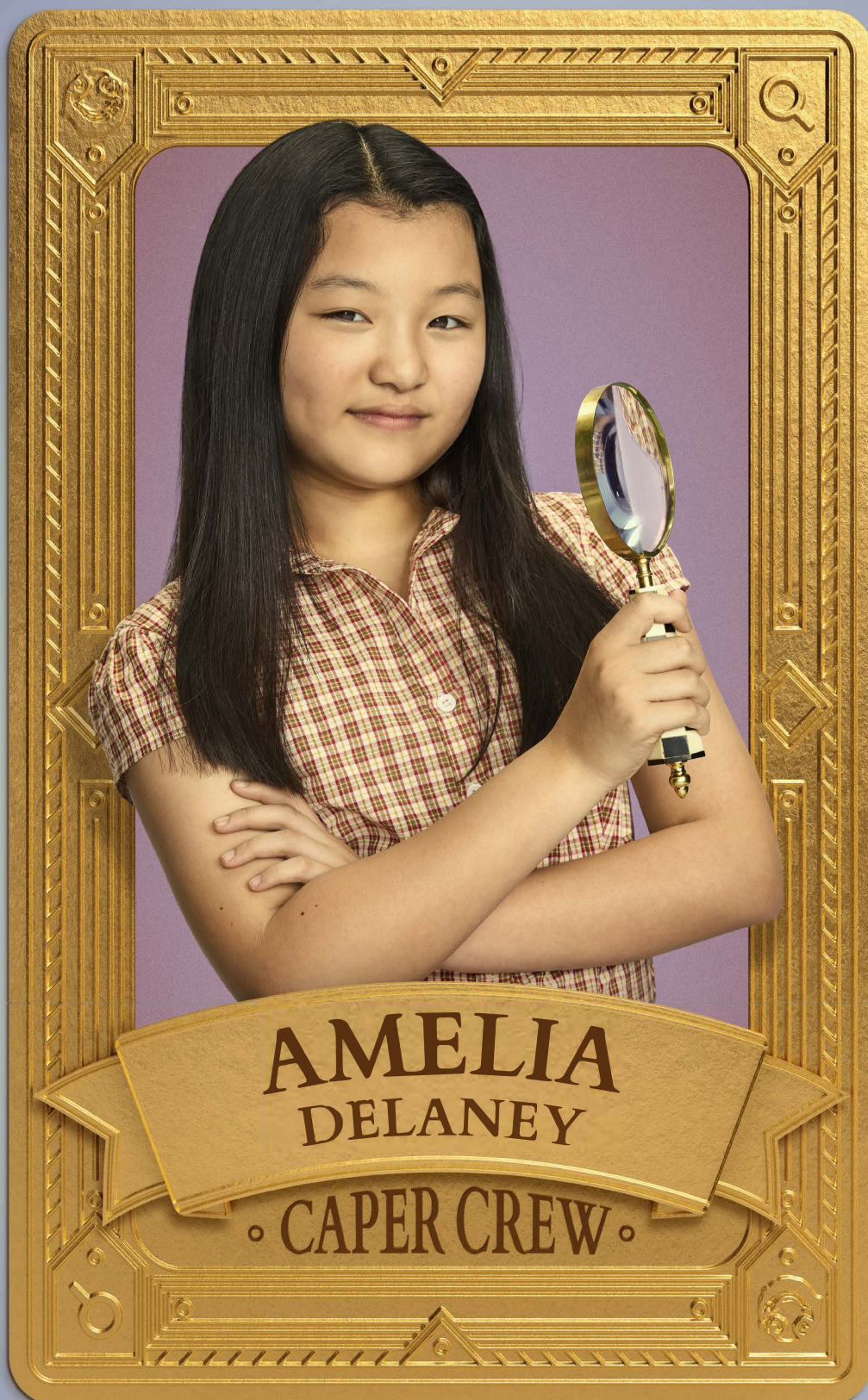




AMELIA
DELANEY

◦ CAPER CREW ◦

Amelia Delaney, 12

The Hothead Leader

Amelia Delaney is a born leader with an inherent, anarchic knack for finding adventure and trouble in equal parts. Amelia jumps first and thinks second. If there's a problem to solve? She'll solve it! A wrong? She'll right it! A competition? She'll win it all! But ask her to fit in and toe the company line? Not on your nelly! She'll cut her own path and bring her best friend Penelope along for the ride, no matter how bad it ends up. And don't even start on what it's like to have a nine-year-old brother who everyone thinks is a genius! In any other town, Amelia would be leading the pack: school captain, head of debating and a righteous protester whenever something wasn't fair. But in Woodspring, she's always second best. It's not her fault – this town has been conditioned to uphold Katinkatonks and Katinkatonks only.

Amelia isn't just a talented truth-twister (seriously, you never want to play poker against her) – she's also a human lie detector. Amelia pretends this is down to analytical deduction, but it's all intuition. She's empathic when you get down to it. But Amelia hides such mushy truths behind a tough girl exterior. You'll never catch her crying – these days Amelia isn't one to cry – she's one to get angry. But it all comes from a place of moral justice.

Queenie might see a protégé in Amelia, but Amelia is not about to welcome a new matriarch into her life. Luckily these two headstrong women share a natural inclination towards grifting. For Amelia, conning teaches her how to regulate and channel that anger into (mostly!) positive change. For Queenie, teaching the art of the con is a chance to earn Amelia's confidence in her. Because who knows when it might come in handy?