		SPECIAL ABILITIES		PLAYBOOK
NAME	ALIAS	door to the Vault.	nay expend special armor to summon a	INSIGHT
LOOK		OBSESSIVE BUT FLIG new dot in any action action rating for two	HTY: At the beginning of a score, assign a on rating. The dot cannot be in the same o scores in a row.	HUNT STUDY SURVEY
DURANCE	CREW		you flashbacks to place equipment where you never mark more than 1 stress.	• • TINKER
		O THORNED TONGUE: can choose to instan	If you know someone is lying to you, you ntly hit them with a searing pain.	PROWESS FINESSE
<u> </u>	G—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD TRAUMA COLD—HAUNTED—OBSESSED—PARANOID	imagine. Gain +1d to	e Vault contains more than you can o gather information when you're in the ut there are no restrictions on the scope of	• PROWL • SKIRMISH • WRECK
HARM 3	RECKLESS—SOFT—UNSTABLE—VICIOUS HEALING NEED project clock HELP	following: make sor	ou can push yourself to do one of the neone forget a specific recent event make speak of a specific concept. The effect lasts	RESOLVE ATTUNE COMMAND CONSORT
2	ARMOR USES		When trying to understand the connection , gain +1d to Study or Survey.	SWAY
ı	LESS HEAVY DEFFECT SPECIAL	REWRITE PAIN: You happened to someon harm they suffer (b)	can push yourself to rewrite what ne else's body. Change the nature of the ut not the level).	PUSH YOURSELF (take 2 stress) -or - accept a
NOTES	0.252	OOO VETERAN ADVA	ANCE	DEVIL'S BARGAIN.
		DEADLY FRIENDS	ITEMS LC	OAD ♦ 3 light ♦ 5 normal ♦ 6 heavy
		△ ▽ Io, a guardian	☐ Fine Crossbow	☐ A Blade or Two
		△ ▽ Khan, an alche	mist	☐ Throwing Knives
		△ ▽ Kora, a perform	Distracting Thoughts	□ A Pistol □ A 2 nd Pistol
			⊔ Мар	□□A Large Weapon □An Unusual Weapon
		△ ∇ Ceris, a mercei	books and bocuments	□□Armor □□□+Heavy
		△ ▽ Volga, a gunsn	nith	☐ Burglary Gear
		XP		□□ Climbing Gear
		At the end of each session playbook or an attribute) You addressed a challenge of the expressed your beliefs, You struggled with issues fi	rom your vice or traumas during the session.	□ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools □ Lantern
		TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
		Assist a teammate	Choose a plan, provide the detail. Choose your load limit for the operation.	What do they intend to do? How can I get them to [X]?
		Lead a group action	Assault: Point of attack Occult: Arcane power	Where has [X] been? How can I find [X]? What's really going on here?
		Protect a teammate	Deception: Method Social: Connection	vv nai s really going on neres
		Set up a teammate	Stealth: Entry point Transport: Route	

VERMISSIAN SAGE A WEIRD HISTORIAN AND TRANSIT BUFF

		SPECIAL ABILITIES		PLAYBOOK
NAME	ALIAS	O MARTYR: Once per appear by their side ally, you gain +1d.	score, when an ally takes harm, you can instantly. Also, whenever you protect an	INSIGHT
LOOK		O VENOMOUS MANDIN venomous mandible to Wreck and your	BLES: You can push yourself to sprout es. When you bite with them, you gain +1d target is poisoned.	HUNT STUDY SURVEY
DURANCE	CREW	O Protector's Eye: Y	You always know what someone wants to	• • TINKER
		O CHITINOUS SHELL: You consequences of phy	You can expend special armor to resist ysical violence.	PROWESS
·	IG—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD TRAUMA COLD—HAUNTED—OBSESSED—PARANOID	them act on each ot by your GM.	ou bind two effigies representing real vith silk. You can roll Attune to make there - but how or what they do is decided	PROWL SKIRMISH WRECK
DDDDDDD L	RECKLESS—SOFT—UNSTABLE—VICIOUS HEALING	all reality. You can everything in the vi	ESS: You can sense the web that underlies push yourself to immediately sense icinity (area of a large building) as long as	RESOLVE ATTUNE
3	NEED project clock HELP ARMOR USES		H: During downtime, you or an ally can action to be placed in a healing cocoon. It over activity but with +1 effect.	COMMAND CONSORT SWAY
1	-1D ARMOR LESS HEAVY	O SUMMON SWEETLING	GS: You can push yourself to summon a d command them to do one: spy on	BONUS DIE PUSH YOURSELF (take
NOTES	EFFECT SPECIAL	OOO VETERAN ADVA	ANCES	+ 2 stress) -or - accept a DEVIL'S BARGAIN.
		DEADLY FRIENDS		OAD ♦ 3 light ♦ 5 normal ♦ 6 heavy
		△ ♥ Qing, an imme		☐ A Blade or Two
		△ ▽ Zara, a schoolt	reacher	☐ Throwing Knives
		△ ▽ Fer-ahn, a cate	Fine Heavy Chain	□ A Pistol □ A 2 nd Pistol
		△ ♥ Gazlo, a flaneu	Ancient Text	□□A Large Weapon □ An Unusual Weapon
		△ ▼ Angel, an exec	Diodd of Ishkran	□□Armor □□□+Heavy
		XP		☐ Burglary Gear☐☐ Climbing Gear
		At the end of each session playbook or an attribute) You addressed a challenge of You expressed your beliefs,	orate action, mark xp in that action's attribute. on, for each item below, mark 1 xp (in your or 2 xp if that item occurred multiple times. with selflessness or motherly rage. drives, or durance. from your vice or traumas during the session.	□ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools □ Lantern
		TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
		Assist a teammate	Choose a plan, provide the detail. Choose your load limit for the operation.	What do they intend to do? How can I get them to [X]?
		Lead a group action	Assault: Point of attack Occult: Arcane power	Where has [X] been? How can I find [X]?
		Protect a teammate	Deception: Method Social: Connection	What's really going on here?
		Set up a teammate	Stealth: Entry point Transport: Route	

MIDWIFE

AN ARACHNID PROTECTOR OF THE

DROW LINEAGE

		SPECIAL ABILITIES		PLAYBOOK
NAME	ALIAS	situation. You also	always know who is really in charge of a gain potency to Survey a charged situation.	INSIGHT
LOOK		with an Aelfir, gain		• • • HUNT • STUDY
DURANCE	CREW	you attempt to pass	hen wearing this mask, you gain +1d when yourself off as an ordinary citizen.	SURVEY TINKER
	IG—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD	assisting an ally wit gain +1d in social sit	When you have time to spend an hour their clothing and comportment, they tuations. SEHOOD: You can spend special armor to from suspicion or push yourself to spread ough an institution.	PROWESS FINESSE PROWL SKIRMISH
STRESS	TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	O MASK OF THE LOVER when trying to sedu	R: While wearing this mask, you gain +1d acc someone.	RESOLVE WRECK
HARM 3	HEALING NEED project clock	yourself to hypnotiz	ile wearing this mask, you can push ze someone and get them to spill their you can get them to stare into your eyes	ATTUNE COMMAND CONSORT
2	-1D ARMOR USES LESS HEAVY	surroundings - even	u always have some sense of your when your eyes are closed or you're n +1d when you resist consequences from	BONUS DIE
I	EFFECT SPECIAL			PUSH YOURSELF (take 2 stress) -or - accept a
NOTES		OOO VETERAN ADVA	ANCE	DEVIL'S BARGAIN.
		DEADLY FRIENDS	ITEMS LC	DAD ♦ 3 light ♦ 5 normal ♦ 6 heavy
		△ ▽ Peach, a servar	-	☐ A Blade or Two
		△ ▽ Moonrat, a cul		☐ Throwing Knives
		△ ▽ Keshini, a body	y trader □ Blueprints □ Fine Dueling Pistol	☐ A Pistol ☐ A 2 nd Pistol ☐ Large Weapon
		△ ▽ Guru, a city se		□An Unusual Weapon
		△ ▽ Vandermar, a	— n	□□Armor □□□+Heavy □ Burglary Gear
		XP		□□ Climbing Gear
		At the end of each sessio playbook or an attribute) You addressed a challenge t You expressed your beliefs,	rate action, mark xp in that action's attribute. on, for each item below, mark 1 xp (in your or 2 xp if that item occurred multiple times. through the manipulation of status or power. drives, or durance. from your vice or traumas during the session.	□ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools □ Lantern
		TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
		Assist a teammate	Choose a plan, provide the detail. Choose your load limit for the operation.	What do they intend to do? How can I get them to [X]? Where has [X] been?
		Lead a group action	Assault: Point of attack Occult: Arcane power	How can I find [X]?
		Protect a teammate	Deception: Method Social: Connection	What's really going on here?
		Set up a teammate	Stealth: Entry point Transport: Route	

MASKED

A MASK-WEARING CAREER SERVANT

	SPECIAL ABILITIES		PLAYBOOK
NAME ALIAS	O RITE OF RESPITE: Once per sessiminutes for the ritual, you can allies.	on, when you can take a few remove one stress from all your	INSIGHT
LOOK	O MOONLIGHT: Using your magic yourself to do one of the follow enemy reveal an area covered	al moonlight, you can push ing: temporarily blind an in darkness that you can see.	HUNT STUDY SURVEY
DURANCE CREW	O BUILD BRIDGES: You can expen- consequences of selflessness. V get +id to your resistance roll.	hen you protect an ally, you	PROWESS TINKER
VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD	O FRIEND TO THE DOWNTRODDEN person in the room is most in room is most in room is most in room is most in room in the Third Property of the Pr	eed of help. ace per score, you can push	FINESSE PROWL SKIRMISH
STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID	yourself to bind you and two w If during the score, one person the harm can be divided among	illing allies in protective ritual. takes harm of level 3 or more.	WRECK
HARM HEALING	OUR LADY'S KISS: When you t to a gentle death in your arms,	you regain your special armor.	• ATTUNE COMMAND
NEED project clock HELP ARMOR USES	Our Lady's Calm: You can pu following in a small space: stop from enteringprevent any and	or slow unwelcome guests	CONSORT SWAY
2 -1D ARMOR LESS HEAVY	O BEYOND THE VEIL: You know he of dead rebels. Gain +1d when them.	ow to reach the restless spirits you gather information from	BONUS DIE PUSH YOURSELF (take
T EFFECT SPECIAL NOTES	OOO VETERAN ADVANCE		+ 2 stress) -or - accept a DEVIL'S BARGAIN.
	DEADLY FRIENDS	ITEMS LO	AD ♦ 3 light ♦ 5 normal ♦ 6 heavy
	△ ▽ Aksh, a believer	☐ Fine Ceremonial Robes	☐ A Blade or Two
	△ ▽ Ordova, a demon	☐ Fine Silver Jewellery	☐ Throwing Knives
	△ ▽ Wekesa, a noble	☐ Fine Moonsilver Staff☐ Fine Chalk	□ A Pistol □ A 2 nd Pistol □□ A Large Weapon
	△ ∇ Op Op, a silversmith	☐ Divining Kit	□An Unusual Weapon □□Armor□□□+Heavy
	△ ▽ Klatch, a theatre owner	☐ Fine Mirror	,
	VD		☐ Burglary Gear
	XP Every time you roll a desperate action, m At the end of each session, for each it playbook or an attribute) or 2 xp if th You addressed a challence with thoughtfu	em below, mark 1 xp (in your at item occurred multiple times.	□□ Climbing Gear □ Arcane Implements □ Documents □ Subterfuge Supplies
	Every time you roll a desperate action, m At the end of each session, for each it	em below, mark 1 xp (in your at item occurred multiple times. Iness or kindness. ance.	□□ Climbing Gear □ Arcane Implements □ Documents
	Every time you roll a desperate action, m At the end of each session, for each it playbook or an attribute) or 2 xp if th You addressed a challenge with thoughtfu You expressed your beliefs, drives, or dun	em below, mark 1 xp (in your at item occurred multiple times. lness or kindness. ance. or traumas during the session.	□□ Climbing Gear □ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools
	Every time you roll a desperate action, m At the end of each session, for each it playbook or an attribute) or 2 xp if th You addressed a challenge with thoughtft You expressed your beliefs, drives, or dur You struggled with issues from your vice TEAMWORK PLANNING Choose a p	em below, mark 1 xp (in your at item occurred multiple times. lness or kindness. ance. or traumas during the session.	☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ Demolition Tools ☐ Tinkering Tools ☐ Lantern GATHER INFORMATION What do they intend to do? How can I get them to [X]?
	Every time you roll a desperate action, m At the end of each session, for each it playbook or an attribute) or 2 xp if th You addressed a challenge with thoughtfu You expressed your beliefs, drives, or dur You struggled with issues from your vice TEAMWORK Assist a teammate PLANNING Choose a pload limit fee	em below, mark 1 xp (in your at item occurred multiple times. lness or kindness. ance. or traumas during the session. St. LOAD lan, provide the detail. Choose your or the operation. Int of attack Occult: Arcane power	□□ Climbing Gear □ Arcane Implements □ Documents □ Demolition Tools □ Tinkering Tools □ Lantern GATHER INFORMATION What do they intend to do? How can I get them to [X]? Where has [X] been? How can I find [X]?
	Every time you roll a desperate action, m At the end of each session, for each it playbook or an attribute) or 2 xp if th You addressed a challenge with thoughtfu You expressed your beliefs, drives, or dur You struggled with issues from your vice TEAMWORK Assist a teammate PLANNING Choose a pload limit fee	em below, mark 1 xp (in your at item occurred multiple times. lness or kindness. ance. or traumas during the session.	□□ Climbing Gear □ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools □ Lantern GATHER INFORMATION What do they intend to do? How can I get them to [X]? Where has [X] been?

LAJHAN

A SILVERED CHOSEN

OF A MOON GODDESS

COIN

	SPECIAL ABILITIES		PLAYBOOK
NAME ALIAS	O CAROUSE: When yo Consort or Sway.	u're drinking with someone, gain +1d to	INSIGHT
LOOK	Braggadocio: You' O can do things - even roll Command in th justifiable.	're pretty good at convincing people you a if you can't. You can push yourself and be place of another action as long it's	HUNT STUDY SURVEY
DURANCE CREW	O BULWARK: You may to push yourself to o	expend special armor to protect an ally or do a feat of great strength.	PROWESS TINKER
	O DIRTY FIGHTING: O can push yourself to tier returns to norm	nce per score, when you're in a fight, you b lower an opponent's Tier to zero. Their al once they catch their breath.	FINESSE
VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD		When you try to deescalate a situation,	• • • SKIRMISH • WRECK
TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS HARM HEALING	PICK A FIGHT: You a with if you want to cause a distraction.	always know who you should pick a fight either win, make a good impression or	RESOLVE ATTUNE
NEED project clock HELP ARMOR USES	O CROWD GOES WILD of a crowd, you can you crit on any roll	: Once per score, when you fight in front ignore any harm that might affect you. If during the fight, recover 1 stress.	• COMMAND CONSORT SWAY
2 -1D ARMOR LESS HEAVY	O Armour-Kenning: your armor. Once po you had marked pre	You're good at salvaging what's left of er score, you can restore an armor box that viously.	BONUS DIE PUSH YOURSELF (take
NOTES EFFECT SPECIAL	OOO VETERAN ADVA	ANCE	+ 2 stress) -or - accept a DEVIL'S BARGAIN.
	DEADLY FRIENDS	ITEMS L	.OAD ♦ 3 light ♦ 5 normal ♦ 6 heavy
	△ ▽ Tom, a wannal		☐ A Blade or Two
	△ ▽ Leela, a brewer	□ Another Fine Sword	☐ Throwing Knives
	△ ▽ Rand, a jailbird	l □ Fine Plate Armor □ Hipflask	☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon
	△ ▽ Sasha, a serial		□An Unusual Weapon
	△ ▽ Persimmon, a f	fruit Happy Hour Coupon	□□Armor □□□+Heavy □ Burglary Gear
	XP		□□ Climbing Gear
	At the end of each session playbook or an attribute) You addressed a challenge w		☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ Demolition Tools
	You expressed your beliefs, You struggled with issues fr	drives, or durance. rom your vice or traumas during the session.	☐ Tinkering Tools ☐ Lantern
	TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
	Assist a teammate	Choose a plan, provide the detail. Choose your load limit for the operation.	How can I get them to [X]?
	Lead a group action	Assault: Point of attack Occult: Arcane power	Where has [X] been? How can I find [X]?
	Protect a teammate	Deception: Method Social: Connection	What's really going on here?

KNIGHT

A CORRUPT LAW ENFORCER AND DRINK

OF FANS

		SPECIAL ABILITIES		PLAYBOOK
NAME	ALIAS	O CENTRE OF ATTENT entrance, everyone you want to get the	TION: Whenever you make a grand turns to look at you for a moment. When e attention of an entire room, gain +1d.	INSIGHT
LOOK		OGLAMOUR: You can around your appear romantic or sexual them.	push yourself to weave semi-legal magic ance so that you appeal to a specific target's preferences. You also gain potency against	S HUNT STUDY SURVEY TINKER
DURANCE	CREW	1 stress to recover th	stumble either physically or socially, spend he situation and suffer no consequences.	PROWESS
*	TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS HEALING NEED project clock HELP ARMOR USES	KILL FOR ME: When carry out violence of Render Unto Me: Sway someone to g bear you no grudge TRUTH IS BEAUTY: consequences of bei	n you command or persuade someone to on your behalf, gain +1d. When you successfully Command or give you something that they possess, they afterwards. You can expend special armor to resist the ing caught in a lie or to push yourself when	RESOLVE ATTUNE COMMAND
2 I	-1D ARMOR LESS HEAVY EFFECT SPECIAL	O PERFECTION: When	one using your looks. an ally succeeds without complication, you o treat the roll as a critical.	BONUS DIE PUSH YOURSELF (take
NOTES	EFFECT SPECIAL	OOO VETERAN ADV	ANCE	t 2 stress) -or - accept a DEVIL'S BARGAIN.
		DEADLY FRIENDS	ITEMS	LOAD ♦ 3 light ♦ 5 normal ♦ 6 heavy
		△ ▽ Casanunda, an	n escort	☐ A Blade or Two
		△ ▽ Yohann, a phi	losopher	☐ Throwing Knives
		△ ▽ Lee, an actor	☐ ☐ Carriage "on rent" ☐ Fine Gifts	☐ A Pistol ☐ A 2 nd Pistol ☐ ☐ A Large Weapon
		△ ▽ Seeli, a collecte	_	□ An Unusual Weapon
		△ ▽ Kim, a fixer	☐ Fine Cosmetics	□□Armor □□□+Heavy □ Burglary Gear
		At the end of each sessic playbook or an attribute You addressed a challenge You expressed your beliefs,	, ,	□□ Climbing Gear □ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools □ Lantern
		TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
		Assist a teammate	Choose a plan, provide the detail. Choose you load limit for the operation.	How can I get them to [X]?
		Lead a group action	Assault: Point of attack Occult: Arcane power	How can I find [X]?
		Protect a teammate	Deception: Method Social: Connection	What's really going on here?

IDOL

AN ARTIST AND A

REVOLUTIONARY

COIN

		SPECIAL ABILITIES		PLAYBOOK
NAME	ALIAS	O LEAD FROM THE FR potency. You may as a critical.	ONT: When you lead a group action, gain also count multiple 6's from separate rolls	INSIGHT
LOOK		O DRAW A CROWD: Y detection by disapp when publicly spea	You can expend special armor to avoid pearing into a crowd or to push yourself aking.	HUNT STUDY SURVEY
DURANCE	CREW	When your crew t amount of stress.	: You thrive when you disrupt authority. akes Heat, you recover an equivalent	PROWESS DDDDD
		O FORCE OF PERSONA citizen or a group of	LITY: When you're addressing an ordinary of them, gain +1d.	FINESSE PROWL
	NG—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD TRAUMA COLD—HAUNTED—OBSESSED—PARANOID	FRIENDS IN LOW P During downtime, acquire an asset th	LACES: You know everyone and their cousir you get +1 level when you attempt to at is a person.	
	RECKLESS—SOFT—UNSTABLE—VICIOUS	O Can't Kill an Ide	A: As long as there are people who believe nore the effects of level one harm.	RESOLVE
HARM 3	NEED project clock	, , ,	here for the long haul and are ready to do 1 +1d when you resist with your Resolve.	• • • ATTUNE • • COMMAND • CONSORT
2	HELP ARMOR USES -1D ARMOR	MEANS OF DESTRU	CTION: You know you're way around . You gain potency when destroying barries gh explosive means.	SWAY
1	FEFFOT]]		PUSH YOURSELF (take + 2 stress) -or - accept a
NOTES		OOO VETERAN ADV		DEVIL'S BARGAIN.
		DEADLY FRIENDS	ITEMS	LOAD ♦ 3 light ♦ 5 normal ♦ 6 heavy
		△ ▽ Deckard, a wi		☐ A Blade or Two
		_		☐ Throwing Knives
		_ ∆ ♥ Rook, a knigh	□ □ Fine Explosives □ Pamphlets	☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon
		△ ▽ Tallow, a can		□An Unusual Weapon
		△ ▽ Lombardi, a b	ouilder 🔲 Loudspeaker	□□Armor □□□+Heavy □ Burglary Gear
		XP		□□ Climbing Gear
		At the end of each sessi playbook or an attribute You addressed a challenge You expressed your belief:	perate action, mark xp in that action's attribute. ion, for each item below, mark 1 xp (in your e) or 2 xp if that item occurred multiple times. e with political organization or public solidarity. s, drives, or durance. from your vice or traumas during the session.	□ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools □ Lantern
		TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
		Assist a teammate	Choose a plan, provide the detail. Choose yo load limit for the operation.	How can I get them to [X]?
		Lead a group action	Assault: Point of attack Occult: Arcane powe	Where has [X] been?
		Lead a group action	Assault. Form of attack Occur. Artune power	How can I find [X]?
		Protect a teammate	Deception: Method Social: Connection	' How can I find [X]? What's really going on here?

FIREBRAND

A RABBLE-ROUSER AND ORGANIZER

		SPECIAL ABILITIES		PLAYBOOK
NAME	ALIAS	O SACRED HYENA: Whunt or wreck, spen action.	hen you act in sync with your hyena to d 1 stress and gain +1d. This isn't a group	INSIGHT DODDO
LOOK		those features, gain		• • • HUNT • STUDY • SURVEY
DURANCE	CREW	command them to c	When you're in an open area, you can nmon a flock of crows or other corvids and do one: spy on someone attack someone.	PROWESS TINKER
		You can push yours for a brief time.	a know how to interface with the dead. self to render a ghost corporeal and amiable	• FINESSE • PROWL
	G—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD	O RED FEAST: During you can roll Tinker the roll.	downtime, if you consume human flesh, to recover from harm, gaining +1 level on	SKIRMISH WRECK
HARM	COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS HEALING	O TASTE LIFE: When	you taste the flesh of a recently deceased cess to their experience. Make a gather	RESOLVE ATTUNE
3	NEED project clock HELP ARMOR USES	O ALPHA DOG: You m consequences from in doing Charnel's b	nay expend special armor to resist following your religion or to push yourself oidding.	O O O COMMAND O O CONSORT O O SWAY
2	-1d armor □	O BLOODHUNT: Once you can always une	you've tasted or smelt someone's blood, rringly find them again.	BONUS DIE
I	LESS HEAVY DEFFECT SPECIAL			PUSH YOURSELF (take + 2 stress) -or - accept a
NOTES		OOO VETERAN ADVA	ANCE	DEVIL'S BARGAIN.
		DEADLY FRIENDS	ITEMS LC	DAD ♦ 3 light ♦ 5 normal ♦ 6 heavy
		△ ▽ Konark, an aca	demic	☐ A Blade or Two
		△	ever	☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
		△ ▽ Bad News, a m	nuckraker 🔲 Incense	□□A Large Weapon
		△ ∇ Coco, a lost so	I me Bark Robes	□An Unusual Weapon □□Armor□□□+Heavy
		△ ∇ Mystry, a thug	□ Pooper-Scooper	☐ Burglary Gear
		XP		□□ Climbing Gear
		At the end of each session playbook or an attribute) You addressed a challenge of the expressed your beliefs, You struggled with issues fi	rom your vice or traumas during the session.	□ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools □ Lantern
		TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
		Assist a teammate	Choose a plan, provide the detail. Choose your load limit for the operation.	What do they intend to do? How can I get them to [X]? Where has [X] been?
		Lead a group action	Assault: Point of attack Occult: Arcane power	How can I find [X]?
		Protect a teammate	Deception: Method Social: Connection	What's really going on here?
		Set up a teammate	Stealth: Entry point Transport: Route	

CARRION-PRIEST

AND DOG LOVER

		SPECIAL ABILITIES		PLAYBOOK
NAME	ALIAS	O BOUND BLADE: Your b	blade has a small god bound to it. Gain god-blade.	INSIGHT
LOOK		SECRET OF BINDING: Y orope to do one of the fiview bind a person.	You can push yourself to command your following: tie itself to an object within	HUNT STUDY
DURANCE	CREW	SECRET OF THE CROWN standing in a crowd, y on any rolls to avoid of	D: When wearing your mask and you fade into the background. Gain +1d detection when in public.	SURVEY TINKER
			NGUES: You can push yourself to enchant r contained within. When someone takes apelled to spill the details of any recent	PROWESS FINESSE PROWL
	TRAUMA COLD—HAUNTED—OBSESSED—PARANOID	O SAINT OF WAYS: You when trying to pick a fit through.	know the prayer of opening. Gain +1d lock for a door or window that you can	• SKIRMISH • WRECK
HARM	RECKLESS—SOFT—UNSTABLE—VICIOUS	O SAINT OF BLOOD: You you crit while using y can tick a healing cloc	ır saint blesses your bloody acts. When 70ur god-blade, you recover 2 stress or ck once.	RESOLVE ATTUNE
3	NEED project clock HELP ARMOR USES	O GOD OF PERCH: You c vertical surface as if it consequences of fallin	can push yourself to be able to scale a t was flat. Gain +1d to resist ag.	COMMAND CONSORT SWAY
2	-1D ARMOR □	O GOD OF GETTING EVE transfer harm of level	EN: You may expend special armor to I two or lower from you to an enemy.	BONUS DIE
I	LESS HEAVY DEFFECT SPECIAL			PUSH YOURSELF (take 2 stress) -or - accept a
NOTES		OOO VETERAN ADVAN		DEVIL'S BARGAIN.
		DEADLY FRIENDS	ITEMS LC	OAD ♦ 3 light ♦ 5 normal ♦ 6 heavy
		△ ▽ Bastion, a firebra	_	☐ A Blade or Two
		△ ▽ Imp, a sweeper	☐ Fine God-blade	☐ Throwing Knives
		△ ▽ Kavya, a mediun	□ □ Fine Armor	□ A Pistol □ A 2 nd Pistol
		, , , , , , , , , , , , , , , , , , ,	D Fine Climbine Com	DDA Large Weapon
		△ ▽ Veer, a burglar	☐ Fine Climbing Gear ☐ Fine Gloves	□□A Large Weapon □An Unusual Weapon
			☐ Fine Climbing Gear ☐ Fine Gloves	□ An Unusual Weapon □□Armor□□□+Heavy
		△ ▽ Veer, a burglar	☐ Fine Climbing Gear ☐ Fine Gloves	□An Unusual Weapon
		△ ∨ Veer, a burglar △ ∨ Maddigan, a garg XP Every time you roll a desperat At the end of each session, playbook or an attribute) or You addressed a challenge wit You expressed your beliefs, dr	Fine Climbing Gear Fine Gloves goyle Utility Belt te action, mark xp in that action's attribute. for each item below, mark 1 xp (in your 2 xp if that item occurred multiple times. th quick action or quick thinking.	□An Unusual Weapon □□Armor□□□+Heavy □ Burglary Gear
		△ ▽ Veer, a burglar △ ▽ Maddigan, a garg XP Every time you roll a desperat At the end of each session, playbook or an attribute) of You addressed a challenge wit You expressed your beliefs, dr You struggled with issues from	Fine Climbing Gear Fine Gloves goyle Utility Belt te action, mark xp in that action's attribute. for each item below, mark 1 xp (in your 2 xp if that item occurred multiple times. th quick action or quick thinking. rives, or durance.	□ An Unusual Weapon □□Armor□□□+Heavy □□ Climbing Gear □□ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools
		△ ▽ Veer, a burglar △ ▽ Maddigan, a garg XP Every time you roll a desperat At the end of each session, playbook or an attribute) or You addressed a challenge wit You expressed your beliefs, dr You struggled with issues from	Fine Climbing Gear Fine Gloves Goyle Utility Belt te action, mark xp in that action's attribute. for each item below, mark 1 xp (in your 2 xp if that item occurred multiple times. th quick action or quick thinking. rives, or durance. m your vice or traumas during the session.	□ An Unusual Weapon □□ Armor □□□ + Heavy □□ Burglary Gear □□ Climbing Gear □ Arcane Implements □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools □ Lantern GATHER INFORMATION What do they intend to do? How can I get them to [X]?
		△ ▽ Veer, a burglar △ ▽ Maddigan, a garg XP Every time you roll a desperat At the end of each session, playbook or an attribute) or You addressed a challenge wit You expressed your beliefs, dr You struggled with issues from TEAMWORK Assist a teammate	Fine Climbing Gear Fine Gloves goyle Utility Belt te action, mark xp in that action's attribute. for each item below, mark 1 xp (in your 2 xp if that item occurred multiple times. th quick action or quick thinking. rives, or durance. m your vice or traumas during the session. PLANNING & LOAD Choose a plan, provide the detail. Choose your	□ An Unusual Weapon □□Armor□□□+Heavy □ Burglary Gear □□ Climbing Gear □ Arcane Implements □ Documents □ Demolition Tools □ Tinkering Tools □ Lantern GATHER INFORMATION What do they intend to do? How can I get them to [X]? Where has [X] been? How can I find [X]?
		△ ▽ Veer, a burglar △ ▽ Maddigan, a garg XP Every time you roll a desperat At the end of each session, playbook or an attribute) of You addressed a challenge wit You expressed your beliefs, dr You struggled with issues from TEAMWORK Assist a teammate	☐ Fine Climbing Gear ☐ Fine Gloves goyle ☐ Utility Belt te action, mark xp in that action's attribute. for each item below, mark 1 xp (in your r 2 xp if that item occurred multiple times. th quick action or quick thinking. rives, or durance. m your vice or traumas during the session. PLANNING & LOAD Choose a plan, provide the detail. Choose your load limit for the operation.	□ An Unusual Weapon □□Armor□□□+Heavy □ Burglary Gear □□ Climbing Gear □ Arcane Implements □ Documents □ Demolition Tools □ Tinkering Tools □ Lantern GATHER INFORMATION What do they intend to do? How can I get them to [X]? Where has [X] been?

BOUND

AN ACROBATIC

SMALL GOD

VIGILANTE WITH A

COIN

	SPECIAL ABILITIES		PLAYBOOK
NAME ALIAS	O CUT A DEAL: You a what or who you ne when you acquire ar	lways know how to get your hands on led. During downtime, you get +1 level n asset.	INSIGHT
LOOK	O HEART'S DESIRE: What target, you can alway	hen you have enough time to observe a ys discern their greatest temptation.	HUNT STUDY
DURANCE CREW	O IGNOBLE TACTICS: Y behind the big guy. +1d to resist harm.	ou're really good at always standing When a teammate protects you, they gain	SURVEY TINKER
	O GLUTTON'S COIN: Y magical coin that im material wealth till t the holder of the coi	ou can push yourself to summon a noues its holder with insatiable greed for the next sunrise. You gain potency against in.	PROWESS FINESSE PROWL
VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD TRAUMA COLD—HAUNTED—OBSESSED—PARANOID	O GOLDEN GOD'S GUII Azur will consume i When you gather in	DANCE: Place a coin under your tongue and it and tell you what you want to know. officermation, gain +td.	SKIRMISH WRECK
HARM HEALING	O Toss A Coin: Once a coin toss. On head consider it a despera	per score, you can turn any dice roll into ls, consider it a critical success. On tails, tte failure.	RESOLVE
NEED project clock HELP ARMOR USES	1	hen you resist with Insight, take +1d. If wind back time completely to before the ce occurred.	COMMAND CONSORT SWAY
2 -1D ARMOR LESS HEAVY	O AZUR'S GRACE: You	may expend special armour to resist persuasion or to push yourself when your	BONUS DIE PUSH YOURSELF (take
NOTES EFFECT SPECIAL	OOO VETERAN ADVA	ANCE	+ 2 stress) -or - accept a DEVIL'S BARGAIN.
	DEADLY FRIENDS	ITEMS LC	OAD ♦ 3 light ♦ 5 normal ♦ 6 heavy
		112110	SAD V 3 light V 3 horman V 0 heavy
	△ ▽ Yash, a smuggl		□ A Blade or Two
		ler	☐ A Blade or Two ☐ Throwing Knives
	△ ▽ Yash, a smuggl	ler	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
	△ ▽ Yash, a smuggl △ ▽ Bezos, a money	ler	□ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 nd Pistol □□A Large Weapon □ An Unusual Weapon
	△ ▽ Yash, a smuggl△ ▽ Bezos, a money△ ▽ Tiara, a chef	ler	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐☐A Large Weapon
	 △ ∨ Yash, a smuggl △ ∨ Bezos, a money △ ∨ Tiara, a chef △ ∨ Lydara, a body △ ∨ Malincha, a pri 	ler	□ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 nd Pistol □□A Large Weapon □ An Unusual Weapon □□Armor□□□+Heavy
	△ ▽ Yash, a smuggl △ ▽ Bezos, a money △ ▽ Tiara, a chef △ ▽ Lydara, a bodyg △ ▽ Malincha, a pri XP Every time you roll a desper At the end of each session playbook or an attribute) You addressed a challenge u You expressed your beliefs,	ler	□ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 nd Pistol □□ A Large Weapon □ An Unusual Weapon □□ Armor□□□+Heavy □ Burglary Gear
	△ ▽ Yash, a smuggl △ ▽ Bezos, a money △ ▽ Tiara, a chef △ ▽ Lydara, a bodyg △ ▽ Malincha, a pri XP Every time you roll a desper At the end of each session playbook or an attribute) You addressed a challenge u You expressed your beliefs,	ler	□ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 nd Pistol □□ A Large Weapon □ An Unusual Weapon □□ Armor□□+Heavy □ Burglary Gear □□ Climbing Gear □ Arcane Implements □ Documents □ Documents □ Subterfuge Supplies □□ Demolition Tools □ Tinkering Tools
	△ ▽ Yash, a smuggl △ ▽ Bezos, a money △ ▽ Tiara, a chef △ ▽ Lydara, a bodyg △ ▽ Malincha, a pri XP Every time you roll a desper At the end of each session playbook or an attribute) You addressed a challenge u You expressed your beliefs, You struggled with issues fr	ler	□ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 nd Pistol □□ A Large Weapon □ An Unusual Weapon □ Burglary Gear □ Climbing Gear □ Arcane Implements □ Documents □ Demolition Tools □ Tinkering Tools □ Lantern GATHER INFORMATION What do they intend to do? How can I get them to [X]?
	△ ▽ Yash, a smuggl △ ▽ Bezos, a money △ ▽ Tiara, a chef △ ▽ Lydara, a bodyg △ ▽ Malincha, a pri XP Every time you roll a desper At the end of each session playbook or an attribute) You addressed a challenge w You expressed your beliefs, You struggled with issues fr	ler	□ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 nd Pistol □□ A Large Weapon □ An Unusual Weapon □□ Ar mor □□□□+Heavy □ Burglary Gear □□ Climbing Gear □ Arcane Implements □ Documents □ Documents □ Demolition Tools □ Tinkering Tools □ Lantern GATHER INFORMATION What do they intend to do? How can I get them to [X]? Where has [X] been? How can I find [X]?
	△ ▽ Yash, a smuggl △ ▽ Bezos, a money △ ▽ Tiara, a chef △ ▽ Lydara, a bodyg △ ▽ Malincha, a pri XP Every time you roll a desper At the end of each session playbook or an attribute) You addressed a challenge u You expressed your beliefs, You struggled with issues fr TEAMWORK Assist a teammate	ler	□ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 nd Pistol □□ A Large Weapon □ An Unusual Weapon □□ Ar mor □□□□+Heavy □ Burglary Gear □□ Climbing Gear □ Arcane Implements □ Documents □ Documents □ Demolition Tools □ Tinkering Tools □ Lantern GATHER INFORMATION What do they intend to do? How can I get them to [X]? Where has [X] been?

AZURITE

A DEALMAKER AND A

HUSTLER