

THE CIRCLE

Your cartel is composed of refugees from the collapse of the Vladov Empire, far across the sea, and the allies they have made since arriving in New Dunhaven. Nearly every member of the cartel has spent some time in the city's notorious prison, the Castle, as a result of an unjust decree by the Crown. The members of the Circle are tough, dangerous people with a reputation for violence, valued on crews as muscle and protection. The Circle uses intimidation to get its way, specializing in extortion, protection rackets, assassination, and coercion.

APPEARANCE

You wear common clothes of a uniquely foreign cut and have a Circle tattoo on your left hand. You are conspicuous in Little Taona and in the merchant and noble districts.

Do you have visible prison tattoos? Scars from prison yard fights won and lost? Do you have bulging muscles or are you lean and fit, with strength that becomes evident only when you use it? If you are Vladov-born, is your Vladich accent thick or light?

THINGS YOU KNOW ABOUT

The Right Kind of People, the Castle, jails and prisons, Vladov history. You speak and write Vladich, the native language of the Vladov people. Other members of your cartel also speak this language.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Acquire an artifact of the Vladov Empire to use as a bribe
- ◆ Secure the release of a member of your cartel from a district jail
- ◆ Have Wolves of the Circle pay someone an intimidating visit
- ◆ Make contact with someone currently incarcerated in the Castle
- ◆ Convince a prison guard to look the other way while an imprisoned member of your cartel commits a crime
- ◆ Position a few Circle bruisers around the perimeter of a building to deter interlopers
- ◆ Obtain a heavy crossbow or other illegal non-firearm weapon

HISTORY OF VIOLENCE

You can push your luck when brawling with, slashing, stabbing, or striking someone. When you do, for every 10 luck you spend, you increase your chance of success by 20%.



SAMPLE CHARACTERS

ARCHON

Former nobles of the Vladov Empire, Archons occupy leadership roles within the Circle. They use their experience with the vicious politics of the Empire to plan for every possible contingency and pitfall on the Job. To create an Archon, choose the Mastermind specialty.

COMRADE

More a way of addressing a Circle leader with respect than a formal title, Comrades have the charisma and willpower to bring an unruly crew together. They are usually the leaders of their crews, especially those who prefer smash-and-grab techniques to more subtle approaches. To create a Comrade, choose the Boss specialty.

FANG

Fangs are called upon to eliminate anyone who might get in the crew's way, though their ability to move quietly and unobtrusively also makes them excellent spies. To create a Fang, choose the Assassin specialty.

WOLF

Wolves are the muscle that gives the cartel its reputation. Wolves prefer to let their fists and weapons do the talking, and they are hired for their intimidating presence as much as for their physical talents. To create a Wolf, choose the Brawler specialty.

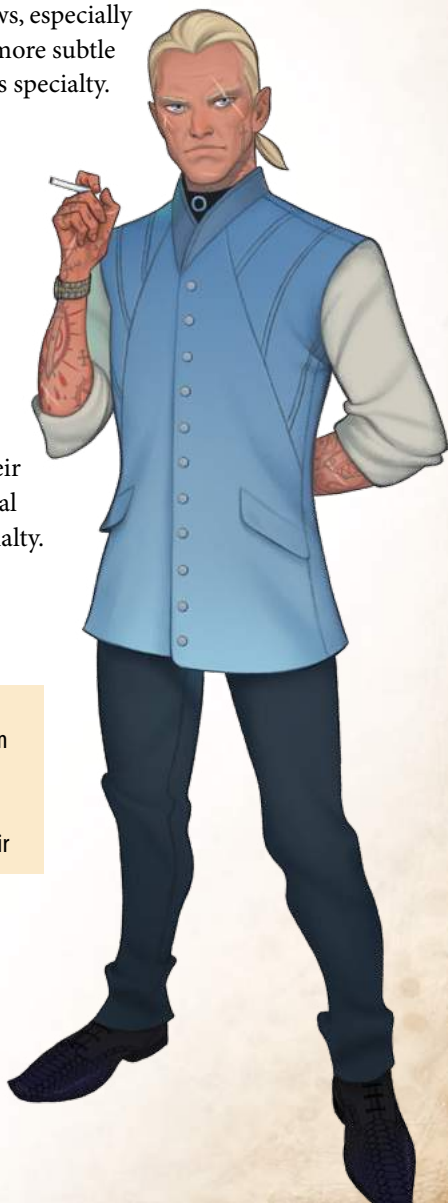
CIRCLE (VLADICH) NAMES

First Names

Alexei	Dimitri	Katerina	Olga	Xenia
Anastasia	Elenia	Marina	Piotr	Valentin
Anton	Irena	Mikhail	Sasha	Vanka
Boris	Ivan	Natalya	Sonya	Vasily
Casimir	Katya	Nikolai	Sergey	Vladimir

Last Names

Alenkev	Ivankov	Orlovski	Stepanov
Alvarova	Koslova	Pavhalkin	Vachenko
Dragov	Mashirin	Petranko	Volkovsky
Havel	Oleskin	Semrevin	Vostov



THE FAMILY

Your cartel is the oldest and largest criminal organization in the city and the cornerstone of organized crime in New Dunhaven. The Family controls the largest swath of contiguous turf in the city, and oversees all crime in and around the city's canals. Though involved in nearly every possible criminal pursuit, members of the Family portray themselves as legitimate businesspeople or local politicians, responsible for making sure everything keeps running smoothly for the common people who live in their territory. The Family is also the wealthiest cartel, and it often flaunts its riches to achieve its goals.

APPEARANCE

You wear fine clothing that befits a wealthy commoner. You are conspicuous in Little Taona, the docks, and the slums.

Do you wear gaudy jewelry? Is your style ostentatious, or are you the respectable type? Are you full of puffed-up bravado, or do you look cool and collected, like you have everything under control?

THINGS YOU KNOW ABOUT

Merchants, the canals, the Blooded.



SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Gain the use of a Family-owned gondola for a full day
- ◆ Gain access to Family-controlled assets and secret warehouses connected to the city's canals for the duration of the Job
- ◆ Commandeer the assistance of up to ten low-ranking members of the Family for one scene
- ◆ Acquire goods that “fell off the back of a wagon”
- ◆ Obtain a single use of the services of a law-abiding commoner's profession free of charge
- ◆ Convince members of the City Watch in a commoner district to look the other way for the duration of a single scene

IT'S JUST BUSINESS

You add two advantage dice

( ) to any roll you make to interact verbally with merchants.



SAMPLE CHARACTERS

CAPTAIN

The Family's Captains are usually former Enforcers who are now coordinators and facilitators, making sure their crew has everything it needs to get the Job done. To create a Captain, choose the Fixer specialty.

DON

Generally older and more experienced cartel members in charge of strategy, the Dons take the long view on any situation. They rise through the ranks of the Family by keeping their cool and planning for every possible contingency. To create a Don, choose the Mastermind specialty.

ENFORCER

There comes a point at which the Family has to write off those whose constant defiance negates their worth as potential assets. Enforcers aren't required to eliminate someone who is being troublesome; they need only demonstrate that defiance will not be tolerated. To create an Enforcer, choose the Assassin specialty.

SOLDIER

Soldiers watch over the day-to-day business, enforcing protection rackets and overseeing almost every type of crime. They work side by side with the common folk who live in the Family's turf. To create a Soldier, choose the Brawler specialty.

FAMILY NAMES

First Names

Alfons	Coralina	Lucilla	Tatiana
Angelo	Dario	Mariana	Vicente
Antony	Enrique	Marko	Viviana
Ahmed	Farrad	Omar	Zatanya
Arymilla	Francisca	Salvatore	
Beadora	Franco	Selvadora	
Carlos	Liliana	Talia	

Last Names

Alonso	Castoro	Maggiani	Trabelsi
al Aqueño	de Montaña	Montenaldo	Valdiano
al Verdanza	Dominguez	Naseeri	Venitez
Bashir	Falcone	Rizzoletta	Vespacci
Capozano	Malducci	Sanabrio	Zafar



THE FORGOTTEN

Your cartel is composed of hundreds of street gangs and independent criminals who call themselves members of a cartel to avoid the wrath of the Black Council. The Forgotten is the cartel that is not a cartel. Its street gangs quarrel and fight with one another almost as much as they clash with other cartels. Most of the city's beggars are Forgotten, forming a loose information network that can spread rumors, gossip, news, and requests faster than any runner. The Forgotten mainly operate in unclaimed turf, though most of the slums are under the control of individual street gangs, and only the Forgotten can travel through or remain within the Old City for any length of time.



APPEARANCE

You wear worn clothing in your street gang's cut and colors. You are conspicuous in merchant and noble districts.

*What are the cut and colors of your street gang's uniform?
Do you advertise your connection to your band of ruffians, or are the signs of your allegiance subtle enough to be overlooked by a law-abiding citizen?*

THINGS YOU KNOW ABOUT

Commoners, the slums, the Old City.



SPENDING INFLUENCE

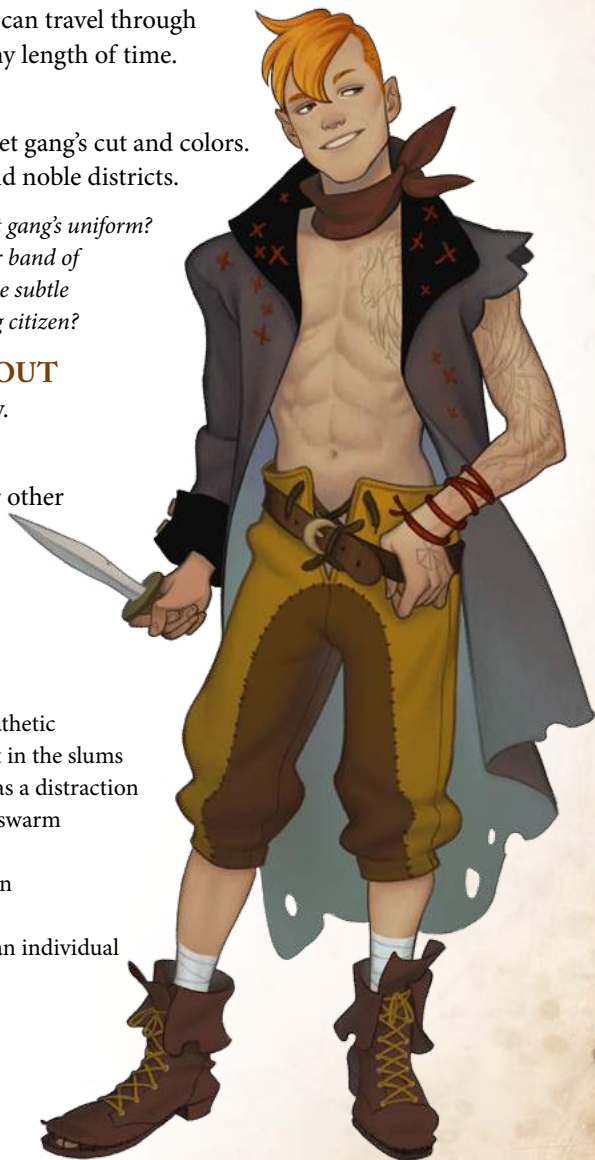
You can spend Influence on these or other Judge-approved benefits:

- ◆ Tap into the Forgotten information network to learn the current state of a person or place
- ◆ Pass safely through the Old City (with your crew) during one scene
- ◆ Gain temporary shelter with a sympathetic commoner in a run-down apartment in the slums
- ◆ Start trouble with a rival street gang as a distraction
- ◆ Convince a pack of street urchins to swarm a merchant, begging for handouts
- ◆ Have a door or window propped open for you by a member of your cartel
- ◆ Have the beggars in a district watch an individual and report to you on their activities

SALT OF THE EARTH

You add two advantage dice

( ) to any roll you make to interact verbally with commoners.



SAMPLE CHARACTERS

BEGGAR

Most law-abiding citizens, even commoners, do their best to ignore the beggars that linger on street corners throughout the city. To the Forgotten, these Beggars form the foundation of a vast, city-wise informant network, with each Beggar a high-invisible watcher and listener. To create a Beggar, choose the Fixer specialty.

FACELESS MAN/WOMAN

The Faceless Men and Women specialize in being so unremarkable and forgettable that they blend into any crowd. These cartel members are excellent infiltrators and spies because marks are rarely aware of their presence. To create a Faceless Man or Woman, choose the Mole specialty.

GANG LEADER

Leaders of the street gangs are called upon to join crews, bringing with them the muscle and numbers of the members of their gang. To create a Gang Leader, choose the Boss specialty and invent a name and colors for the street gang that you lead.

URCHIN

In the slums, many children grow up on the streets, engaging in skullduggery as a matter of survival. While some urchins grow up to become members and leaders of street gangs, others are so good at what they do that they are recruited for crews as youths. To create an Urchin, choose the Thief specialty.

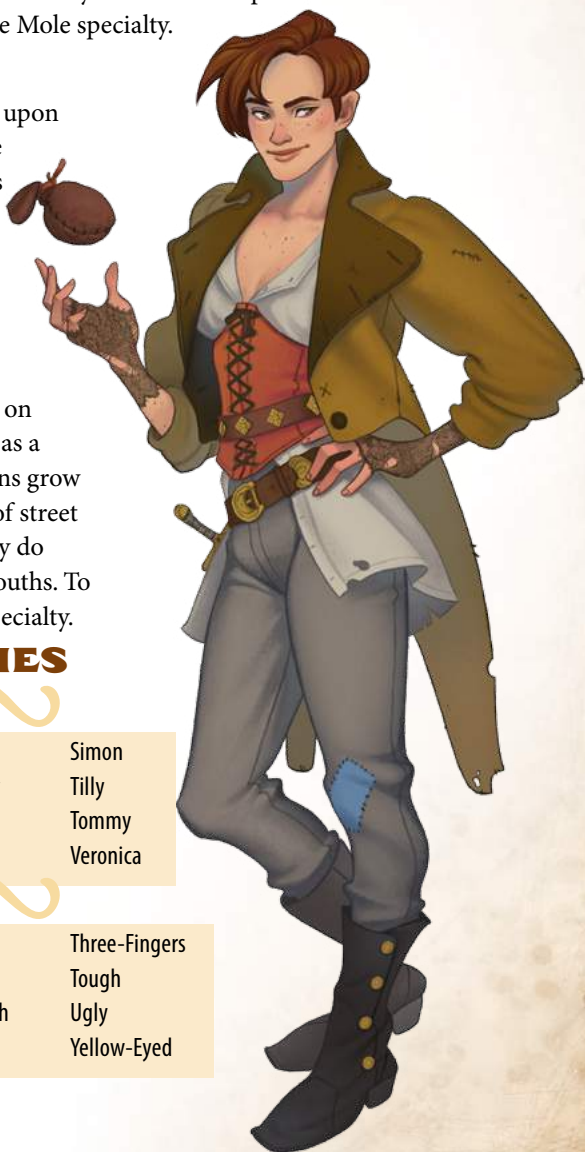
FORGOTTEN NAMES

First Names

Alvin	Danny	Jenny	Rina	Simon
Betty	Deena	Jessie	Ricky	Tilly
Billy	Ernie	Lucy	Rudy	Tommy
Cyrus	Fergie	Micky	Sara	Veronica

Nicknames

Bloody Knuckles	Fightin'	One-Eye	Three-Fingers
Creepy	Lightfinger	The Knife	Tough
Lucky	Mumbles	The Mouth	Ugly
Fast	Old Man/Lady	The Taker	Yellow-Eyed



THE GRAVEDIGGERS

Your cartel controls the city's mortuaries and morticians, crematoriums, hearses, cemeteries, catacombs, and mausoleums. The business of death provides a fine cover for your cartel's criminal activity, affording you convenient places where you can dispose of bodies and a cover under which members of your cartel can work in public without drawing too much attention. The Gravediggers also count among their members the corrupt members of the city's plague doctors, who act on behalf of the Black Council to serve warnings or otherwise deal with criminals who draw the ire of their own cartels.

APPEARANCE

You wear a musty-smelling outfit of fancy clothing, long out of style. You are conspicuous in noble districts, on the docks, and in Little Taona.

Do you appear sickly and on death's door, or are you the picture of gothic beauty and dark allure? Does your appearance inspire fascination or dread, or something in-between?

THINGS YOU KNOW ABOUT

The Church, cemeteries, funeral parlors, ward houses, medicine.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Gain the use of a hearse for one scene, allowing your crew to travel the streets anonymously
- ◆ Obtain a corpse that looks roughly like someone you want it to
- ◆ Have employees of a cartel funeral parlor remove clothing or jewelry from a deceased citizen to complete a disguise
- ◆ Stage a funeral procession through a district of your choosing
- ◆ Order the Crown to quarantine a single district, allowing no one in or out for one full day
- ◆ Retain the services of a physicker on the take to provide medical care for the members of your crew
- ◆ Gain the use of a ward house or funeral parlor for a scene

UNSETTLING PRESENCE

You can push your luck when making a mental attack to goad, intimidate, or frighten someone. When you do, for every 10 luck you spend, you increase your chance of success by 20%.



SAMPLE CHARACTERS

EMBALMER

Like other members of the cartel, Embalmers serve a legitimate, legal function by preparing bodies for burial. Those outside the cartel don't know that Gravedigger embalmers are also exceptional alchemists, using the bodies they prepare as the subjects of experiments. To create an Embalmer, choose the Alchemist specialty.

MOURNER

Con artists who prey upon the grieving, Mourners are always on the lookout for a funeral in the city to infiltrate. They catch the deceased's survivors in a moment of weakness and take advantage of their grief, using feigned sympathy to form a bond with their marks that can be later exploited.

To create a Mourner, choose the Grifter specialty.

PARLOR MAN/WOMAN

Charged with overseeing the funeral parlors that serve as the cartel's safe houses, Parlor Men and Women use their staffs as cleaning crews. They quickly dispose of bodies, clean up evidence left behind, and pay off witnesses to keep the heat off. To create a Parlor Man or Parlor Woman, choose the Cleaner specialty.

PLAGUE DOCTOR

Not every plague doctor in the city is a Gravedigger, but those who are serve a purpose beyond their stated function. Plague Doctors use their anonymity as a shield as they send warnings to—and occasionally dispose of—the Right Kind of People who have earned the displeasure of their cartels. To create a Plague Doctor, choose the Assassin specialty.

GRAVEDIGGER NAMES

First Names

Agnes	Edmund	Hester	Octavius	Thaddeus
Alastair	Ethel	Lenora	Philomena	Thurman
Ambrose	Gideon	Mercy	Phinneas	Ulysses
Barnaby	Hazel	Minerva	Rowena	Victoria

Last Names

Crowley	Graves	Pall	Tombs
Frost	Grimes	Shrouds	Wake
Gallows	Grymm	Spector	Wormwood
Ghast	Hearst	Thanatos	Wight



THE MUMMERS

The performers and entertainers of the city populate your cartel. Members of the cartel maintain perfectly legal professional identities as entertainers, using their careers as cover for their criminal activities. The Mummern are the most visible of the cartels; street performers, theater actors and stage crews, and tavern musicians all spend a fair amount of time in public places, honing their ability to draw the eyes and attention of everyone around them. The Mummern count as their turf almost all the city's taverns, inns, alehouses, supper clubs, public houses, theaters, and other places of entertainment, which serve as neutral ground and embassies for the Right Kind of People within the other cartels' turf.



APPEARANCE

You wear brightly colored, elaborate, or ostentatious clothing designed to draw the eye. You are conspicuous in merchant districts, in the slums, and on the docks.

Do you dress as a professional entertainer, or as the fool? If you paint your face, is it more like makeup or warpaint? Do you appear comical, or is your outward persona more sinister? Do you look like a common entertainer, or do you present yourself as an elite thespian to blend in with the aristocracy?

THINGS YOU KNOW ABOUT

The Right Kind of People, entertainers, music, poetry, theater, literature, art, calligraphy.

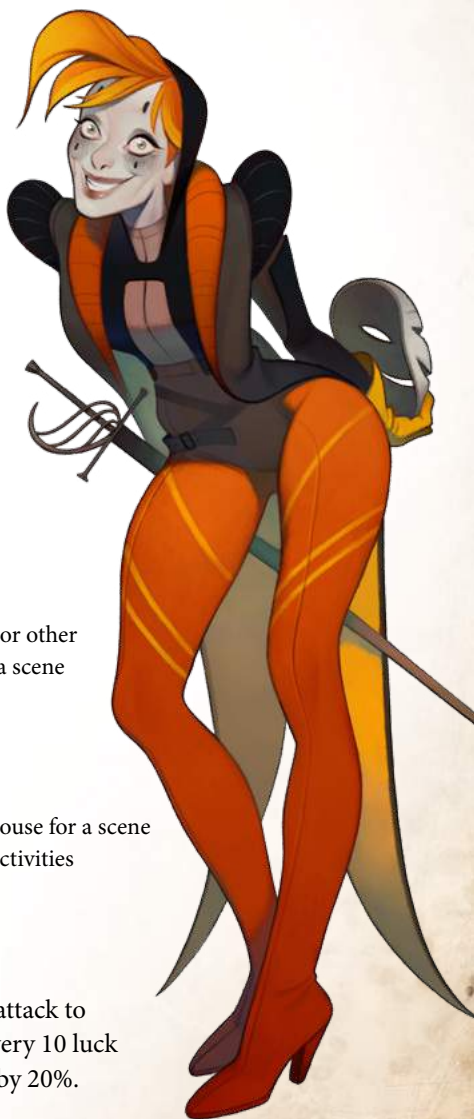
SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Convince a performing troupe (actors, musicians, or other artists) from your cartel to act as a distraction for a scene
- ◆ Gain access to a safe house in a Mummern's tavern or inn for the duration of the Job
- ◆ Arrange for your crew to be hired as entertainers for a party or other social event
- ◆ Obtain the use of a Mummer-run theater or playhouse for a scene
- ◆ Stage a performance of a play as a cover for your activities
- ◆ Secure an invitation to an exclusive social event by exploiting your fame and reputation

CHARISMA

You can push your luck when making a mental attack to convince or lie to someone. When you do, for every 10 luck you spend, you increase your chance of success by 20%.



SAMPLE CHARACTERS

BARD

Hired entertainers are one of the most common status symbols among the wealthy of New Dunhaven. Bards are excellent entertainers as well as master politickers, capable of manipulating their marks through subtle means: forged notes, spreading rumors, planting false evidence, and so on. To create a Bard, choose the Mole specialty.

LAUGHING MAN/LADY

Laughing Men and Laughing Ladies are the most visibly ostentatious members of the Mummies. They play the fool in public as a means of distracting and disarming their victims, though for some this is merely a mocking cover for their sinister criminal aims. To create a Laughing Man or Laughing Lady, choose the Dabbler specialty.

MOUNTEBANK

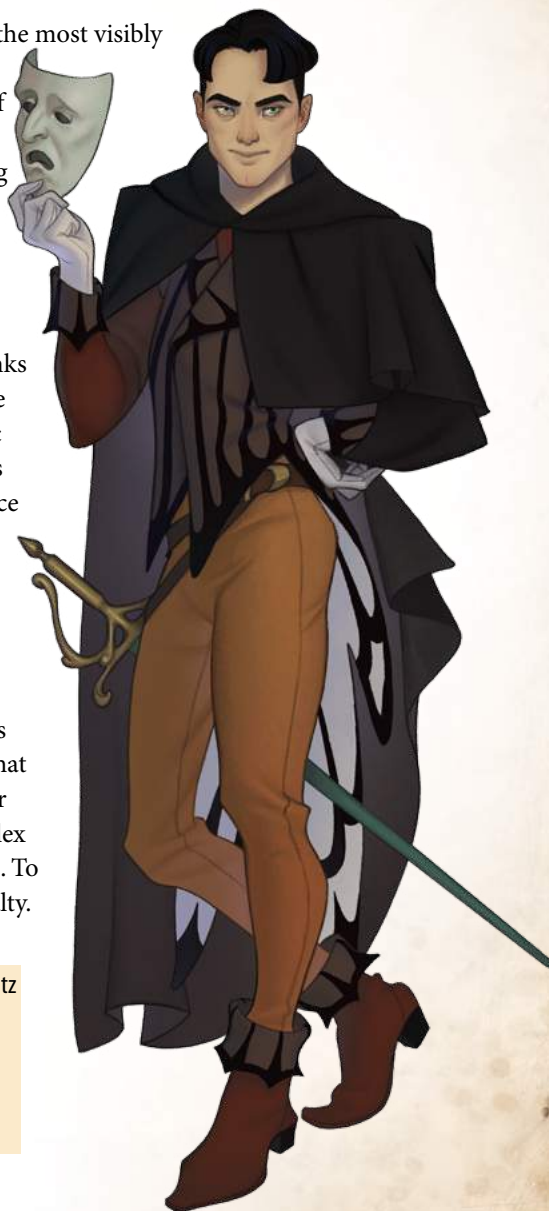
More than simple charlatans, Mountebanks combine a salesclerk's dogged persistence with the charm and flair for the dramatic common to the theater to draw members of the aristocracy into complex confidence schemes, using their fame as a lure. To create a Mountebank, choose the Grifter specialty.

TUMBLER

Consummate second-story workers, Tumblers are burglars who use acrobatics and athleticism to gain access to places that less daring thieves would consider too far out of reach. Tumblers plan overly complex stunts to show off their daredevil natures. To create a Tumbler, choose the Thief specialty.

MUMMERS NAMES

Beatrice	Fabian	Oberon	Rosencrantz
Bianca	Hecate	Ophelia	Sebastian
Celia	Horatio	Orlando	Siward
Cordelia	Jacques	Phoebe	Titania
Duncan	Lennox	Rosalind	Viola



RED LOTUS SOCIETY

Your cartel is largely composed of people of Taonan origin and ancestry, though it embraces people of other heritages drawn to the cartel's schools. The Society is divided into schools, each of which has its own philosophies, fighting styles, and secret teachings. The Society controls crime on the city's docks and in the districts of the city collectively referred to as Little Taona. The Red Lotus has exclusive control over the city's black market for firearms and other black powder weapons and is the only cartel with a significant naval presence.

APPEARANCE

You wear dockworkers' clothes, or occasionally the garb of Taonese commoners, made from fine silks in the colors of your school. You are conspicuous in merchant and noble districts, and in the slums.

*Do you wear the colors and symbols associated with your school?
Do you have visible tattoos of mythical creatures? Is your heritage Taonan, or are you of another ancestry, admitted entrance to a school?*

THINGS YOU KNOW ABOUT

Little Taona, the docks, ships and sailing, black powder, and Taonan history. You can speak and write Taonese. Members of your cartel and the people of Little Taona also speak this language.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Obtain one firearm or explosive for the duration of the Job
- ◆ Gain access to one of your cartel's dragonships for the entire Job
- ◆ Have a member of your cartel set off fireworks to cover some noise
- ◆ Retain the help of two Little Brothers/Sisters from your school for a single scene
- ◆ Obtain art objects and heirlooms from Taona to use as bribes
- ◆ Gain the exclusive use of a tea shop, noodle house, or other public establishment in Little Taona for one scene without generating heat

TRIGGER FINGER

You have a flintlock pistol (damage +40, deals 2 wounds when wounding, 1 action to reload), in addition to your other equipment. You can push your luck when using a black powder weapon. When you do, for every 10 luck you spend, you increase your chance of success by 20%.



SAMPLE CHARACTERS

GUNSLINGER

The Society cornered the market on firearms, and the Gunslingers of the cartel mastered their use. Gunslingers make these already deadly weapons even more lethal, and there is no one quicker on the draw.

To create a Gunslinger, choose the Sharpshooter specialty.

LITTLE BROTHER/SISTER

The on-the-street foot soldiers of the cartel, these Society members are toughened by years of surviving in the treacherous dockside districts. These cartel members handle the day-to-day business of the society and work alongside veteran cartel members on a variety of Jobs. To create a Little Brother or Little Sister, choose the Dabbler specialty.

MASTER

The Society has a long tradition of rewarding those who dedicate themselves to study and mastery, honoring the students of the various philosophical schools. The Society's Masters are true martial artists, having honed their fighting techniques through years of practice. To create a Master, choose the Brawler specialty.

SMUGGLER

As the only cartel with a naval presence, the Society relies on Smugglers to transport illegal goods to the shores of the city. These Society members coordinate shipments coming into the city and ensure that the proper bribes are paid to the right people. To create a Smuggler, choose the Fixer specialty.

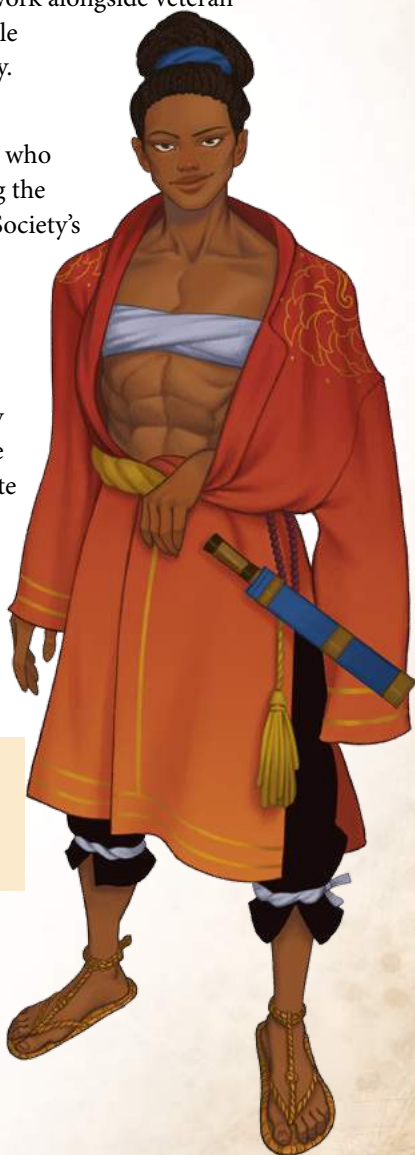
RED LOTUS SOCIETY (TAONAN) NAMES

First Names

Adam	David	Gideon	Mary	Rebecca
Chloe	Delilah	Jacob	Michael	Solomon
Claudia	Diana	James	Naomi	Susanna
Daniel	Eve	John	Paul	Tabitha

Last Names

Ahmed	Khan	Mao	Shan
Bhati	Kwan	Rajid	Shin
Cho	Lee	Sadano	Tam
Hong	Lin	Singh	Wong



THE VESPERS

Your cartel specializes in crimes against the nobility. To the aristocracy, the cartel's members appear to be fabulous socialites and members of high society. They use their refinement and education to run confidence schemes on the nobility, tempt them with vices, and obtain leverage that can be used for future gain. The Vespers are the keepers of secrets and masters of blackmail, all of which is carefully recorded in the cartel's Deep Ledgers. The Vespers use charm, seduction, lies, and secrets to fulfill their schemes, and they also employ poisons with some frequency.

APPEARANCE

You wear expensive clothing in cutting-edge fashions. You are conspicuous in commoner districts, in the slums and Little Taona, and on the docks.

Does your appearance speak of charm and style, or do you cultivate a more forbidden allure? Do you dress to tempt or to blend in? Do you have tattoos or piercings that give you an illicit appeal, or are you all business?

THINGS YOU KNOW ABOUT



Nobles and the Royal Family. Additionally, you have a university-level education and have a comprehensive grasp of subjects taught to the scions of the noble elite.

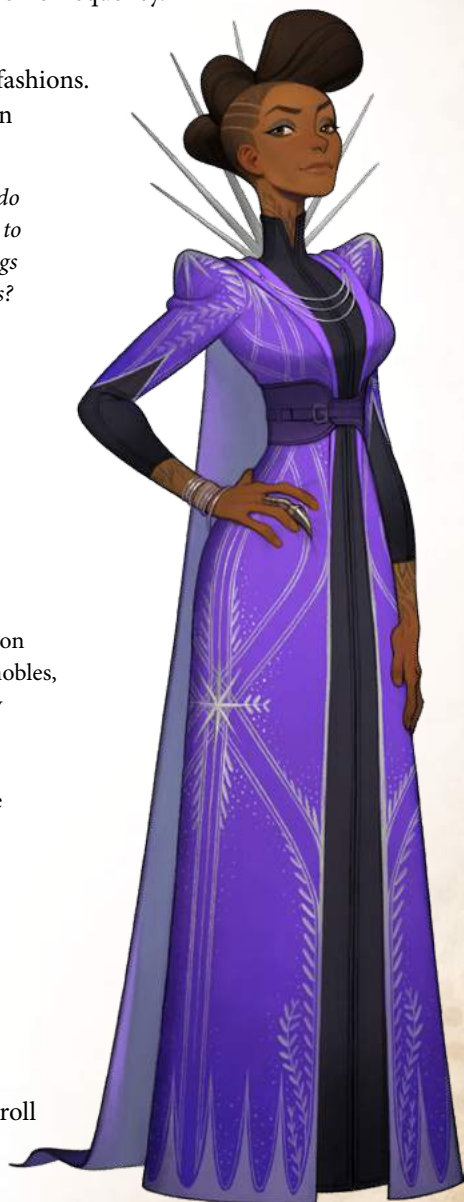
SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Uncover a piece of blackmail-worthy information from the Deep Ledgers about one of the city's nobles, a wealthy merchant, or a member of the royalty
- ◆ Gain the use of a Vesper-run gambling hall, poppy den, or house of pleasure for a scene
- ◆ Receive an introduction to a merchant or noble in a way that doesn't arouse suspicion
- ◆ Arrange an impromptu soiree at an elegant locale for an evening
- ◆ Convince another member of your cartel to deliver a poisoned letter
- ◆ Have a servant plant evidence to pin the blame for a poisoning on the noble he or she serves

I RUN IN CERTAIN CIRCLES

You add two advantage dice ( ) to any roll you make to interact verbally with nobles.



SAMPLE CHARACTERS

ADVOCATE

Sometimes a plan goes awry and someone must clean up the mess. Advocates leverage their connections to make problems vanish by bribing magistrates, coercing Watch captains, and persuading witnesses to change their statements. To create an Advocate, choose the Cleaner specialty.

PIT BOSS

Accustomed to coordinating the large staffs of the Vespers' pleasure houses, poppy dens, gambling halls, and other vice establishments, Pit Bosses are sometimes placed on a Job to help the crew gel as a team. To create a Pit Boss, choose the Boss specialty.

SIREN

The Sirens are predators who prey upon the nobility. They tempt the aristocracy with vices and then use those weaknesses to gain leverage, squeezing the nobles for their blackmail-worthy secrets. To create a Siren, choose the Gifter specialty.

VIPER

Vipers use their poisoners' arts to handle situations that toughs and assassins would handle in other cartels: they make people go away, or at least take them out of the picture. To create a Viper, choose the Poisoner specialty.

VESPER NAMES

First Names

Alexander	Caroline	Eleanora	Karenna	Morgan
Arabella	Cassandra	Elizabeth	Leonidas	Richard
August	Catharine	Fantina	Marco	Victoria
Bridgitte	Edward	Julian	Maximilian	William

Last Names

Auberois	de la Cleur	Dubois	Le Montaine	Rousseau
au Riviera	de Vere	La Fontaine	Moreau	Santiera
Carolenne	du Monde	Le Croix	Renard	Valois



WARDENS OF THE NIGHT

Your cartel consists of outlaws, bandits, brigands, and rebels who have rejected the authority of the Crown and chosen a life outside of the law. Many members of the Wardens of the Night were wronged by the Crown or its agents, causing them to seek revenge on an unjust system. The Wardens of the Night target the wealthy and powerful in New Dunhaven, and their crimes are direct: robbery, burglary, assault, horse theft, and hijacking. The cartel claims the city's forested Reserves as its turf and is the only cartel to have significant interests and contacts with criminals outside the city.

APPEARANCE

You wear dark leathers and clothes befitting a hunter. You are conspicuous in all districts during the day, and at night you are conspicuous only if you reveal yourself to a law-abiding citizen.

Do you cover your face and wear a cloak like a vigilante, or do you dress more like a charming outlaw? Do you have the face of a hard-edged revolutionary, or do you look more like a dashing swashbuckler?

THINGS YOU KNOW ABOUT

The Crown, the Reserves, outside the city, nature and survival.

SPENDING INFLUENCE



You can spend Influence on these or other Judge-approved benefits:

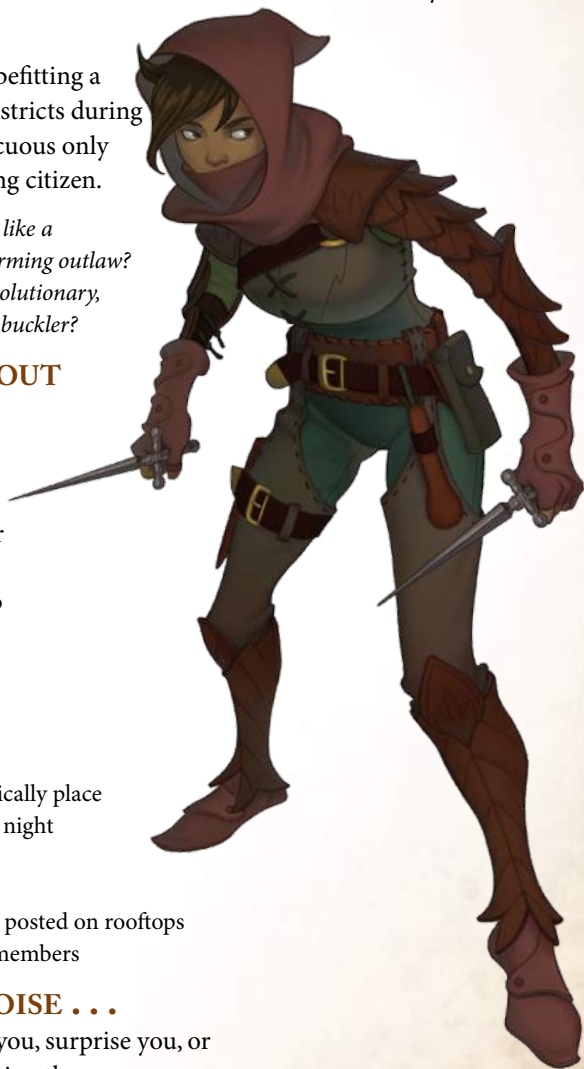
- ◆ Gain access for you and your crew to one of the city's Reserves
- ◆ Reach out to your cartel's contacts outside the city for information
- ◆ Obtain goods or wealth stolen from traders coming into the city
- ◆ Have members of your cartel strategically place supplies near a target under cover of night
- ◆ Have someone smuggled out of the city under cover of night
- ◆ Have several members of your cartel posted on rooftops to relay a signal between your crew members

EVERYTHING MAKES NOISE . . .

Other characters cannot hide from you, surprise you, or sneak around you without you noticing them.

. . . EXCEPT FOR ME

You add two advantage dice ( ) to any roll you make to sneak around or hide.



SAMPLE CHARACTERS

EYE OF THE NIGHT

Eyes of the Night spend the majority of their time blending into society. They are the spies and information dealers of the Wardens, responsible for keeping their leaders apprised and singling out potential marks from among those who commit injustices. To create an Eye of the Night, choose the Mole specialty.

MARAUDER

Marauders are the scourge of the southern trade routes. They hold up caravans and rob travelers, funneling their ill-gotten gains back to the Wardens in the city. To create a Marauder, choose the Sharpshooter specialty.

RAKE

Rakes are swashbuckling duelists drawn to the self-reliant lifestyle. Usually excellent with a sword and overflowing with panache, Rakes are showy and take few precautions to go unseen on the Job. To create a Rake, choose the Brawler specialty.

RAVEN

Ravens are vigilantes who take the responsibility of punishing the city's elite who escape justice into their own hands, urban rangers treating the city skyline as their forest. To create a Raven, choose the Assassin specialty.

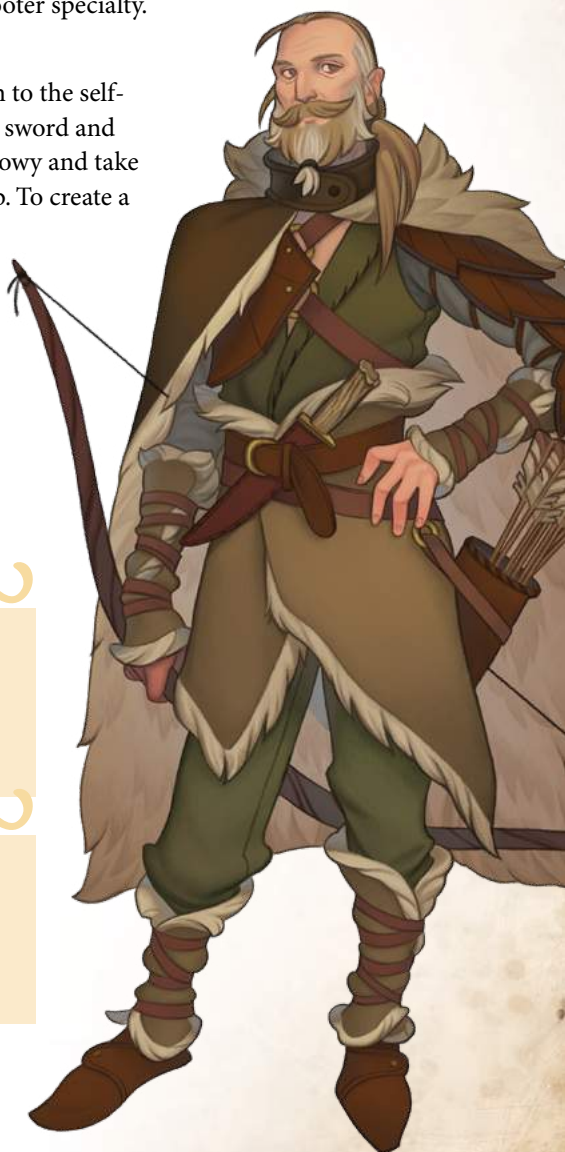
WARDEN NAMES

First Names

Arlyn	Jalen	Robin	Tessa
Benjen	Karlyn	Samuel	Tevys
Coraline	Mary	Shane	Victoria
Dante	Rebel	Sierra	William
Dusty	Ria	Simeon	Zara

Last Names

Breaker	Driver	Seeker	Strider
Brewer	Finder	Shooter	Stryker
Camper	Hunter	Skulker	Tracker
Crawler	Planter	Stalker	Trawler
Cutter	Ryder	Stepper	Walker



THE CIRCLE

Your cartel is composed of refugees from the collapse of the Vladov Empire, far across the sea, and the allies they have made since arriving in New Dunhaven. Nearly every member of the cartel has spent some time in the city's notorious prison, the Castle, as a result of an unjust decree by the Crown. The members of the Circle are tough, dangerous people with a reputation for violence, valued on crews as muscle and protection. The Circle uses intimidation to get its way, specializing in extortion, protection rackets, assassination, and coercion.

APPEARANCE

You wear common clothes of a uniquely foreign cut and have a Circle tattoo on your left hand. You are conspicuous in Little Taona and in the merchant and noble districts.

Do you have visible prison tattoos? Scars from prison yard fights won and lost? Do you have bulging muscles or are you lean and fit, with strength that becomes evident only when you use it? If you are Vladov-born, is your Vladich accent thick or light?

THINGS YOU KNOW ABOUT

The Right Kind of People, the Castle, jails and prisons, Vladov history. You speak and write Vladich, the native language of the Vladov people. Other members of your cartel also speak this language.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Acquire an artifact of the Vladov Empire to use as a bribe
- ◆ Secure the release of a member of your cartel from a district jail
- ◆ Have Wolves of the Circle pay someone an intimidating visit
- ◆ Make contact with someone currently incarcerated in the Castle
- ◆ Convince a prison guard to look the other way while an imprisoned member of your cartel commits a crime
- ◆ Position a few Circle bruisers around the perimeter of a building to deter interlopers
- ◆ Obtain a heavy crossbow or other illegal non-firearm weapon

HISTORY OF VIOLENCE

You can push your luck when brawling with, slashing, stabbing, or striking someone. When you do, for every 10 luck you spend, you increase your chance of success by 20%.



SAMPLE CHARACTERS

ARCHON

Former nobles of the Vladov Empire, Archons occupy leadership roles within the Circle. They use their experience with the vicious politics of the Empire to plan for every possible contingency and pitfall on the Job. To create an Archon, choose the Mastermind specialty.

COMRADE

More a way of addressing a Circle leader with respect than a formal title, Comrades have the charisma and willpower to bring an unruly crew together. They are usually the leaders of their crews, especially those who prefer smash-and-grab techniques to more subtle approaches. To create a Comrade, choose the Boss specialty.

FANG

Fangs are called upon to eliminate anyone who might get in the crew's way, though their ability to move quietly and unobtrusively also makes them excellent spies. To create a Fang, choose the Assassin specialty.

WOLF

Wolves are the muscle that gives the cartel its reputation. Wolves prefer to let their fists and weapons do the talking, and they are hired for their intimidating presence as much as for their physical talents. To create a Wolf, choose the Brawler specialty.

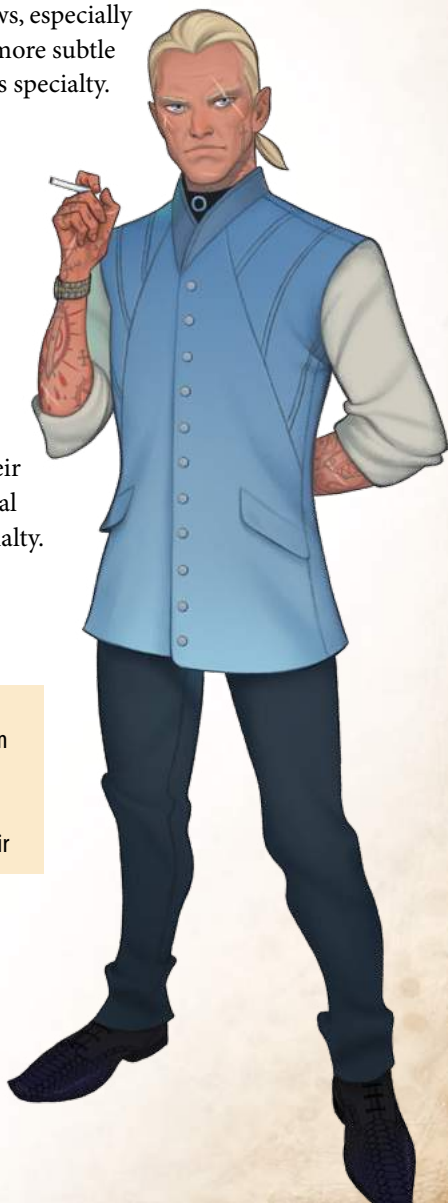
CIRCLE (VLADICH) NAMES

First Names

Alexei	Dimitri	Katerina	Olga	Xenia
Anastasia	Elenia	Marina	Piotr	Valentin
Anton	Irena	Mikhail	Sasha	Vanka
Boris	Ivan	Natalya	Sonya	Vasily
Casimir	Katya	Nikolai	Sergey	Vladimir

Last Names

Alenkev	Ivankov	Orlovski	Stepanov
Alvarova	Koslova	Pavhalkin	Vachenko
Dragov	Mashirin	Petranko	Volkovsky
Havel	Oleskin	Semrevin	Vostov



THE FAMILY

Your cartel is the oldest and largest criminal organization in the city and the cornerstone of organized crime in New Dunhaven. The Family controls the largest swath of contiguous turf in the city, and oversees all crime in and around the city's canals. Though involved in nearly every possible criminal pursuit, members of the Family portray themselves as legitimate businesspeople or local politicians, responsible for making sure everything keeps running smoothly for the common people who live in their territory. The Family is also the wealthiest cartel, and it often flaunts its riches to achieve its goals.

APPEARANCE

You wear fine clothing that befits a wealthy commoner. You are conspicuous in Little Taona, the docks, and the slums.

Do you wear gaudy jewelry? Is your style ostentatious, or are you the respectable type? Are you full of puffed-up bravado, or do you look cool and collected, like you have everything under control?

THINGS YOU KNOW ABOUT

Merchants, the canals, the Blooded.



SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Gain the use of a Family-owned gondola for a full day
- ◆ Gain access to Family-controlled assets and secret warehouses connected to the city's canals for the duration of the Job
- ◆ Commandeer the assistance of up to ten low-ranking members of the Family for one scene
- ◆ Acquire goods that “fell off the back of a wagon”
- ◆ Obtain a single use of the services of a law-abiding commoner's profession free of charge
- ◆ Convince members of the City Watch in a commoner district to look the other way for the duration of a single scene

IT'S JUST BUSINESS

You add two advantage dice

( ) to any roll you make to interact verbally with merchants.



SAMPLE CHARACTERS

CAPTAIN

The Family's Captains are usually former Enforcers who are now coordinators and facilitators, making sure their crew has everything it needs to get the Job done. To create a Captain, choose the Fixer specialty.

DON

Generally older and more experienced cartel members in charge of strategy, the Dons take the long view on any situation. They rise through the ranks of the Family by keeping their cool and planning for every possible contingency. To create a Don, choose the Mastermind specialty.

ENFORCER

There comes a point at which the Family has to write off those whose constant defiance negates their worth as potential assets. Enforcers aren't required to eliminate someone who is being troublesome; they need only demonstrate that defiance will not be tolerated. To create an Enforcer, choose the Assassin specialty.

SOLDIER

Soldiers watch over the day-to-day business, enforcing protection rackets and overseeing almost every type of crime. They work side by side with the common folk who live in the Family's turf. To create a Soldier, choose the Brawler specialty.

FAMILY NAMES

First Names

Alfons	Coralina	Lucilla	Tatiana
Angelo	Dario	Mariana	Vicente
Antony	Enrique	Marko	Viviana
Ahmed	Farrad	Omar	Zatanya
Arymilla	Francisca	Salvatore	
Beadora	Franco	Selvadora	
Carlos	Liliana	Talia	

Last Names

Alonso	Castoro	Maggiani	Trabelsi
al Aqueño	de Montaña	Montenaldo	Valdiano
al Verdanza	Dominguez	Naseeri	Venitez
Bashir	Falcone	Rizzoletta	Vespacci
Capozano	Malducci	Sanabrio	Zafar



THE FORGOTTEN

Your cartel is composed of hundreds of street gangs and independent criminals who call themselves members of a cartel to avoid the wrath of the Black Council. The Forgotten is the cartel that is not a cartel. Its street gangs quarrel and fight with one another almost as much as they clash with other cartels. Most of the city's beggars are Forgotten, forming a loose information network that can spread rumors, gossip, news, and requests faster than any runner. The Forgotten mainly operate in unclaimed turf, though most of the slums are under the control of individual street gangs, and only the Forgotten can travel through or remain within the Old City for any length of time.



APPEARANCE

You wear worn clothing in your street gang's cut and colors. You are conspicuous in merchant and noble districts.

*What are the cut and colors of your street gang's uniform?
Do you advertise your connection to your band of ruffians, or are the signs of your allegiance subtle enough to be overlooked by a law-abiding citizen?*

THINGS YOU KNOW ABOUT

Commoners, the slums, the Old City.



SPENDING INFLUENCE

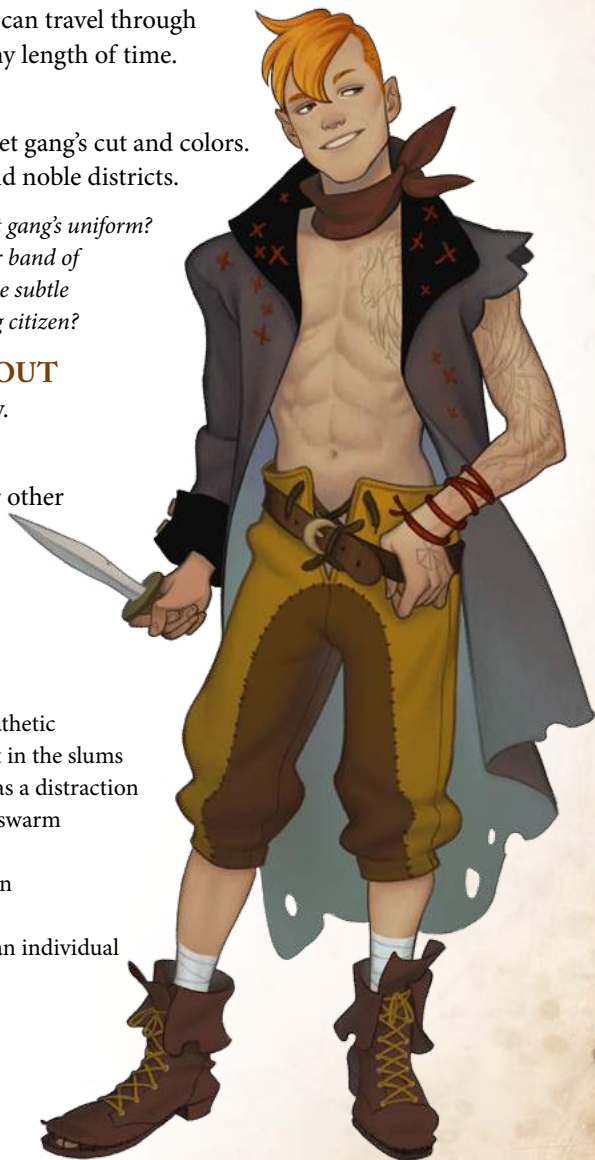
You can spend Influence on these or other Judge-approved benefits:

- ◆ Tap into the Forgotten information network to learn the current state of a person or place
- ◆ Pass safely through the Old City (with your crew) during one scene
- ◆ Gain temporary shelter with a sympathetic commoner in a run-down apartment in the slums
- ◆ Start trouble with a rival street gang as a distraction
- ◆ Convince a pack of street urchins to swarm a merchant, begging for handouts
- ◆ Have a door or window propped open for you by a member of your cartel
- ◆ Have the beggars in a district watch an individual and report to you on their activities

SALT OF THE EARTH

You add two advantage dice

( ) to any roll you make to interact verbally with commoners.



SAMPLE CHARACTERS

BEGGAR

Most law-abiding citizens, even commoners, do their best to ignore the beggars that linger on street corners throughout the city. To the Forgotten, these Beggars form the foundation of a vast, city-wise informant network, with each Beggar a high-invisible watcher and listener. To create a Beggar, choose the Fixer specialty.

FACELESS MAN/WOMAN

The Faceless Men and Women specialize in being so unremarkable and forgettable that they blend into any crowd. These cartel members are excellent infiltrators and spies because marks are rarely aware of their presence. To create a Faceless Man or Woman, choose the Mole specialty.

GANG LEADER

Leaders of the street gangs are called upon to join crews, bringing with them the muscle and numbers of the members of their gang. To create a Gang Leader, choose the Boss specialty and invent a name and colors for the street gang that you lead.

URCHIN

In the slums, many children grow up on the streets, engaging in skullduggery as a matter of survival. While some urchins grow up to become members and leaders of street gangs, others are so good at what they do that they are recruited for crews as youths. To create an Urchin, choose the Thief specialty.

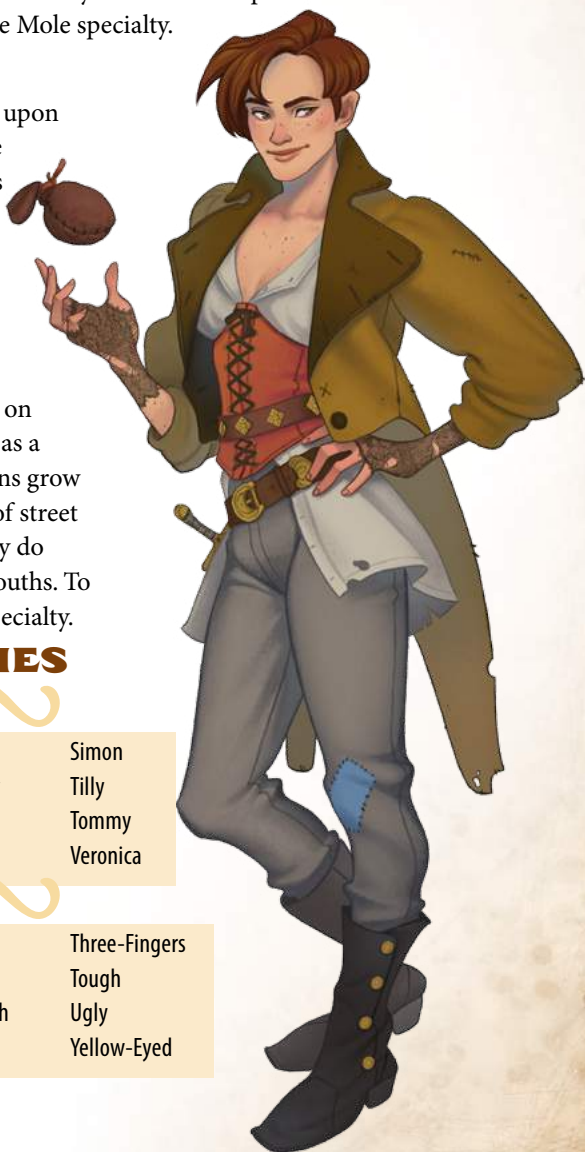
FORGOTTEN NAMES

First Names

Alvin	Danny	Jenny	Rina	Simon
Betty	Deena	Jessie	Ricky	Tilly
Billy	Ernie	Lucy	Rudy	Tommy
Cyrus	Fergie	Micky	Sara	Veronica

Nicknames

Bloody Knuckles	Fightin'	One-Eye	Three-Fingers
Creepy	Lightfinger	The Knife	Tough
Lucky	Mumbles	The Mouth	Ugly
Fast	Old Man/Lady	The Taker	Yellow-Eyed



THE GRAVEDIGGERS

Your cartel controls the city's mortuaries and morticians, crematoriums, hearses, cemeteries, catacombs, and mausoleums. The business of death provides a fine cover for your cartel's criminal activity, affording you convenient places where you can dispose of bodies and a cover under which members of your cartel can work in public without drawing too much attention. The Gravediggers also count among their members the corrupt members of the city's plague doctors, who act on behalf of the Black Council to serve warnings or otherwise deal with criminals who draw the ire of their own cartels.

APPEARANCE

You wear a musty-smelling outfit of fancy clothing, long out of style. You are conspicuous in noble districts, on the docks, and in Little Taona.

Do you appear sickly and on death's door, or are you the picture of gothic beauty and dark allure? Does your appearance inspire fascination or dread, or something in-between?

THINGS YOU KNOW ABOUT

The Church, cemeteries, funeral parlors, ward houses, medicine.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Gain the use of a hearse for one scene, allowing your crew to travel the streets anonymously
- ◆ Obtain a corpse that looks roughly like someone you want it to
- ◆ Have employees of a cartel funeral parlor remove clothing or jewelry from a deceased citizen to complete a disguise
- ◆ Stage a funeral procession through a district of your choosing
- ◆ Order the Crown to quarantine a single district, allowing no one in or out for one full day
- ◆ Retain the services of a physicker on the take to provide medical care for the members of your crew
- ◆ Gain the use of a ward house or funeral parlor for a scene

UNSETTLING PRESENCE

You can push your luck when making a mental attack to goad, intimidate, or frighten someone. When you do, for every 10 luck you spend, you increase your chance of success by 20%.



SAMPLE CHARACTERS

EMBALMER

Like other members of the cartel, Embalmers serve a legitimate, legal function by preparing bodies for burial. Those outside the cartel don't know that Gravedigger embalmers are also exceptional alchemists, using the bodies they prepare as the subjects of experiments. To create an Embalmer, choose the Alchemist specialty.

MOURNER

Con artists who prey upon the grieving, Mourners are always on the lookout for a funeral in the city to infiltrate. They catch the deceased's survivors in a moment of weakness and take advantage of their grief, using feigned sympathy to form a bond with their marks that can be later exploited.

To create a Mourner, choose the Grifter specialty.

PARLOR MAN/WOMAN

Charged with overseeing the funeral parlors that serve as the cartel's safe houses, Parlor Men and Women use their staffs as cleaning crews. They quickly dispose of bodies, clean up evidence left behind, and pay off witnesses to keep the heat off. To create a Parlor Man or Parlor Woman, choose the Cleaner specialty.

PLAGUE DOCTOR

Not every plague doctor in the city is a Gravedigger, but those who are serve a purpose beyond their stated function. Plague Doctors use their anonymity as a shield as they send warnings to—and occasionally dispose of—the Right Kind of People who have earned the displeasure of their cartels. To create a Plague Doctor, choose the Assassin specialty.

GRAVEDIGGER NAMES

First Names

Agnes	Edmund	Hester	Octavius	Thaddeus
Alastair	Ethel	Lenora	Philomena	Thurman
Ambrose	Gideon	Mercy	Phinneas	Ulysses
Barnaby	Hazel	Minerva	Rowena	Victoria

Last Names

Crowley	Graves	Pall	Tombs
Frost	Grimes	Shrouds	Wake
Gallows	Grymm	Spector	Wormwood
Ghast	Hearst	Thanatos	Wight



THE MUMMERS

The performers and entertainers of the city populate your cartel. Members of the cartel maintain perfectly legal professional identities as entertainers, using their careers as cover for their criminal activities. The Mummies are the most visible of the cartels; street performers, theater actors and stage crews, and tavern musicians all spend a fair amount of time in public places, honing their ability to draw the eyes and attention of everyone around them. The Mummies count as their turf almost all the city's taverns, inns, alehouses, supper clubs, public houses, theaters, and other places of entertainment, which serve as neutral ground and embassies for the Right Kind of People within the other cartels' turf.



APPEARANCE

You wear brightly colored, elaborate, or ostentatious clothing designed to draw the eye. You are conspicuous in merchant districts, in the slums, and on the docks.

Do you dress as a professional entertainer, or as the fool? If you paint your face, is it more like makeup or warpaint? Do you appear comical, or is your outward persona more sinister? Do you look like a common entertainer, or do you present yourself as an elite thespian to blend in with the aristocracy?

THINGS YOU KNOW ABOUT

The Right Kind of People, entertainers, music, poetry, theater, literature, art, calligraphy.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Convince a performing troupe (actors, musicians, or other artists) from your cartel to act as a distraction for a scene
- ◆ Gain access to a safe house in a Mummies' tavern or inn for the duration of the Job
- ◆ Arrange for your crew to be hired as entertainers for a party or other social event
- ◆ Obtain the use of a Mummer-run theater or playhouse for a scene
- ◆ Stage a performance of a play as a cover for your activities
- ◆ Secure an invitation to an exclusive social event by exploiting your fame and reputation

CHARISMA

You can push your luck when making a mental attack to convince or lie to someone. When you do, for every 10 luck you spend, you increase your chance of success by 20%.



SAMPLE CHARACTERS

BARD

Hired entertainers are one of the most common status symbols among the wealthy of New Dunhaven. Bards are excellent entertainers as well as master politickers, capable of manipulating their marks through subtle means: forged notes, spreading rumors, planting false evidence, and so on. To create a Bard, choose the Mole specialty.

LAUGHING MAN/LADY

Laughing Men and Laughing Ladies are the most visibly ostentatious members of the Mummies. They play the fool in public as a means of distracting and disarming their victims, though for some this is merely a mocking cover for their sinister criminal aims. To create a Laughing Man or Laughing Lady, choose the Dabbler specialty.

MOUNTEBANK

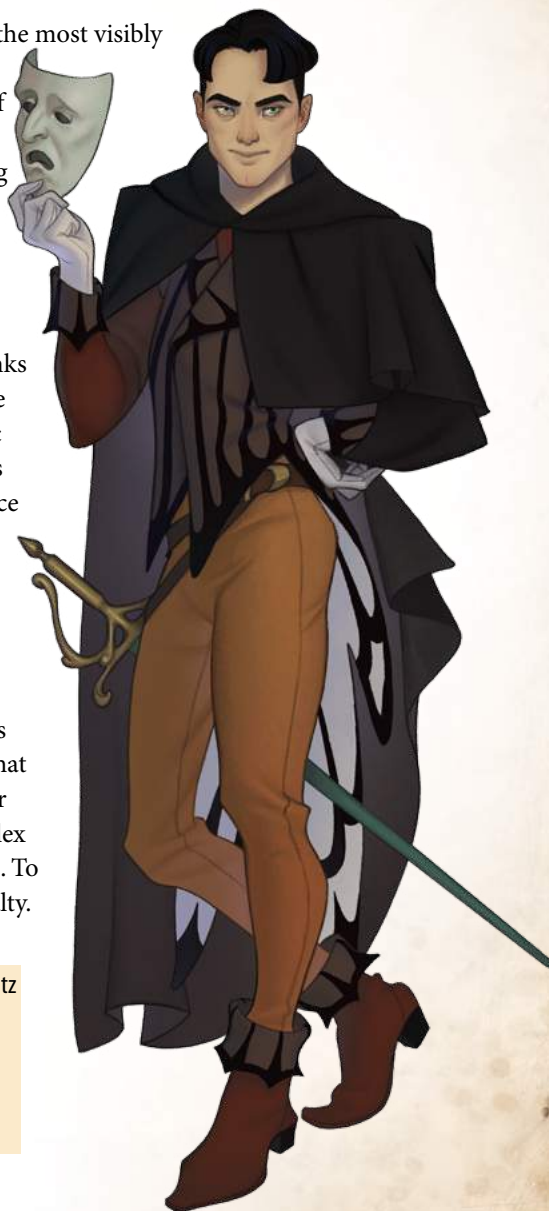
More than simple charlatans, Mountebanks combine a salesclerk's dogged persistence with the charm and flair for the dramatic common to the theater to draw members of the aristocracy into complex confidence schemes, using their fame as a lure. To create a Mountebank, choose the Grifter specialty.

TUMBLER

Consummate second-story workers, Tumblers are burglars who use acrobatics and athleticism to gain access to places that less daring thieves would consider too far out of reach. Tumblers plan overly complex stunts to show off their daredevil natures. To create a Tumbler, choose the Thief specialty.

MUMMERS NAMES

Beatrice	Fabian	Oberon	Rosencrantz
Bianca	Hecate	Ophelia	Sebastian
Celia	Horatio	Orlando	Siward
Cordelia	Jacques	Phoebe	Titania
Duncan	Lennox	Rosalind	Viola



RED LOTUS SOCIETY

Your cartel is largely composed of people of Taonan origin and ancestry, though it embraces people of other heritages drawn to the cartel's schools. The Society is divided into schools, each of which has its own philosophies, fighting styles, and secret teachings. The Society controls crime on the city's docks and in the districts of the city collectively referred to as Little Taona. The Red Lotus has exclusive control over the city's black market for firearms and other black powder weapons and is the only cartel with a significant naval presence.

APPEARANCE

You wear dockworkers' clothes, or occasionally the garb of Taonese commoners, made from fine silks in the colors of your school. You are conspicuous in merchant and noble districts, and in the slums.

*Do you wear the colors and symbols associated with your school?
Do you have visible tattoos of mythical creatures? Is your heritage Taonan, or are you of another ancestry, admitted entrance to a school?*

THINGS YOU KNOW ABOUT

Little Taona, the docks, ships and sailing, black powder, and Taonan history. You can speak and write Taonese. Members of your cartel and the people of Little Taona also speak this language.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Obtain one firearm or explosive for the duration of the Job
- ◆ Gain access to one of your cartel's dragonships for the entire Job
- ◆ Have a member of your cartel set off fireworks to cover some noise
- ◆ Retain the help of two Little Brothers/Sisters from your school for a single scene
- ◆ Obtain art objects and heirlooms from Taona to use as bribes
- ◆ Gain the exclusive use of a tea shop, noodle house, or other public establishment in Little Taona for one scene without generating heat

TRIGGER FINGER

You have a flintlock pistol (damage +40, deals 2 wounds when wounding, 1 action to reload), in addition to your other equipment. You can push your luck when using a black powder weapon. When you do, for every 10 luck you spend, you increase your chance of success by 20%.



SAMPLE CHARACTERS

GUNSLINGER

The Society cornered the market on firearms, and the Gunslingers of the cartel mastered their use. Gunslingers make these already deadly weapons even more lethal, and there is no one quicker on the draw.

To create a Gunslinger, choose the Sharpshooter specialty.

LITTLE BROTHER/SISTER

The on-the-street foot soldiers of the cartel, these Society members are toughened by years of surviving in the treacherous dockside districts. These cartel members handle the day-to-day business of the society and work alongside veteran cartel members on a variety of Jobs. To create a Little Brother or Little Sister, choose the Dabbler specialty.

MASTER

The Society has a long tradition of rewarding those who dedicate themselves to study and mastery, honoring the students of the various philosophical schools. The Society's Masters are true martial artists, having honed their fighting techniques through years of practice. To create a Master, choose the Brawler specialty.

SMUGGLER

As the only cartel with a naval presence, the Society relies on Smugglers to transport illegal goods to the shores of the city. These Society members coordinate shipments coming into the city and ensure that the proper bribes are paid to the right people. To create a Smuggler, choose the Fixer specialty.

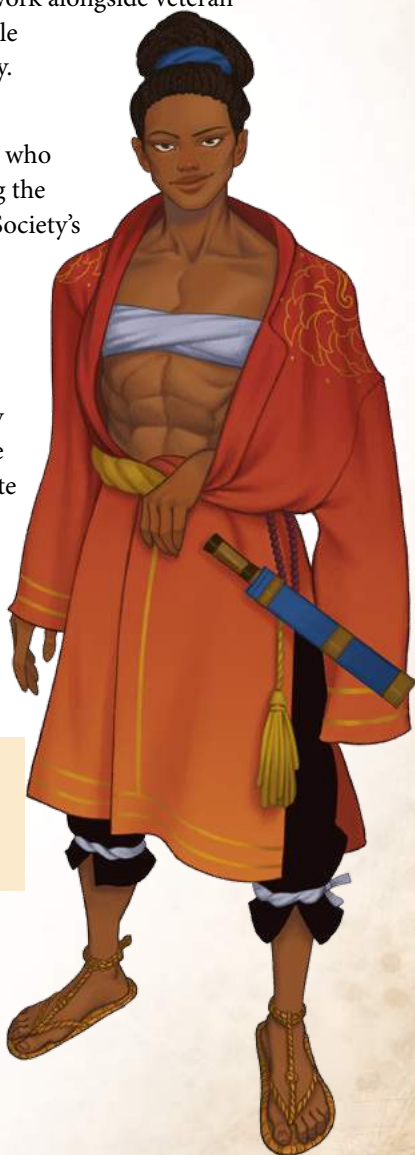
RED LOTUS SOCIETY (TAONAN) NAMES

First Names

Adam	David	Gideon	Mary	Rebecca
Chloe	Delilah	Jacob	Michael	Solomon
Claudia	Diana	James	Naomi	Susanna
Daniel	Eve	John	Paul	Tabitha

Last Names

Ahmed	Khan	Mao	Shan
Bhati	Kwan	Rajid	Shin
Cho	Lee	Sadano	Tam
Hong	Lin	Singh	Wong



THE VESPERS

Your cartel specializes in crimes against the nobility. To the aristocracy, the cartel's members appear to be fabulous socialites and members of high society. They use their refinement and education to run confidence schemes on the nobility, tempt them with vices, and obtain leverage that can be used for future gain. The Vespers are the keepers of secrets and masters of blackmail, all of which is carefully recorded in the cartel's Deep Ledgers. The Vespers use charm, seduction, lies, and secrets to fulfill their schemes, and they also employ poisons with some frequency.

APPEARANCE

You wear expensive clothing in cutting-edge fashions. You are conspicuous in commoner districts, in the slums and Little Taona, and on the docks.

Does your appearance speak of charm and style, or do you cultivate a more forbidden allure? Do you dress to tempt or to blend in? Do you have tattoos or piercings that give you an illicit appeal, or are you all business?

THINGS YOU KNOW ABOUT



Nobles and the Royal Family. Additionally, you have a university-level education and have a comprehensive grasp of subjects taught to the scions of the noble elite.

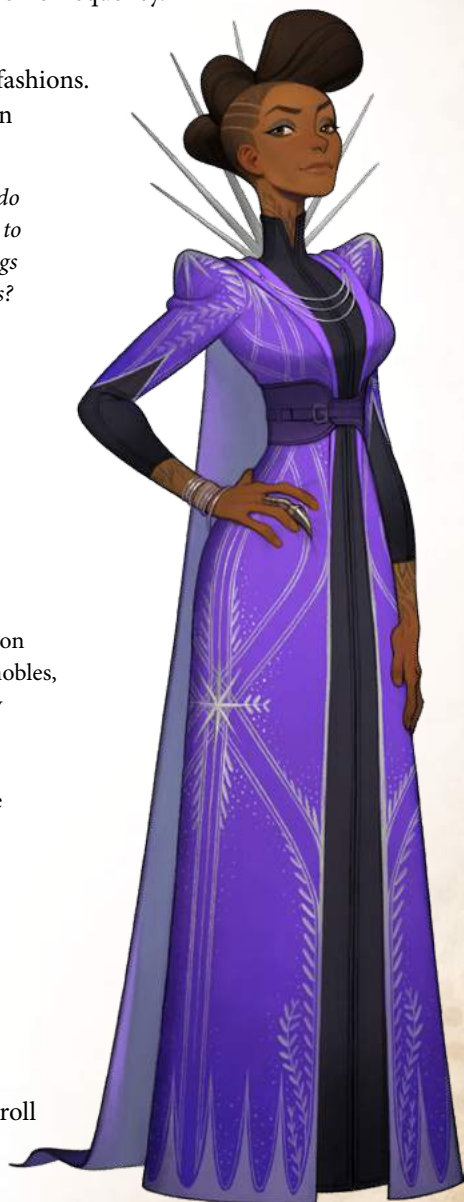
SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Uncover a piece of blackmail-worthy information from the Deep Ledgers about one of the city's nobles, a wealthy merchant, or a member of the royalty
- ◆ Gain the use of a Vesper-run gambling hall, poppy den, or house of pleasure for a scene
- ◆ Receive an introduction to a merchant or noble in a way that doesn't arouse suspicion
- ◆ Arrange an impromptu soiree at an elegant locale for an evening
- ◆ Convince another member of your cartel to deliver a poisoned letter
- ◆ Have a servant plant evidence to pin the blame for a poisoning on the noble he or she serves

I RUN IN CERTAIN CIRCLES

You add two advantage dice (( ) to any roll you make to interact verbally with nobles.



SAMPLE CHARACTERS

ADVOCATE

Sometimes a plan goes awry and someone must clean up the mess. Advocates leverage their connections to make problems vanish by bribing magistrates, coercing Watch captains, and persuading witnesses to change their statements. To create an Advocate, choose the Cleaner specialty.

PIT BOSS

Accustomed to coordinating the large staffs of the Vespers' pleasure houses, poppy dens, gambling halls, and other vice establishments, Pit Bosses are sometimes placed on a Job to help the crew gel as a team. To create a Pit Boss, choose the Boss specialty.

SIREN

The Sirens are predators who prey upon the nobility. They tempt the aristocracy with vices and then use those weaknesses to gain leverage, squeezing the nobles for their blackmail-worthy secrets. To create a Siren, choose the Gifter specialty.

VIPER

Vipers use their poisoners' arts to handle situations that toughs and assassins would handle in other cartels: they make people go away, or at least take them out of the picture. To create a Viper, choose the Poisoner specialty.

VESPER NAMES

First Names

Alexander	Caroline	Eleanora	Karenna	Morgan
Arabella	Cassandra	Elizabeth	Leonidas	Richard
August	Catharine	Fantina	Marco	Victoria
Bridgitte	Edward	Julian	Maximilian	William

Last Names

Auberois	de la Cleur	Dubois	Le Montaine	Rousseau
au Riviera	de Vere	La Fontaine	Moreau	Santiera
Carolenne	du Monde	Le Croix	Renard	Valois



WARDENS OF THE NIGHT

Your cartel consists of outlaws, bandits, brigands, and rebels who have rejected the authority of the Crown and chosen a life outside of the law. Many members of the Wardens of the Night were wronged by the Crown or its agents, causing them to seek revenge on an unjust system. The Wardens of the Night target the wealthy and powerful in New Dunhaven, and their crimes are direct: robbery, burglary, assault, horse theft, and hijacking. The cartel claims the city's forested Reserves as its turf and is the only cartel to have significant interests and contacts with criminals outside the city.

APPEARANCE

You wear dark leathers and clothes befitting a hunter. You are conspicuous in all districts during the day, and at night you are conspicuous only if you reveal yourself to a law-abiding citizen.

Do you cover your face and wear a cloak like a vigilante, or do you dress more like a charming outlaw? Do you have the face of a hard-edged revolutionary, or do you look more like a dashing swashbuckler?

THINGS YOU KNOW ABOUT

The Crown, the Reserves, outside the city, nature and survival.

SPENDING INFLUENCE



You can spend Influence on these or other Judge-approved benefits:

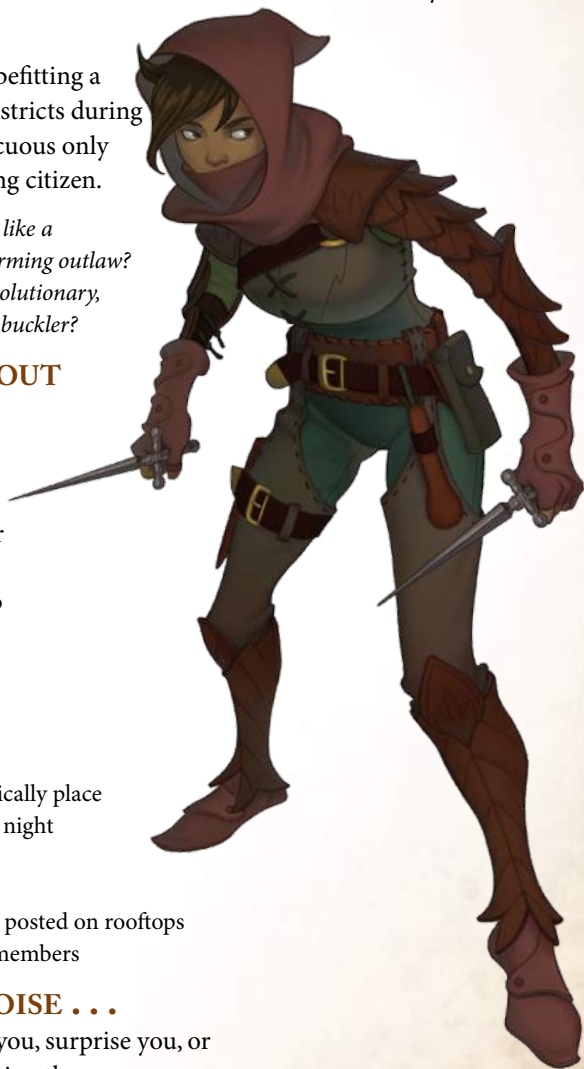
- ◆ Gain access for you and your crew to one of the city's Reserves
- ◆ Reach out to your cartel's contacts outside the city for information
- ◆ Obtain goods or wealth stolen from traders coming into the city
- ◆ Have members of your cartel strategically place supplies near a target under cover of night
- ◆ Have someone smuggled out of the city under cover of night
- ◆ Have several members of your cartel posted on rooftops to relay a signal between your crew members

EVERYTHING MAKES NOISE . . .

Other characters cannot hide from you, surprise you, or sneak around you without you noticing them.

. . . EXCEPT FOR ME

You add two advantage dice ( ) to any roll you make to sneak around or hide.



SAMPLE CHARACTERS

EYE OF THE NIGHT

Eyes of the Night spend the majority of their time blending into society. They are the spies and information dealers of the Wardens, responsible for keeping their leaders apprised and singling out potential marks from among those who commit injustices. To create an Eye of the Night, choose the Mole specialty.

MARAUDER

Marauders are the scourge of the southern trade routes. They hold up caravans and rob travelers, funneling their ill-gotten gains back to the Wardens in the city. To create a Marauder, choose the Sharpshooter specialty.

RAKE

Rakes are swashbuckling duelists drawn to the self-reliant lifestyle. Usually excellent with a sword and overflowing with panache, Rakes are showy and take few precautions to go unseen on the Job. To create a Rake, choose the Brawler specialty.

RAVEN

Ravens are vigilantes who take the responsibility of punishing the city's elite who escape justice into their own hands, urban rangers treating the city skyline as their forest. To create a Raven, choose the Assassin specialty.

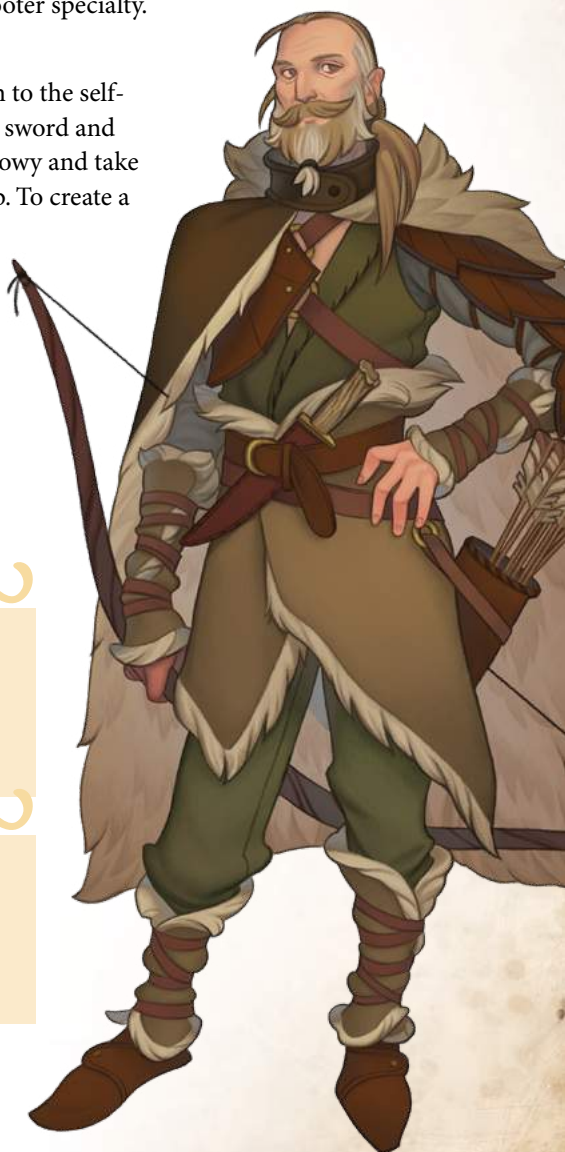
WARDEN NAMES

First Names

Arlyn	Jalen	Robin	Tessa
Benjen	Karlyn	Samuel	Tevys
Coraline	Mary	Shane	Victoria
Dante	Rebel	Sierra	William
Dusty	Ria	Simeon	Zara

Last Names

Breaker	Driver	Seeker	Strider
Brewer	Finder	Shooter	Stryker
Camper	Hunter	Skulker	Tracker
Crawler	Planter	Stalker	Trawler
Cutter	Ryder	Stepper	Walker



THE CHURCH

Rare character.

You are not a member of the eight cartels that abide by the Arrangement, but rather an agent of the Church of the Silver Judge. Despite its outwardly pious appearances, you know that the Church is rife with greed and corruption, and that it lords its influence over everyone who fears for their immortal souls. The Black Council tentatively welcomes your assistance, since the authority of the Church allows you to walk freely among the law-abiding citizenry.

APPEARANCE

You wear white and silver clothing, with accoutrements that identify you as a member of the clergy. You are not conspicuous anywhere.

Do you wear the robes and sashes of the priesthood, or is your clothing cut in a more everyday fashion? Are you monkish in demeanor, silent and contemplative, or do you possess the righteous conviction of someone who wields the power to condemn someone to damnation?

THINGS YOU KNOW ABOUT

The Church, cathedrals, sorcery and heresy.

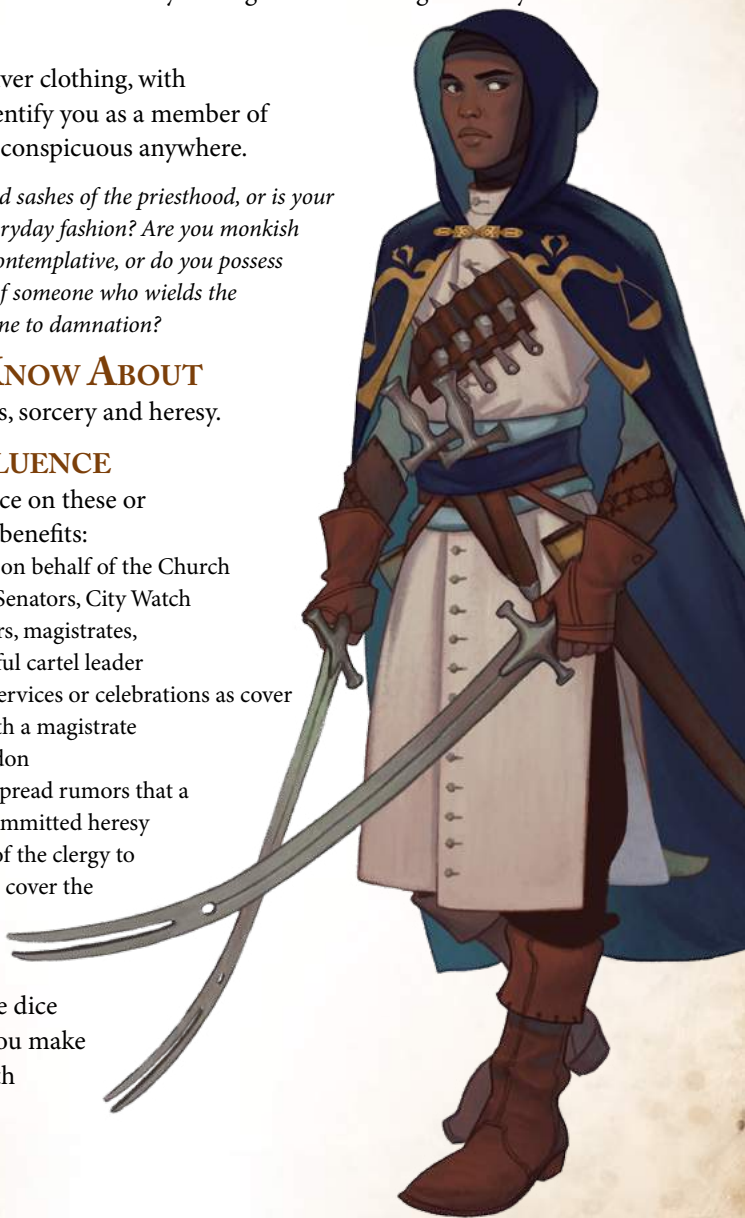
SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Demand an audience on behalf of the Church with one of the city's Senators, City Watch investigators or officers, magistrates, barristers, or a powerful cartel leader
- ◆ Arrange for Church services or celebrations as cover
- ◆ Trade indulgences with a magistrate in exchange for a pardon
- ◆ Have Church agents spread rumors that a specific person has committed heresy
- ◆ Convince a member of the clergy to ring cathedral bells to cover the noise of your crime

AUTHORITY

You add two advantage dice (🏠🏠) to any roll you make to interact verbally with agents of the Crown.



SAMPLE CHARACTERS

CONFESSOR

Confessors take their name from the way that they go about their dark business: before they deliver the killing blow, they force their target to confess their sins. To create a Confessor, choose the Assassin specialty.

LEGATE

The designated representatives of the Church's leadership out in the city, Legates operate in civilian circles, overseeing the Church's secret plans and pulling the strings attached to powerful individuals. To create a Legate, choose the Mastermind specialty.

MONK

Usually cloistered in monasteries outside of the city, Monks who have made their way to New Dunhaven bring with them intense physical discipline, a zeal for church doctrine, and a sheltered worldview. To create a Monk, choose the Brawler specialty.

PRIEST

The priests of the Church are chosen for their charisma, intelligence, and ability to inspire others to follow the doctrine of the Silver Judge. When they turn to crime, they also make excellent crew leaders, capable of inspiring the crew to pull off audacious Jobs. To create a Priest, choose the Boss specialty.

CLERGY NAMES

First Names

Benedict	Emma	Julius	Siegfried
Bertrand	Francesca	Malachi	Simon
Catherine	Gerard	Margaret	Theresa
Conrad	Grace	Maria	Virgil
Edward	Helena	Nicholas	Virginia
Emeric	Joan	Rose	Wolfgang

Last Names

Alms	Chalice	Morningstar	Seraph
Canon	Goddard	Opus	Stole
Celestine	Magnus	Parish	Throne
Censer	Mitre	Rector	Benedictus



THE HANGED

Rare character.

You are not a member of the eight cartels that abide by the Arrangement, but rather a criminal from outside the city who traveled to New Dunhaven. You belong to a loose coalition of outriders and raiders that holds up caravans and travelers on the roads across the region. Once, older members of the Hanged lived inside New Dunhaven, but they were driven out when the Arrangement was instituted and the Spiders betrayed the other cartels.

APPEARANCE

You wear dusty and road-worn traveling clothes and look as though you are preparing for a journey. You are conspicuous in merchant and noble districts, and Little Taona.

Do you take any pains to look like you belong in the city, or are you comfortable looking like an outsider? Do you wear boots, spurs, and leathers like an experienced horse rider, or are your clothes more tailored to long walks afoot?

THINGS YOU KNOW ABOUT

Outside the city and horses.

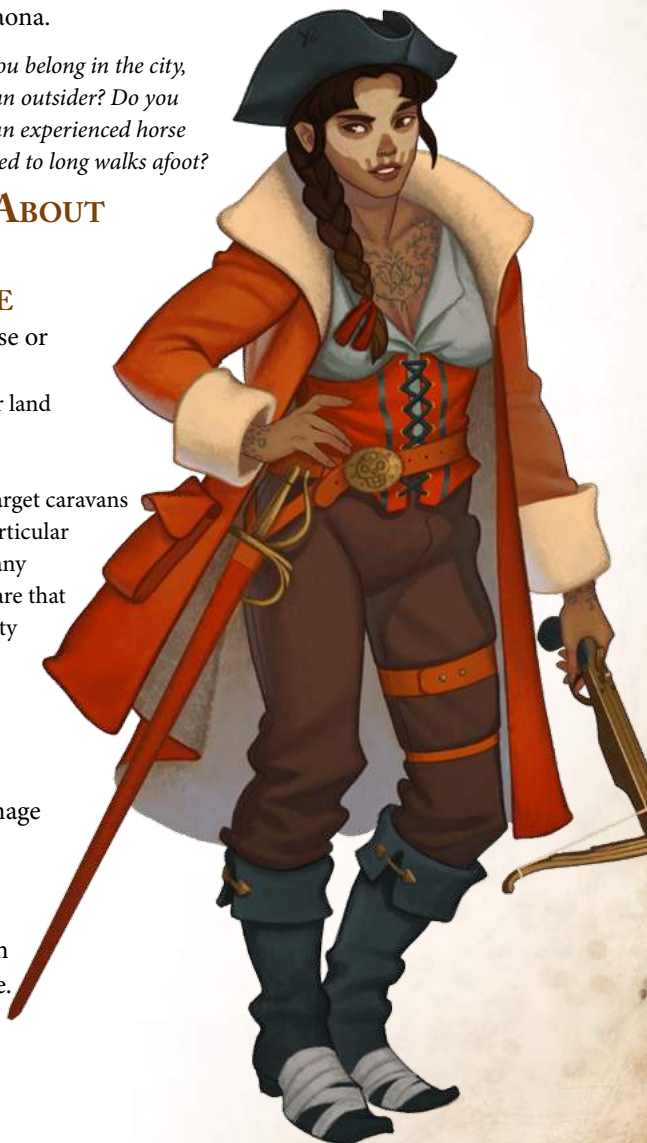
SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Have contraband smuggled over land
- ◆ Obtain enough horses for everyone in your crew
- ◆ Have members of the Hanged target caravans or travelers associated with a particular noble house or merchant company
- ◆ Get your hands on something rare that can only be found outside the city
- ◆ Have a band of riders tear through a city street on horseback as a distraction

DEADEYE

You have a hand crossbow (damage +30), in addition to your other equipment. You can push your luck when shooting someone with a bow or crossbow or when throwing something at someone. When you do, for every 10 luck you spend, you increase your chance of success by 20%.



SAMPLE CHARACTERS

BANDIT

Most of the Hanged are Bandits, thieves who ply their trade from horseback, taking what they want at the end of a crossbow bolt. To create a Bandit, choose the Sharpshooter specialty.

HANDLER

Handlers tend to the riding horses, watch after the pack animals, train hunting dogs, and generally make sure that their animals are as much a part of the group as the people. To create a Handler, choose the Trainer specialty.

OUTRIDER

Outriders watch the horizon for military units hunting their raiding parties, and report back to their kin if it looks like the Crown is getting too close. To create an Outrider, choose the Runner specialty.

SCOUT

Scouts watch potential prey for hours or days, identifying just the right places and moments for the Hanged to strike. To create a Scout, choose the Dabbler specialty.

HANGED NAMES

First Names

Adamina	Delilah	Ichabod	Sapphire
Aviva	Ebenezer	Jacqueline	Savannah
Balthazar	Enoch	Johanna	Solomon
Barnaby	Ezekiel	Lazarus	Tahlia
Chaya	Gabriel	Madeline	Thaddeus
Deanna	Hannah	Obadiah	Zarya

Last Names

Alvarez	Guerrero	Ramos	Vargas
Calvera	Ortiz	Rivera	Vasquez
Delgado	Mendoza	Salazar	Vega
Diaz	Ramirez	Torres	



INDEPENDENT

Rare character.

You are not a member of the eight cartels that abide by the Arrangement, or any criminal organization at all. You are one of the city's rare, unaffiliated thieves, neither benefiting from the protection nor abiding by the rules of the cartels. Still, you acknowledge the power of the Black Council and have proven yourself useful enough to them that you have been granted special dispensation. You occasionally work with crews organized by the cartels because it's lucrative, and because they trust you.

APPEARANCE

You wear nondescript clothing that makes it hard to pin down what you do or where you come from, especially if other members of your crew are with you to draw eyes away from you. You are conspicuous if you are in any district without another member of your crew.

What do you wear that so easily blends in with the crowd around you? Do you change accents and mannerisms quickly, or are you simply so completely average that nothing stands out about you?

THINGS YOU KNOW ABOUT

The Right Kind of People and the Crown.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Call in a favor from one of the Right Kind of People that you previously did a Job with
- ◆ Get help from a cartel not represented on your crew
- ◆ Get information from one of the groups opposed to the cartels, like the Blooded or the City Watch
- ◆ Gain access to a safe house in the home of a law-abiding citizen
- ◆ Convince another crew to join forces with you for one scene
- ◆ Learn about a person or place in the city from the members of another crew that just pulled off a Job related to it

EASY TO WORK WITH

You add two advantage dice (🏠🏠) to any roll you make to interact verbally with other criminals.



SAMPLE CHARACTERS

BLUDGER

Bludgers are street toughs, tavern brawlers, and other crooks who earn their livings with meaty fists or a thick cudgel, providing muscle and backup for a crew in case things take a turn for the violent. To create a Bludger, choose the Brawler specialty.

CROW

Crows are professional lookouts, so named because they perch on any available surface and make a lot of noise if they see someone coming. To create a Crow, choose the Runner specialty.

DUFFER

Duffers are usually fences, buying up the ill-gotten gains from a cartel Job and selling it through their network of pawn shops and street vendors, with connections in the open-air markets, where it is hard to trace the origins of stolen goods. To create a Duffer, choose the Fixer specialty.

PALMER

Palmers are pickpockets who keep themselves alive by nicking small amounts from many different targets. To create a Palmer, choose the Thief specialty.

INDEPENDENTS' NAMES

First Names

Alec	Cobb	Henry	Nathan	Sophie
Bardolph	Danny	Irene	Parker	Thomas
Calo	Eliot	Jean	Remy	Tom
Carmen	Felicia	Johnny	Sabetha	Vin
Charlie	Galdo	Locke	Selina	Virginia

Last Names

Adler	Dortmunder	Hooker	Ripley
Belacoros	Ford	Kyle	Sandiego
Croker	Gondorff	Lamora	Sanza
Crown	Hardison	LeBeau	Spencer
Devereaux	Hardy	Ocean	Tannen

