

# ALCHEMIST

You have mastered the art of alchemy and can produce alchemical concoctions, devices, and objects. Using alchemy, you can alter the fundamental properties of an object by combining it with an aspect of another substance. You can make a staff as hard as steel by alchemically combining the wood with iron and coke; you can transmute mortar to be hundreds of times stronger than its non-alchemical equivalent; you can grow fruit whose juice is already-fermented wine; and you can smelt poisoned steel that when used as a weapon causes wounds that fester and become infected within minutes. The only limit on your alchemical prowess is your imagination.

## EQUIPMENT

- ◆ Alchemist's kit
- ◆ Two vials of alchemist's fire
- ◆ Two alchemical smoke bombs
- ◆ Five steel-tipped darts (damage +10)



## ALCHEMY

During a planning scene, you can create one alchemical object, compound, or device that you describe to the Judge. The alchemical object must deal with the alteration and use of a physical object, the application of chemical properties, or the transmutation of one material into another and may not directly affect biological functions. You must describe the **end result** of the use of the alchemical object, **how it is used**, and name at least one **aspect of its use dangerous to the user**. The Judge may rule that the alchemical creation is not setting appropriate, and you can come up with a different idea if you so choose.

## ALCHEMICAL KNOWLEDGE

You know about alchemy, in addition to the things listed on your cartel sheet.

## SKILLS

Use an Alchemical Object .....	90%	Outdrink Someone.....	65%
Appraise Something .....	80%	Run Like Hell .....	65%
Conceal an Object .....	80%	Size Someone Up .....	65%
Gossip with Merchants .....	80%	Throw Something.....	65%
Navigate Bureaucracy .....	80%	Anything Else.....	50%
Convince Someone.....	65%		

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## PLANNING

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## LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

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Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
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## DRAMA SCENES

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## HEAT AND COMPLICATIONS

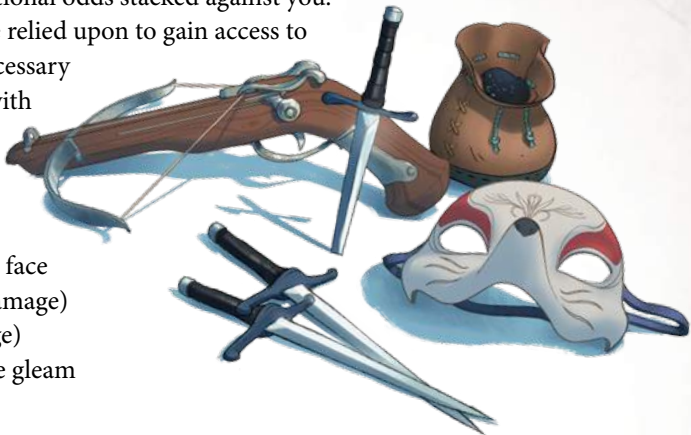
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# ASSASSIN



You are the hitman. You can work independently, but when on a crew you are valued for your ability to quickly and quietly dispose of anyone who has become a problem. You are equally comfortable with blades or crossbows, and specialize in reaching your targets unseen and unheard. You use lethal force only when necessary. When confronted by those who would stop you, you have an uncanny knack for surviving even with exceptional odds stacked against you. While on a Job, you can be relied upon to gain access to secure locations, and if necessary eliminate the opposition with a minimal amount of danger to the crew.

## EQUIPMENT

- ◆ A mask to conceal your face
- ◆ Hand crossbow (+30 damage)
- ◆ Five knives (+10 damage)
- ◆ A bag of soot to dull the gleam of steel weapons



## CARVE YOUR WAY OUT

You have two advantage dice (   ) on any attacks you make against minions. Additionally, your attacks made against lone minions automatically succeed if they are not aware of you.

## SILENT TAKEDOWN

When you attack a target with a physical attack, you can decide that neither you nor your target make any noise as a part of that attack, and the target cannot speak or take any action that makes noise until after your next turn. Any witnesses not looking directly at you or your target do not witness the attack. You cannot use this ability with any weapon that makes a large amount of noise, such as a firearm.

## SKILLS

Sneak Around .....	90%	Conceal an Object .....	65%
Brawl with Someone .....	80%	Goad Someone.....	65%
Case the Joint .....	80%	Gossip with Commoners.....	65%
Climb, Jump, or Tumble.....	80%	Lie to Someone .....	65%
Create a Disguise .....	80%	Locate Someone.....	65%
Shoot Someone .....	80%	Run Like Hell .....	65%
Stab Someone.....	80%	Anything Else.....	50%
Tail Someone.....	80%		

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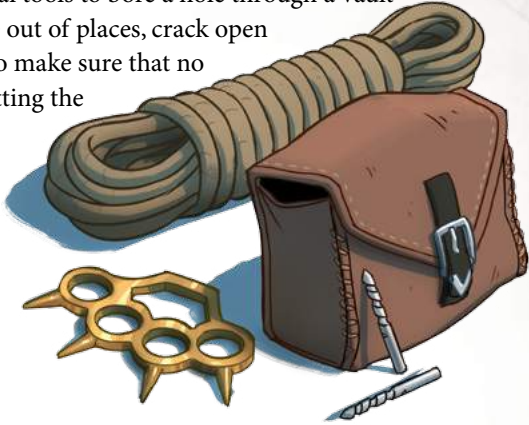


# BASHER

There’s no way to make it sound pretty: you break things. You bust down walls, break down doors, rip the bars out of prison cells, and generally dismantle the hard work of skilled artisans and laborers. Sometimes brute strength alone does the job, but other times you employ more complex means: carefully timed alchemical or gunpowder explosions, a gentle application of corrosive acids to locks and door hinges, or the patient use of drills and other heavy metal tools to bore a hole through a vault door. You break into places, break people out of places, crack open safes, and are relied upon by your crew to make sure that no security stands between the crew and getting the Job done right.

## EQUIPMENT

- ◆ A set of safecracker’s tools (drills, clamps, and so on)
- ◆ Brass knuckles (damage +10)
- ◆ Two vials of alchemical acid
- ◆ Crowbar
- ◆ Fifty feet of thick rope



## SECURITY EXPERT

During a planning scene, you can choose one building or specific location that you know of and could have plausibly seen before. The Judge must describe to you all security measures (including standard security personnel, as well as other mechanical, chemical, or alchemical defenses) that are not considered Deep Secrets in place at that location.

## SECURITY KNOWLEDGE

You know about security systems, in addition to the things listed on your cartel sheet.

## STEADY HANDS

You automatically cancel up to two drawbacks (☠☠) when using any explosive or corrosive object or device.

## SKILLS

Break Something .....	90%	Goad Someone.....	65%
Brawl with Someone .....	80%	Gossip with Criminals .....	65%
Case the Joint .....	80%	Outdrink Someone.....	65%
Conceal an Object .....	80%	Pick a Lock .....	65%
Use an Alchemical Object .....	80%	Anything Else.....	50%
Distract Someone .....	65%		

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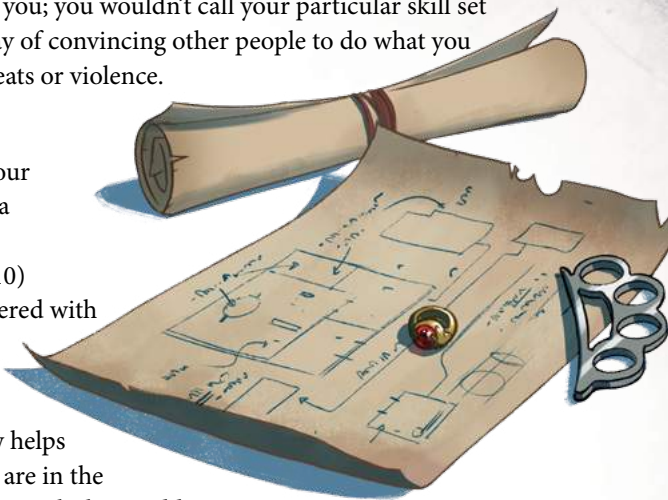
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# BOSS




You're a leader, both in your cartel and on your crew. You're good at getting the best out of people and recognizing their talents even if they do not. You see a bigger picture, and while you might not dream up intricate plots, you recognize the skills that lie within your crew and know how best to exploit them. You have an air of authority and people listen to you; you wouldn't call your particular skill set "charm," but you do have a way of convincing other people to do what you want without resorting to threats or violence.

## EQUIPMENT

- ◆ A sign of authority from your cartel (a ring, a medallion, a tattoo, or the like)
- ◆ Brass knuckles (damage +10)
- ◆ A sheaf of parchments covered with diagrams of plans



## COORDINATE

When a member of your crew helps another with a task while you are in the scene and able to communicate with them, add two advantage dice (   ) to the roll for helping instead of one (  ).

## INSPIRE

You can give another member of your crew any amount of your luck. That character must hear you as you inspire them. During a drama scene, this inspiration uses your action on your turn.

## THE USUAL SUSPECTS

During one scene per day or night segment, you can order four members of your cartel to help you. The Judge treats these four like a squad of minions, and you decide how the squad acts in any scene. The squad has a 50% chance of success for anything requiring a roll, and it can fight, help with tasks, and deal with complications (though it must always work as a single unit).

## SKILLS

Convince Someone.....	90%	Forge a Document.....	65%
Goad Someone.....	80%	Distract Someone .....	65%
Gossip with Merchants .....	80%	Pick Someone's Pocket.....	65%
Intimidate Someone .....	80%	Shoot Someone .....	65%
Size Someone Up .....	80%	Anything Else.....	50%
Brawl with Someone .....	65%		

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# BRAWLER

You're the muscle on your crew. Maybe you're one of the best in your cartel in the science of swordplay, or perhaps knife fighting is more your forte. You might be a tavern brawler who needs only fists, feet, and a hard head to come out victorious on the other side of a fight. Perhaps you studied martial arts under the tutelage of the Red Lotus Society, or maybe you earned your scars trading punches with rough boxers in seedy alehouses, or you could have learned the art of fencing as a part of a formal education. Regardless of your pedigree, you're a hell of a fighter, and most of the Right Kind of People would be thrilled to have you on their side in a scrap.

## EQUIPMENT

- ◆ Pick two: brass knuckles, blackjack or sap, club, cutlass, two hand axes, two knives, rapier, saber
- ◆ Bandanna or headband
- ◆ Intimidating scars

## FLURRY OF ATTACKS

When you succeed on an attack against a squad of minions by striking, slashing, or stabbing them, you reduce the squad's size by 2 instead of by 1. Any boons you roll on that attack also reduce the squad's size by 2 for each boon, instead of 1.

## LIGHTNING REFLEXES

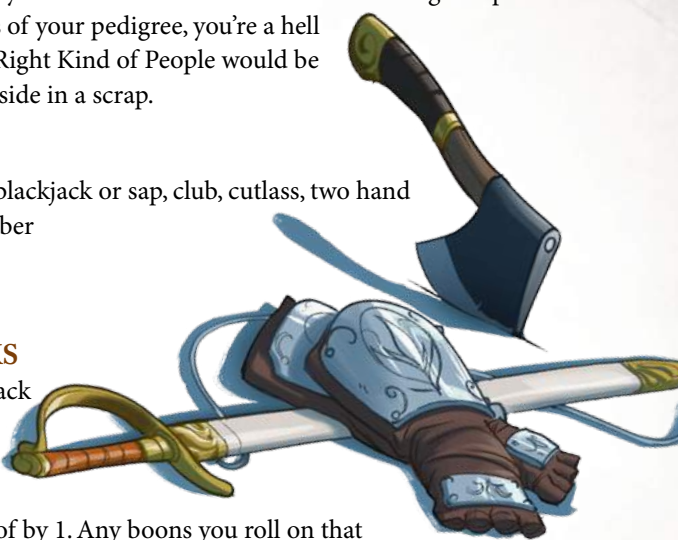
When beginning a drama scene, you can take a turn before the Judge-controlled characters act. After that, you take turns with the members of your crew as normal.

## WEAPON MASTER

When you slash, strike, or stab someone, you gain a +30 bonus to damage, instead of any other damage bonus the weapon you use would normally grant.

## SKILLS

Slash, Strike, Stab Someone .....	90%	Climb, Jump, or Tumble.....	65%
Break Something .....	80%	Conceal an Object .....	65%
Goad Someone.....	80%	Create a Disguise .....	65%
Intimidate Someone .....	80%	Distract Someone .....	65%
Outdrink Someone.....	80%	Gossip with Criminals .....	65%
Read Someone's Emotions.....	80%	Tail Someone.....	65%
Size Someone Up .....	80%	Anything Else.....	50%



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# CLEANER

You make problems go away. Whenever things don't go quite right on the Job, you're there to smooth things over and make sure that the Crown doesn't come down hard on your crewmates. You specialize in cleaning up evidence after a crime, bribing and intimidating witnesses, disposing of bodies, and generally making sure that there is no trace of the crime left for an investigator to follow. You've seen some bad situations and kept your cool, moving efficiently to make sure that none of the Right Kind of People would have to deal with too much blowback from the way things went down. Your crew values you not only for your ability to cover up their mistakes, but also for your level head, and you are well respected for your experience.

## EQUIPMENT

- ◆ Large bag of cleaning supplies
- ◆ Knife (damage +10)
- ◆ Book of contacts full of cleaning specialists

## CLEAN THE SCENE

Instead of taking the lead on a legwork scene, you can clean up the mess your crew left behind in a legwork scene that just ended. You and a crew of cleaners that you direct clean up evidence, dispose of bodies, bribe and intimidate witnesses, and repair any damage done to the area. The Judge removes half of the heat (🔥) from the previous scene before adding the remainder to the heat pool.

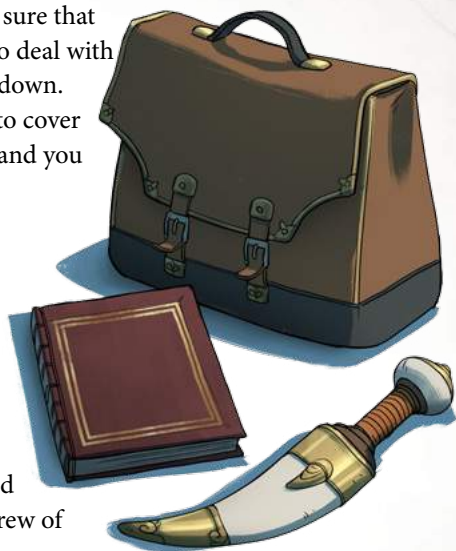
## ON THE TAKE

During a scene you are in, you can choose a Judge-controlled character to be someone you have bribed. The character must be a minion or background character not pivotal to the scene. The character performs a minor task for you (unlocks a door, points out an undercover officer of the City Watch, ignores a crime being witnessed), then exits the scene; they take no risks to their safety or freedom. You cannot use this ability again until the next day or night segment.

## SKILLS

Conceal an Object .....	90%
Convince Someone.....	80%
Distract Someone .....	80%
Intimidate Someone .....	80%
Navigate Bureaucracy .....	80%
Forge a Document.....	65%

Gossip with Merchants .....	65%
Lie to Someone .....	65%
Read Someone's Emotions.....	65%
Use an Alchemical Object .....	65%
Anything Else.....	50%



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# DABBLER

You're the Jack of all trades, master of none. When on the Job, you do a little bit of everything, and though no one looks to you for one specific skill, you're always an asset to have on a crew. You also help keep the crew cohesive, and your penchant for doing a little bit of everything lets you see how all the different roles of the crew fit together and complement each other. Other members of your crew frequently call on you for assistance, not just for your variety of skills but also because you have a knack for making things go more smoothly. When you're around, good things happen more often.

## EQUIPMENT

- ◆ Knife (damage +10)
- ◆ A deck of cards
- ◆ A pipe and tobacco pouch
- ◆ A pocket full of knickknacks and trinkets of no monetary value



## BETTER LUCKY THAN GOOD

Once per scene you are in, you can reroll all the dice (including all advantage dice and challenge dice) for a single check or attack, keeping the second result.

## PROBLEM SOLVER

You add one advantage die (🏠) to any roll you make to overcome an obstacle in a legwork scene that you are in but did not take the lead on.

## WHAT COULD GO WRONG?

When you push your luck, for every 10 luck you spend to increase your chance of success you also add one advantage die (🏠) to the roll, up to the maximum of four advantage dice on the roll. These dice are in addition to any challenge dice that you add to the roll for pushing your luck.

## SKILLS

Case the Joint .....	80%	Size Someone Up .....	80%
Gossip with Commoners.....	80%	Play Games .....	80%
Run Like Hell .....	80%	Anything Else.....	65%

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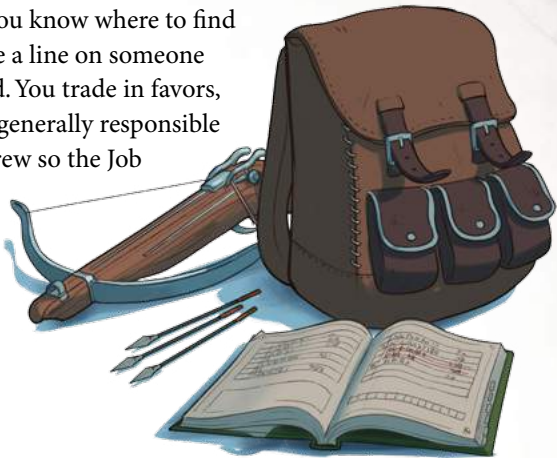
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# FIXER

You know how to get things done. You have an uncanny knack for making connections between people, and you handle the flow of information, agreements, and merchandise—legal or otherwise—between the Right Kind of People. You specialize in making connections. You find out what someone needs, and then arrange for that person to connect with someone else who has what they want. If someone needs a certain skill set, you know where to find just the right person; you usually have a line on someone who has the right piece of contraband. You trade in favors, know people on every block, and are generally responsible for laying the groundwork for your crew so the Job goes more smoothly.

## EQUIPMENT

- ◆ Large travel sack
- ◆ A pocket watch on a chain
- ◆ Hand crossbow (damage +30)
- ◆ Small book of contacts



## I GOT WHAT YOU NEED

Instead of taking the lead on a legwork scene, you can access one of the caches that you have stashed throughout the city to obtain material goods, legal or contraband, available to your crew for the rest of the Job. The goods must fit inside a single wagon or carriage, and can be anything your cartel would have access to.

## I KNOW SOMEBODY

When you take the lead in a legwork scene, you can spend 1 Influence (🎯) to gain the temporary assistance of another member of your cartel. Choose one specialty that is not currently being used by a member of your crew for that character; that character has 100 luck and no Influence. You choose how the character acts during that scene.

## MIDDLE MAN

During a planning scene, all members of your crew can trade Influence among themselves freely.

## SKILLS

Gossip with Criminals .....	90%	Play Games .....	65%
Convince Someone.....	80%	Run Like Hell .....	65%
Forge a Document.....	80%	Shoot Someone .....	65%
Locate Someone.....	80%	Distract Someone .....	65%
Pick Someone's Pocket.....	80%	Anything Else.....	50%
Case the Joint .....	65%		

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# GRIFTER

You’ve been called a charmer, a huckster, a sham, a hustler, and a thousand other names, but it all comes down to being a confidence artist. You lull your targets into a false sense of trust and security and then extract what you want from them, leaving them confused or oblivious to your scheme. Once you identify your marks, you earn their trust, becoming their friends and confidants before betraying them at the right moment.

## EQUIPMENT

- ◆ Marked cards or loaded dice
- ◆ Two throwing knives (damage +10)
- ◆ A bag of makeup and accessories

## CHAMELEON

During a planning scene, you can create and assume a different identity, one not associated with the Crown or another cartel. You have the appropriate wardrobe, accent, mannerisms, and proper identification with the seal of the Crown for this persona, as well as social connections going back years. Choose two appropriate types of districts (slums, commoner, merchant, noble, the docks, or Little Taona); while you are in this persona, you are not conspicuous in those districts. You can revert to your normal identity at any time.

## DISTRACTION

When you are in a scene, other members of your crew do not generate heat for being conspicuous in that scene, provided you create a reasonable distraction.

## LEVERAGE

During a planning scene, you can choose one Judge-controlled character who you have interacted with and learn his or her greatest desire. The Judge must tell you what that character desires or is driven by above all else; if the Judge cannot or chooses not to, you decide what that greatest desire is instead.

## SKILLS

Lie to Someone .....	90%	Distract Someone .....	65%
Convince Someone.....	80%	Gossip with Nobles.....	65%
Forge a Document.....	80%	Run Like Hell .....	65%
Pick Someone’s Pocket.....	80%	Throw Something.....	65%
Read Someone’s Emotions.....	80%	Anything Else.....	50%
Create a Disguise .....	65%		



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# MASTERMIND

No Job goes well without a plan, and you are the person who hatches that plan. You have a mind for inventing convoluted schemes and intricate plots. You see the connections between people, places, and events in a complex web, and know how to formulate and execute a plan with many moving parts. You create plans that require precise timing, elaborate cons, and so many twists and turns that only you can see the full shape of it. Even when it looks like things are starting to fall apart, you reveal another facet of your plan that turns the tables in favor of your crew.



## EQUIPMENT

- ◆ Coded book of schemes, whose cipher only you know
- ◆ Signet ring or other identifying jewelry
- ◆ Walking cane (damage +10)
- ◆ A bottle of whiskey

## ALL PART OF THE PLAN

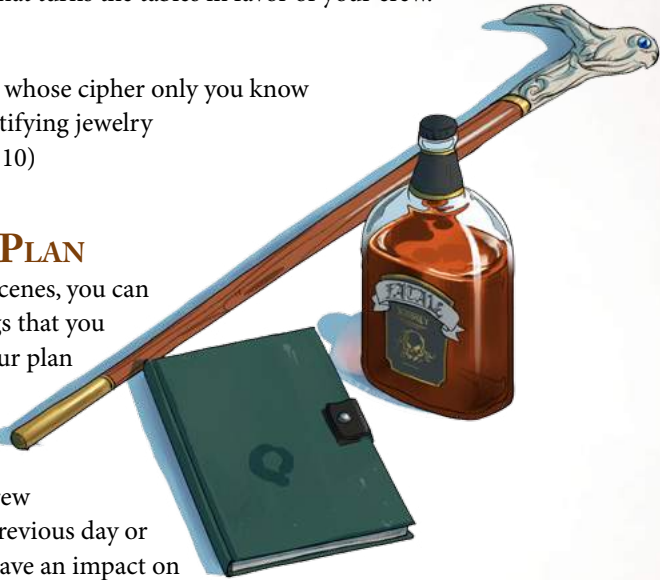
During legwork or drama scenes, you can describe flashbacks to things that you did as a part of hatching your plan for the Job. You can spend 1 Influence (  ) to describe something that you or a member of your crew could have done during a previous day or night segment that would have an impact on the current scene. If the Judge agrees that it is feasible, the action you described becomes the truth of what happened and begins to impact the current scene.

## PREP WORK

During a planning scene, you can help your crew prepare to make their next move. Choose one skill and one member of your crew, and describe how you help them prepare; during the next segment, that ally gains two advantage dice (   ) on all rolls made with that skill.

## SKILLS

Case the Joint .....	90%	Forge a Document .....	65%
Convince Someone.....	80%	Gossip with Nobles.....	65%
Navigate Bureaucracy .....	80%	Pick Someone's Pocket.....	65%
Play Games.....	80%	Run Like Hell .....	65%
Size Someone Up .....	80%	Anything Else.....	50%
Brawl with Someone .....	65%		



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# MOLE

You are the undercover agent who works from within the target’s organization. You blend in wherever you go, assuming temporary occupations with casual ease and gaining access to the most secure locations with a combination of disguises, forgeries, and the ability to be so unassuming that other peoples’ eyes seem to pass across you without even noticing that you are there. Unlike other con artists who put themselves front and center, you minimize your interactions with others, maintaining your cover story for as long as possible. You find information that can only be gleaned by observing someone’s actions and conversations firsthand, and crews value your ability to access secure areas and glean the details of a discussion, even from afar.

## EQUIPMENT

- ◆ Forgery kit
- ◆ Magnifying glass
- ◆ Hand crossbow (damage +30)

## ON THE INSIDE

During a legwork scene or drama scene that you are not already a part of, you can choose one Judge-controlled character and reveal that the character you chose was, in fact, you in disguise all along, and join the scene. The character you choose must be a minion or other, minor background character, and the Judge must agree that the character is not pivotal to the scene. When you reveal yourself in this way, you cannot do so again until the next day or night segment, since you need time to reestablish any false identities. You do not generate heat for being conspicuous in this scene.

## POLYGLOT

You are fluent in the Taonese and Vladich languages. You can also read lips perfectly.

## SKILLS

Create a Disguise .....	90%	Lie to Someone .....	65%
Case the Joint .....	80%	Pick a Lock .....	65%
Locate Someone.....	80%	Play Games .....	65%
Forge a Document.....	80%	Shoot Someone .....	65%
Sneak Around .....	80%	Anything Else.....	50%
Climb, Jump, or Tumble.....	65%		



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# POISONER

Though they call you a poisoner, truly you are closer to a physicker or chemist, a student of the ways in which living creatures react to foreign reagents. You know how to handle deadly ingredients and combine them into toxins that you expertly slip into drinks, apply to the sharp edges of knives, or dust over the surface of a favorite pen. Of course, not every poison you craft needs to kill; you are entirely capable of producing concoctions that irritate, influence, or intoxicate the target. Other criminals might like to make themselves the center of attention, but you work anonymously. Poison is a subtle art, and you know how to come and go without ever drawing the notice of those you target.

## EQUIPMENT

- ◆ Kit of poisoner's tools
- ◆ Long gloves and a mask
- ◆ Stiletto (damage +10)

## MEDICAL KNOWLEDGE

You know about medicine, in addition to the things you know about listed on your cartel sheet.

## POISON

During a planning scene, you can create one dose of a poison that you describe to the Judge. The poison must be something that affects the physical, mental, or emotional state of a living thing through biological means. You must describe the **end result** of the use of the poison, the **delivery method** (whether the poison is inhaled, ingested, absorbed by touch, or other means), and at least **one dangerous aspect of its use**. The Judge can rule that the poison is not setting appropriate, and you can come up with a different idea if you so choose.

## SKILLS

Conceal an Object .....	90%	Pick Someone's Pocket .....	65%
Distract Someone .....	80%	Run Like Hell .....	65%
Lie to Someone .....	80%	Stab Someone.....	65%
Outdrink Someone.....	80%	Use an Alchemical Object .....	65%
Size Someone Up .....	80%	Anything Else.....	50%
Gossip with Nobles.....	65%		



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# RUNNER

You are responsible for the last and most important part of any risky endeavor: the getaway. You can ride any horse, drive any cart or carriage, pilot any gondola, and generally excel at making sure your crew escapes from the long arm of the law when executing your plan. Since you stand at the ready to help your crew make their escape, you also serve as the crew's lookout, watching for any sign that something might be going wrong and offering warnings just in the nick of time.

## EQUIPMENT



- ◆ Horse, tack, and saddle
- ◆ Riding gloves and boots
- ◆ Hand crossbow (damage +30)
- ◆ Alchemical flare

## HIDE IN PLAIN SIGHT

When you are on a city street or in another public place with a crowd of people where you are not conspicuous, you can vanish into the crowd. You cannot be pursued or captured when you do, and you are no longer a part of the scene.



## LOOKOUT

When you are acting as the crew's lookout during a scene, if the Judge introduces a complication in the middle of that scene, you and all your crew members gain two advantage dice (   ) on the first roll you make to deal with that complication. You must warn your crew about the complication in some way to gain these advantage dice.

## ONE STEP AHEAD

When you are being chased and are attempting to escape from a squad of minions, each successful attack made by a member of your crew during the chase reduces the squad's size by 1 more than normal. If you are being pursued by a character with Luck, each of your crew's attacks made to escape from that character gain a +30 bonus to damage.

## SKILLS

Run Like Hell .....	90%	Lie to Someone .....	65%
Case the Joint .....	80%	Gossip with Criminals .....	65%
Conceal an Object .....	80%	Shoot Someone .....	65%
Handle an Animal .....	80%	Sneak Around .....	65%
Tail Someone.....	80%	Anything Else.....	50%
Create a Disguise .....	65%		

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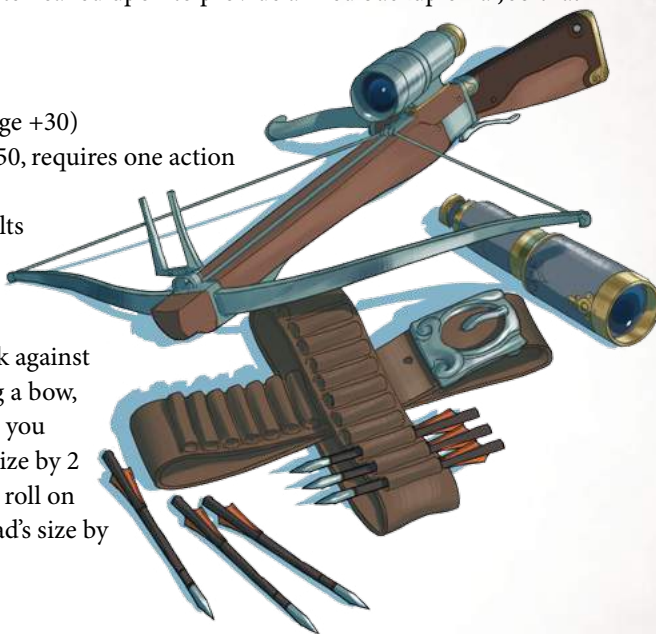
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# SHARPSHOOTER

You have the eye of a marksman and the steady aim of a statue. What you aim for, you hit, and you ignore distractions and other disadvantages to any shot you make. You can hit a running target on a dark night in the middle of a driving rainstorm, or shoot down a carrier bird in flight just by hearing the flapping of its wings. You are capable of pulling off incredible trick shots, either to impress or intimidate other people. Your ability to hit a target regardless of range and distraction makes you a reliable assassin, and you are often called upon to provide armed backup on a Job that might turn violent.

## EQUIPMENT

- ◆ Two hand crossbows (damage +30)
- ◆ Heavy crossbow (damage +50, requires one action to reload, illegal)
- ◆ Bandolier with crossbow bolts
- ◆ Looking glass



## BARRAGE

When you succeed on an attack against a squad of minions when using a bow, crossbow, firearm, or a weapon you throw, you reduce the squad's size by 2 instead of by 1. Any boons you roll on that attack also reduce the squad's size by 2 for each boon, instead of 1.

## STEADY AIM

You automatically cancel up to two drawbacks (☠☠) when attacking with a bow, crossbow, firearm, or a weapon you throw.

## SKILLS

Shoot Someone .....	90%	Distract Someone .....	65%
Case the Joint .....	80%	Gossip with Criminals .....	65%
Conceal an Object .....	80%	Play Games .....	65%
Goad Someone.....	80%	Outdrink Someone.....	65%
Intimidate Someone .....	80%	Sneak Around .....	65%
Size Someone Up .....	80%	Use an Alchemical Object .....	65%
Throw Something .....	80%	Anything Else.....	50%

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# THIEF

You take things that don't belong to you and go places you aren't supposed to. Your light fingers lift wallets, cut purse strings, and flit across the pockets and pouches of other people's clothing without your victims ever becoming aware of your efforts, all in broad daylight under the cover of a bustling crowd. You are exceptionally talented at slipping into places where you are not wanted, a ghost who violates the sanctity of supposedly secure areas. Few locks can defy you, and you laugh off even the most expensive security measures as amateur work.

## EQUIPMENT

- ◆ Two knives (+10 damage)
- ◆ Lock picks and a bag containing assorted thieves' tools
- ◆ A bag of soot to dull the gleam of metal



## PLANT

When you pick someone's pocket, you can leave something on their person without them noticing.

## SECOND STORY WORK

You can find a way into any building in the city. You can enter any building without being seen or heard by way of any floor you choose, in a manner in which you describe. You automatically succeed, without rolling dice, on any check you would make to pick a lock, climb, jump, tumble, or sneak around to enter the building, based on your description. Once you are inside the building, the Judge may require to you make rolls to remain undetected.

## SECURITY KNOWLEDGE

You know about security systems, in addition to the things listed on your cartel sheet.

## SKILLS

Pick a Lock .....	90%	Appraise Something .....	65%
Case the Joint .....	80%	Conceal an Object .....	65%
Crack a Safe .....	80%	Create a Disguise .....	65%
Climb, Jump, or Tumble.....	80%	Handle an Animal .....	65%
Distract Someone .....	80%	Lie to Someone .....	65%
Pick Someone's Pocket.....	80%	Run Like Hell .....	65%
Sneak Around .....	80%	Anything Else.....	50%

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# TRAINER

You have always been good with animals, more so than you are with people, and you are drawn to their company. Your special bond with animals has given you a unique skill that few possess: the ability to command your animals to help your crew with a Job. Depending on the specific animal you chose to train, you might have a position as the keeper of your cartel boss's hounds, the cartel's falconer, or the caretaker of your cartel's rookery of messenger ravens.

## EQUIPMENT

- ◆ Pick two: a trained dog, ferret, owl, falcon, raven, or other small domesticated animal
- ◆ A riding horse, tack, and saddle
- ◆ A bag full of animal training gear
- ◆ A whip (damage +10)
- ◆ A long knife (damage +10)

## EXCEPTIONAL TRAINING

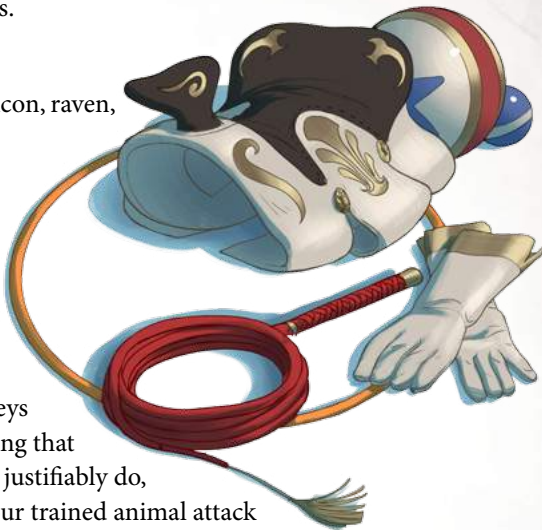
You can treat an animal that you have trained as an extension of yourself. It obeys your commands and can do most anything that a highly trained animal of its kind could justifiably do, at the Judge's discretion. You can have your trained animal attack on your behalf as your action, using your Handle an Animal chance of success for the roll and gaining a +10 bonus to damage if your trained animal has claws, fangs, talons, or some other natural weapon. If your trained animal attempts to do something that requires a roll, it has an 80% chance of success when sneaking around and a 50% chance of success to do anything else. If an attack of any kind succeeds against your trained animal, it withdraws safely from the scene.

## PACK MASTER

When you make any attack against a squad of minions composed entirely of animals (including animals enhanced by alchemy or sorcery), you reduce the squad's size by 2 instead of by 1. Any boons you roll on that attack also reduce the squad's size by 2 for each boon, instead of 1.

## SKILLS

Handle an Animal .....	90%	Create a Disguise.....	65%
Distract Someone .....	80%	Goad Someone.....	65%
Locate Someone.....	80%	Gossip with Commoners.....	65%
Run Like Hell .....	80%	Sneak Around .....	65%
Tail Someone.....	80%	Stab Someone.....	65%
Crack a Whip .....	65%	Anything Else.....	50%



# GETTING THE JOB DONE

## DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

## PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

## LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you will interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

## DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

## HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.



# BEQUILER

*Rare character. Must be a member of the Mummers cartel.*






With sorcery at your fingertips, you have no need of parlor tricks. You can use sorcery to conjure apparitions from thin air, summon sounds of your choosing from no apparent source, and draw the veil of deception over the eyes of your victims with a well-woven illusion. Every time you evoke some illusionary fascination, your grasp on reality grows ever more tenuous, and you have been known to experience bouts of delusion and apparent madness following one of your sorcerous acts. Then again, everything you see might simply be a false reality that your mind has created. Who knows?

## EQUIPMENT

- ◆ Four packets of alchemical flash powder
- ◆ A glowing crystal sphere
- ◆ Brass knuckles (damage +10)



## GLAMERS

You can produce intangible illusionary images and sounds for the duration of a scene. You describe the **appearance and sound** of the illusion, then make a roll to see if you can achieve those exact effects. The Judge may rule that your use of sorcery is not setting appropriate, and you can come up with a different idea if you so choose. When you use sorcery, you always have four challenge dice (     ) for that roll. If your roll results include drawbacks (  ), you can suggest a **cost** or **unintended consequences** of the magic you used to the Judge.

## SORCEROUS KNOWLEDGE

You know about sorcery, in addition to the things listed on your cartel sheet.

## VANISHING ACT

After an enemy rolls for a physical attack against you, you can make the attack fail by revealing that the enemy was attacking an illusory duplicate of you, and that the real you is a short distance away. You cannot use this benefit again in the same scene.

## SKILLS

Use Sorcery.....	90%	Conceal an Object .....	65%
Distract Someone .....	80%	Create a Disguise .....	65%
Goad Someone.....	80%	Gossip with Merchants .....	65%
Lie to Someone .....	80%	Run Like Hell .....	65%
Read Someone's Emotions.....	80%	Anything Else.....	50%
Brawl with Someone .....	65%		

# GETTING THE JOB DONE

## DAY AND NIGHT SEGMENTS

All Jobs have a time limitation. Each day is divided into two segments, one covering the daytime, and one for nighttime. During each segment you can accomplish either planning or legwork, or (when the time comes) execute your plan, usually as a drama scene.

## PLANNING

You have 15 minutes to discuss plans with the members of the crew. At the end of that time, you can either choose to spend another day or night segment planning, or start doing legwork. Each Job starts with a planning scene that is a part of receiving the Job from the broker.

## LEGWORK

During legwork, each player takes the lead describing one scene, using the following format:

Describe **one thing you want to get out of the scene** (a specific piece of information, some asset or resource, the cooperation or aid of an individual, and so on), and describe **the place you are going to get it**. You then describe **how you are going to get it** and, if necessary, **who you will interact with** to get what you want.

Though you can lead only one legwork scene per segment, you can participate in as many legwork scenes led by other players as you want.

Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

## DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

## HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

# DRAGON

*Rare character. Must be a member of the Red Lotus Society cartel.*

At some point in your training, you felt it: an unmistakable connection to a wellspring of power far beyond anything you had ever experienced. Your masters trained you to control yourself and the power you wield to the best of their ability, but a destructive force lurking in your fingertips puts the cannons of the cartel's dragon ships to shame.

## EQUIPMENT

- ◆ Silk hand wraps
- ◆ Meditative incense
- ◆ A small keg of gunpowder

## FIST OF THE FOUR ELEMENTS

You deal +10 damage when brawling, which you can describe as a sorcerous augmentation to your striking fists and feet. If you brawl with a squad of minions and hit, you reduce the squad's size by 2 instead of by 1. Any boons you roll on that attack also reduce the squad's size by 2 for each boon, instead of 1.

## SORCEROUS KNOWLEDGE

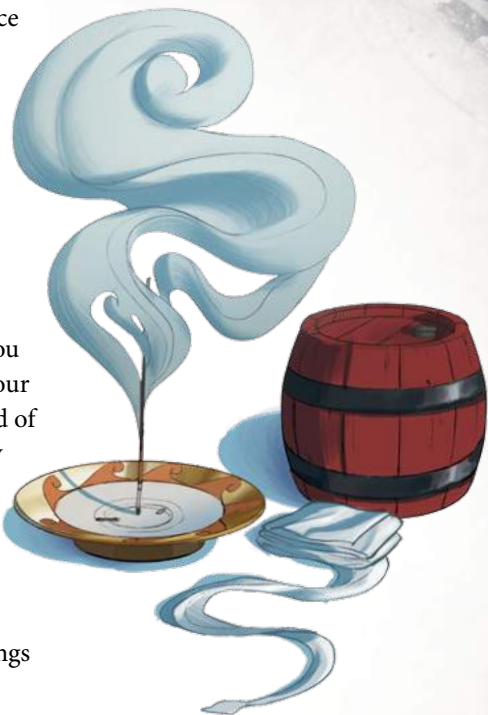
You know about sorcery, in addition to the things listed on your cartel sheet.

## THE PATH OF IRON AND FLAME

You use sorcery to instantly produce violent and destructive magic. You describe the **form the destruction takes** and the **scope of the devastation** for the sorcery, then make a roll to see if you can achieve those exact effects. The Judge may rule that your use of sorcery is not setting appropriate, and you can come up with a different idea if you so choose. When you use sorcery, you always have four challenge dice (◆◆◆◆) for that roll. If your roll results include drawbacks (⚡), you can suggest a **cost** or **unintended consequences** of the magic you used to the Judge.

## SKILLS

Use Sorcery.....	90%	Distract Someone .....	65%
Brawl with Someone .....	80%	Gossip with Commoners.....	65%
Break Something .....	80%	Gossip with Criminals .....	65%
Goad Someone.....	80%	Shoot Someone .....	65%
Size Someone Up .....	80%	Anything Else.....	50%
Conceal an Object .....	65%		



# GETTING THE JOB DONE

## DAY AND NIGHT SEGMENTS

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Legwork scenes can be used to:

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- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

## DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

## HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.



# FORTUNE TELLER

*Rare character. Must be a member of the Forgotten cartel.*

Some call you charlatan, fraud, or (when being generous) naively superstitious. The gullible might put stock in your soothsaying, but most people believe that the visions you see, the voices you hear, and the signs that speak to you are little more than manifestations of your own madness. Instead of shying away from these occult mysteries, you embraced them, and soon learned the terrible and fascinating reality.

## EQUIPMENT

- ◆ Divination object (silver water bowl, bag of runes, memento deck)
- ◆ Two throwing knives (damage +10)

## SORCEROUS KNOWLEDGE

You know about sorcery, in addition to the things listed on your cartel sheet.

## SORTILEGE

You can use magic to see and hear other locations, peer into the future, or augur the outcome of decisions. You describe the **information you want to learn** or the **other place or time** you wish to view, then roll to see if you can achieve those effects. The Judge may rule that your use of sorcery is not setting appropriate, and you can come up with a different idea. When you use sorcery, you always have four challenge dice (◆◆◆◆) for that roll. If your roll results include drawbacks (☠), you can suggest a **cost** or **unintended consequences** of the magic you used to the Judge.

## VISIONS OF THE FUTURE

During a planning scene, you can roll percentile dice twice and mark down the results. Before your next planning scene, you can substitute one of the numbers you rolled for any roll just made by any player or the Judge. You can use each number only once.

## SKILLS

Use Sorcery.....	90%	Pick Someone's Pocket.....	65%
Forge a Document.....	80%	Run Like Hell .....	65%
Gossip with Commoners.....	80%	Sneak Around .....	65%
Locate Someone.....	80%	Throw Something.....	65%
Play Games .....	80%	Anything Else.....	50%
Convince Someone.....	65%		



# GETTING THE JOB DONE

## DAY AND NIGHT SEGMENTS

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## PLANNING

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## LEGWORK

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Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
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## DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

## HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

# HEXER






*Rare character. Must be a member of the Family cartel.*

The Family has a saying: You get what's coming to you. Sometimes, fate is a little slow in delivering punishment to those who deserve it, so the Family relies on you to speed along the process with a good curse. You were taught the old ways, instilled with rituals and traditions that stretch back to before the founding of the city.

## EQUIPMENT

- ◆ A book of curses
- ◆ A creepy-looking totem
- ◆ A dagger with a curved blade (damage +10)

## HEX

You can use magic to place curses upon people. Choose one individual you have seen to be the target of your curse, and describe a **condition or action that triggers the curse** and one **physical or mental consequence** that occurs when it is triggered, then roll to see if you can achieve those effects. The Judge may rule that your use of sorcery is not setting appropriate, and you can come up with a different idea. When you use sorcery, you always have four challenge dice (     ) for that roll. If your roll results include drawbacks (  ), you can suggest a **cost** or **unintended consequences** of the magic you used to the Judge.

## ILL OMENS

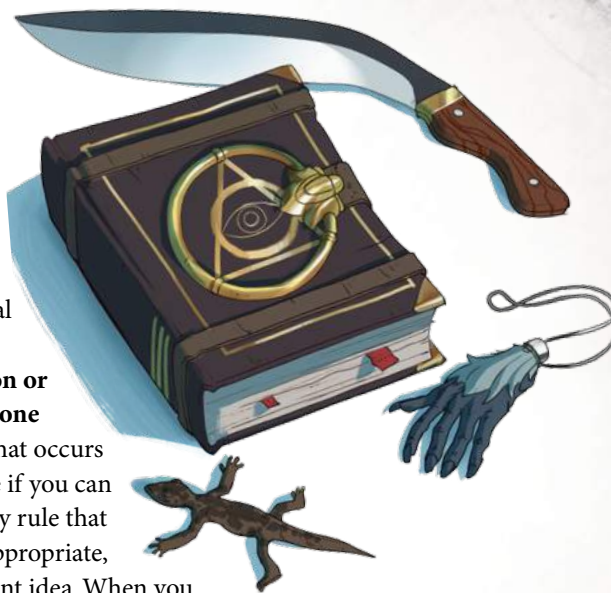
Once per scene you are in, after the Judge has rolled for a Judge-controlled character to make a check or attack, you can force the Judge to reroll all the dice (including advantage dice and challenge dice) and keep the second result.

## SORCEROUS KNOWLEDGE

You know about sorcery, in addition to the things listed on your cartel sheet.

## SKILLS

Use Sorcery.....	90%	Pick a Lock .....	65%
Break Something .....	80%	Pick Someone's Pocket.....	65%
Goad Someone.....	80%	Read Someone's Emotions.....	65%
Gossip with Merchants .....	80%	Use an Alchemical Object .....	65%
Stab Someone.....	80%	Anything Else.....	50%
Intimidate Someone .....	65%		



# GETTING THE JOB DONE

## DAY AND NIGHT SEGMENTS

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## LEGWORK

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Legwork scenes can be used to:

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- ◆ Put objects or allies into place in preparation for pulling off the Job

## DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

## HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.



# MAGUS

*Rare character. Must be a member of the Circle cartel.*

Magicians in the Empire knew the secret of touching a person’s mind or heart with sorcery. Some say that the Magi made the Empire possible, for without their ability to quell riots, influence foreign leaders, and demoralize would-be enemies, such a massive domain could never have come into existence.

## EQUIPMENT

- ◆ A rune-carved talisman
- ◆ A set of mismatched rings
- ◆ A cane or staff (damage +10)

## ENCHANTMENT

You can use sorcery to influence the mind or emotions of others for the duration of a scene. Choose one character or a squad of minions you can see to affect, and describe how your sorcery **affects their minds or emotions**, then roll to see if you can achieve those effects. The Judge may rule that your use of sorcery is not setting appropriate, and you can come up with a different idea. When you use sorcery, you always have four challenge dice (◆◆◆◆) for that roll. If your roll results include drawbacks (☼), you can suggest a **cost** or **unintended consequences** of the sorcery you used to the Judge.

## SORCEROUS KNOWLEDGE

You know about sorcery, in addition to the things listed on your cartel sheet.

## THRALLS

During a scene you are not in, you can spend 1 Influence (👤) to choose a Judge-controlled character to be someone you have previously placed under your thrall through enchantment. The character must be a minion or background character not pivotal to the scene. For the rest of the scene, you control how that character speaks and acts, and the character has a 50% chance of success for anything requiring a roll.

## SKILLS

Use Sorcery.....	90%	Distract Someone .....	65%
Brawl with Someone .....	80%	Forge a Document.....	65%
Convince Someone.....	80%	Goad Someone.....	65%
Gossip with Nobles.....	80%	Sneak Around .....	65%
Read Someone’s Emotions.....	80%	Anything Else.....	50%
Break Something .....	65%		



# GETTING THE JOB DONE

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Legwork scenes can be used to:

- ◆ Gain information about a mark or target, such as exploitable weaknesses
- ◆ Recruit additional help with some part of the Job
- ◆ Dispose of or otherwise neutralize any impediments to pulling off the Job
- ◆ Put objects or allies into place in preparation for pulling off the Job

## DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

## HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.

# MASQUERADER



*Rare character. Must be a member of the Vespers cartel.*

You learned the method of altering your physical form to take on the semblance of another person. Now, you mold your face and body as an artist molds clay. Even among those in your cartel, few know your true appearance, or the fact that each time you take on a new face you sacrifice a part of your identity and become ever more an amalgamation of the different forms you assume.

## EQUIPMENT

- ◆ A sketchbook full of images of bodies and faces
- ◆ Makeup kit
- ◆ A wooden rod (damage +10)

## MASK OF MANY FACES

You can use sorcery to physically transform yourself into a different person indefinitely. You choose one individual you have seen and heard, transmuting your form to **mimic their body and voice**, then make a roll to see if you can do so. When you use sorcery, you always have four challenge dice (  ) for that roll. If your roll results include drawbacks (  ), you can suggest a **cost** or **unintended consequences** of the sorcery you used to the Judge. You can revert to your natural form at any time.

## SORCEROUS KNOWLEDGE

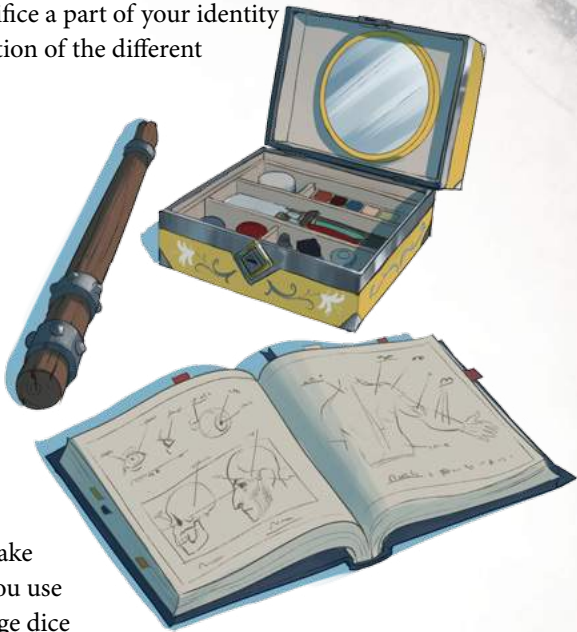
You know about sorcery, in addition to the things listed on your cartel sheet.

## VENTRILOQUISM

You can alter your voice at will, making it softer, louder, higher, deeper, smoother, raspier, and so forth. Additionally, when you speak you can make the sound seem as though it originates from any point within about one hundred feet of you.

## SKILLS

Use Sorcery.....	90%	Conceal an Object .....	65%
Create a Disguise .....	80%	Convince Someone.....	65%
Forge a Document.....	80%	Run Like Hell .....	65%
Gossip with Nobles.....	80%	Size Someone Up .....	65%
Lie to Someone .....	80%	Anything Else.....	50%
Brawl with Someone .....	65%		



# GETTING THE JOB DONE

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## LEGWORK

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## DRAMA SCENES

During a drama scene, you and the antagonists in the scene take actions in turns (with Judge-controlled characters acting first, then the crew). Fight scenes, chase scenes, and other moments of tension can all be drama scenes.

## HEAT AND COMPLICATIONS

Heat is a resource the Judge can spend to introduce complications into a scene. Each member of your crew generates 1 heat (🔥) at the start of every segment just for being on the Job. If you participate in a scene that takes place in a part of the city where you are conspicuous, you generate 2 heat (🔥🔥). If you are sloppy or reckless while committing crimes, you generate more heat.



# PALLBEARER

*Rare character. Must be a member of the Gravediggers cartel.*

Death is merely a natural part of the cycle of life, afterlife, and rebirth, and once a person has shuffled off their mortal coil they have no need of their decaying physical form—and thus, it becomes yours to make use of as you see fit. And while you do not advertise your talents, from time to time you entertain young nobles looking for a taste of the forbidden by performing séances that contact spirits in the true Beyond.

## EQUIPMENT

- ◆ A book of funereal rites from different cultures
- ◆ A dozen black wax candles
- ◆ A cane (damage +10)



## NECROMANCY

You can use sorcery to animate, contact, or manipulate the dead for the duration of a scene. Choose one corpse you can touch and describe how your sorcery **affects the dead body** or **makes contact with or manifests the spirit of the deceased**, then make a roll to see if you can achieve those exact effects. The Judge may rule that your use of sorcery is not setting appropriate, and you can come up with a different idea if you so choose. When you use sorcery, you always have four challenge dice (◆◆◆◆) for that roll. If your roll results include drawbacks (☠), you can suggest a **cost** or **unintended consequences** of the sorcery you used to the Judge.

## SÉANCE

During a planning scene, you can spend 1 Influence (◆◆) to conduct a true séance and make contact with the dead. Describe one thing you want to learn about, and a way the spirits of the dead could provide that information. The Judge then gives you information on that topic as though you had spent a legwork scene gathering it.

## SORCEROUS KNOWLEDGE

You know about sorcery, in addition to the things listed on your cartel sheet.

## SKILLS

Use Sorcery.....	90%	Break Something .....	65%
Conceal an Object .....	80%	Convince Someone.....	65%
Intimidate Someone .....	80%	Distract Someone .....	65%
Size Someone Up .....	80%	Gossip with Merchants .....	65%
Use an Alchemical Object .....	80%	Anything Else.....	50%
Brawl with Someone .....	65%		

# GETTING THE JOB DONE

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# WYR

*Rare character. Must be a member of the Wardens of the Night cartel.*

Only a few Wardens can cast their consciousness into the minds of animals. The night tales they spread about you leave out the price you pay every time you take over a creature's body for yourself; they don't talk about the times you almost didn't come back, nearly being trapped in a creature's mind forever, or the numerous times when the birds and beasts dropped dead after you retreated from their minds.

## EQUIPMENT

- ◆ A bird whistle that can mimic dozens of bird calls
- ◆ Pouches of feed for various animals
- ◆ A bow (damage +30) and a quiver of arrows



## EYES EVERYWHERE

During a scene you are not in, you can spend 1 Influence (🎲) to enter the scene as an animal you are possessing, as per Feral Possession, without rolling to Use Sorcery.

## FERAL POSSESSION

You can use sorcery to temporarily possess, manipulate, and perceive through the senses of animals for the duration of a scene. Choose one animal you can see to attempt to **gain complete control over the animal and its senses** while your body lies catatonic, then roll to see if you can achieve those effects. When you use sorcery, you always have four challenge dice (🎲🎲🎲🎲) for that roll. If your roll results include drawbacks (🌪️), you can suggest a **cost** or **unintended consequences** of the sorcery you used to the Judge. If you succeed, for the rest of the scene you can change possession to another animal you can see without rolling.

## SORCEROUS KNOWLEDGE

You know about sorcery, in addition to the things listed on your cartel sheet.

## SKILLS

Use Sorcery.....	90%	Create a Disguise .....	65%
Distract Someone .....	80%	Gossip with Criminals .....	65%
Handle an Animal .....	80%	Outdrink Someone.....	65%
Shoot Someone .....	80%	Sneak Around .....	65%
Tail Someone.....	80%	Anything Else.....	50%
Climb, Jump, or Tumble.....	65%		

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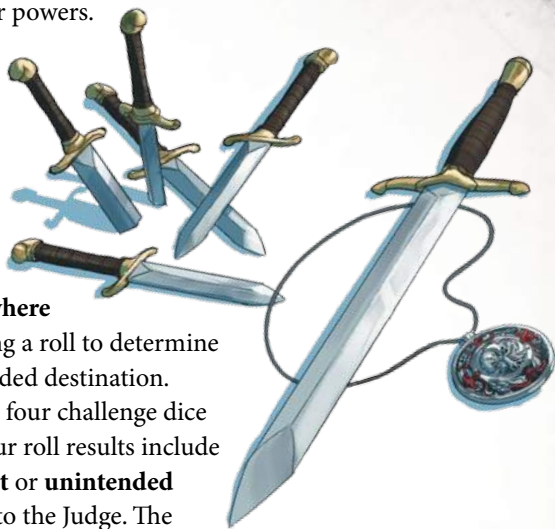
# SPECTER

*Rare character. Must be a member of the Church.*

You are a contradiction, both a heretic and among the most devoted members of the Church. You were chosen to become a Specter from a young age, when the order of Specters singled you out for training as one of the Church's most secret assassins. Your blood was drawn from your body and used as a component of the sorcery that created the talisman that gives you your powers.

## EQUIPMENT

- ◆ An ornate talisman covered in holy runes that gives you your powers
- ◆ Five knives (damage +10)
- ◆ A short sword (damage +20)



## HOLY HERESY

You can use sorcery to **teleport from where you are to any spot you can see**, making a roll to determine how accurately you arrive at your intended destination. When you use sorcery, you always have four challenge dice (🎲🎲🎲🎲) for that roll. If your roll results include drawbacks (⚡), you can suggest a **cost** or **unintended consequences** of the sorcery you used to the Judge. The act of teleporting produces a sound akin to the air being forcibly sucked out of a room and leaves behind an inky black cloud that hovers in place until dissipating in about 10 minutes. If there are witnesses nearby who can observe your teleportation or the cloud, you generate heat as though leaving behind copious amounts of evidence.

## SORCEROUS KNOWLEDGE

You know about sorcery, in addition to the things listed on your cartel sheet.

## SORCEROUS REINFORCEMENT

During a scene you are not in, you can join the scene by appearing via teleportation (as described under Holy Heresy), and do not need to spend luck to join a scene in progress.

## SKILLS

Use Sorcery.....	90%	Distract Someone .....	65%
Convince Someone.....	80%	Forge a Document.....	65%
Gossip with Nobles.....	80%	Goad Someone.....	65%
Read Someone's Emotions.....	80%	Sneak Around .....	65%
Stab Someone.....	80%	Anything Else.....	50%
Break Something .....	65%		

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# TRAVELER

*Rare character. Must be a member of the Hanged cartel.*

Your kind didn't exist before the Hanged were driven from the city by the Spiders' betrayal. Your people learned the ability to soulstride out in the wilderness, where the wide-open spaces and untamed lands left plenty of room for sorcerous forces to find their way to your kindred. You project your mind outside your body to scout safely and watch without threat of discovery.

## EQUIPMENT

- ◆ A sheaf of maps of various places
- ◆ A bandana
- ◆ A hand crossbow (damage +30)

## SORCEROUS KNOWLEDGE

You know about sorcery, in addition to the things listed on your cartel sheet.

## SOULSTRIDE

You can use sorcery to project an **incorporeal double of yourself** that your mind inhabits for the duration of a scene while your body lies catatonic, making a roll to see if you succeed.

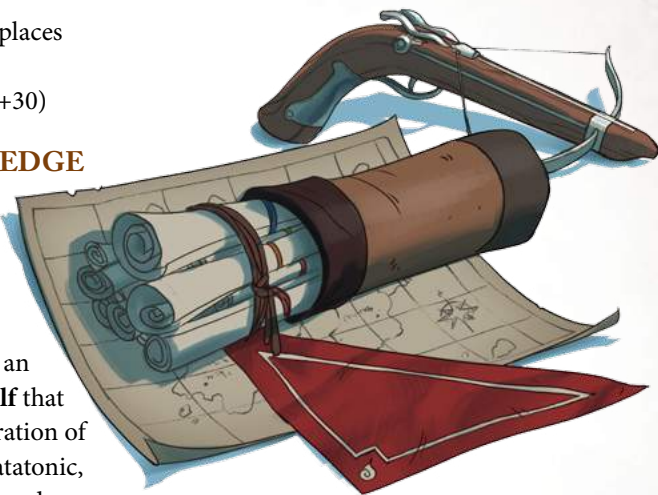
When you use sorcery, you always have four challenge dice (◆◆◆◆) for that roll. If your roll results include drawbacks (☠), you can suggest a **cost** or **unintended consequences** of the sorcery you used to the Judge. The double appears standing next to you, and you control how your incorporeal double moves and can speak through it, though it cannot interact physically with anything. The double appears to be perfectly real and normal, and you can move it as you would move in your physical form. If anything physically interacts with your double, or if you wish to dismiss it, the double disappears and your senses return to your body.

## TELEPATHY

You can speak telepathically with your crew and allow them to so speak with each other.

## SKILLS

Use Sorcery.....	90%	Gossip with Commoners.....	65%
Distract Someone .....	80%	Lie to Someone .....	65%
Run Like Hell .....	80%	Play Games .....	65%
Shoot Someone .....	80%	Sneak Around .....	65%
Tail Someone.....	80%	Anything Else.....	50%
Create a Disguise .....	65%		



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