

# A HOME IN LITTLE TAONA

*You have a home in Little Taona, an apartment above one of the myriad of shops and restaurants found in its districts. What kind of business do you live over? Do you get along with the owners, or is your relationship adversarial?*

## ONE OF THE LOCALS

You are not conspicuous in Little Taona, even if your cartel says that you normally would be.

# ANIMAL WHISPERER

*You can speak to one specific kind of animal, and that animal can understand you and speak back. While others hear only animal sounds, you hear comprehensible (if primitive) communication. When did you discover this supernatural ability? How have you used it to get out of a tight spot?*

## **BEAST LANGUAGE**

Choose a particular species of animal. You can understand and be understood by animals of that type, and you can use skills to interact with them verbally just as you would with people.

# ARTISAN

*You know a craft or trade, something that you could use to earn an honest living. What is your chosen tradecraft? Why do you choose the life of a criminal over practicing that trade? How do you use your professional knowledge to aid your crew?*

## EXTRA SKILL

Practice Your Trade .....80%

# AURA READER

*If you can concentrate on watching someone for a short time, you can see an aura around them that tells you certain information: how corrupt they are, if they are violent, what their vices are, the nature of any strong relationships, and so on. How did you come by this supernatural ability? Have you ever viewed someone's aura that you wish you hadn't?*


## EXTRA SKILL

Read Someone's Aura .....80%

# CARD SHARP

*You cheat when you play cards, dice, and other games, and you almost never get caught. Even if you're not very good at a particular game, you can see the weaknesses and exploitable aspects of the game and turn odds in your favor. Who taught you how to break the rules without getting caught? Have your skills at cheating ever failed you?*

## ACE UP YOUR SLEEVE

You add one advantage die (  ) to any roll you make to Play Games.

# CHOSEN OF THE BLACK COUNCIL

*You are one of the hand-picked agents of the Black Council, and everyone in your cartel and crew knows it. How did you come to the attention of the Black Council? Do you flaunt your status, or downplay it? What kinds of things does the Council have you do on their behalf?*

## **CHOSEN**

You know about the Right Kind of People, in addition to the things that your cartel says that you know about.

# CHROMATURGY

*You can change the color of your skin, hair, and eyes using a supernatural skill you have acquired. Doing so requires great concentration, takes a significant amount of time, and inflicts physical pain. How did you come by this sorcerous ability? Do you stick to traditional tones and colors, or do you use your ability to draw attention?*

## **COLOR CHANGE**

During a planning scene, you can change the color of some or all of your hair, skin, and eyes to any colors you choose.

# DISGRACED WATCH OFFICER

*You were once a member of the City Watch, but were dishonorably discharged and turned to a life of crime. Some members of the Watch know that you have turned cartel, but most think you simply vanished or died. What brought about your disgraceful exit from the Watch? Do you still maintain contact with any of your former comrades in arms?*

## **INSIDER KNOWLEDGE**

You know about the Crown, in addition to the things that your cartel says that you know about.



# DIVINER'S EAR

*You have the unnatural ability to divine truth from lies. You hear a second voice as though that person was talking over their own words, that contains the truth behind the lie. How did you come by this sorcerous ability? What truth did you learn that you wish that you hadn't?*


## TRUER WORDS

When someone lies to you verbally and you know they are lying, you instead hear them speaking the truth that they are trying to conceal with their lie.

# DIZZYING INTELLECT

*You have a knack for noticing cues and making snap deductions, instantly taking stock of a person's hidden agendas and capabilities. How has your incredible intellect served you over the years? Does your intellect get in the way of your empathy?*

## **RAPID DEDUCTION**

You add one advantage die (  ) to any roll you make to Size Someone Up.

# DOCKWORKER

*You have a legitimate job as a dockworker, unloading and loading the cargo ships that put into the Port of Dunhaven. Why do you keep the honest work when crime is so lucrative? Do other criminals know about your job, or do you try to keep your head down while doing your day job?*

## STEVEDORE

You are not conspicuous on the docks, even if your cartel says that you normally would be.

# ELDERLANDER

*You are a recent immigrant from Elderland, the collection of nations across the ocean from which Dunhaven's original settlers came. What has brought you to New Dunhaven, and why did you join your cartel? Have you suppressed your Elderlander accent and mannerisms, or are you obviously foreign-born?*

## ELDERLAND EMIGRANT

You know about Elderland in addition to the things that your cartel says that you know about.

# ESCAPED FINAL VOWS

*You spent years in a seminary, convent, or monastery of the Church of the Silver Judge, intending to become a priest or monk. Despite your new choice of vocation, you have an intimate knowledge of the Church's customs and politics. Why did you leave the Church? Did the clergy let you go willingly?*

## CONFIRMED

You know about the Church of the Silver Judge, in addition to the things that your cartel says that you know about.

# EVERYMAN

*You just have the kind of face and personality that makes people like you, especially commoners. Even when you wear nice clothing, you are disarming and put people at ease. Is it something you practiced, or does it come naturally to you? Does it ever backfire on you?*

## DISARMING CHARM

You are not conspicuous in commoners' districts, even if your cartel says that you normally would be.

# EX-BLOODED

*You used to be one of the Blooded, but you petitioned the Black Council for amnesty and joined your cartel. How did you get tangled up with the Blooded in the first place? Why did you decide to leave them?*

## BLOODY PAST

You know about the Blooded, in addition to the things that your cartel says that you know about.

# EX-CON

*You finished a stint of hard time in the Castle and have recently been released from prison. What did you do to earn a sentence in the Castle? How long were you in for? What happened to you while you were inside?*

## **HARD TIME**


You know about the Castle and jails, in addition to the things that your cartel says that you know about.



# EYE FOR ART

*You have forgotten more about art than most people will ever know. Your expertise extends to all cultures and to a variety of different art forms. How did you come by your knowledge of art? Do you use it to impress people, or keep it concealed?*

## KNOWING THE VALUE

You add one advantage die () to any roll you make to Appraise Something.

# FAILED APPRENTICE

*You were once studying to become an alchemist, but your training ended unceremoniously. Despite your incomplete apprenticeship, you retain a working knowledge of alchemy that comes in handy on the Job. What caused your apprenticeship to end so abruptly? Is it a source of disgrace for you, or merely another milestone in your checkered past?*

## **CODEx ALCHEMICA**

You know about alchemy, in addition to the things that your cartel says that you know about.

# FAMILY TIES

*You have family members in the city: parents, siblings, spouses, children, or other close relations. Whether you come from larcenous stock or not, you are confident that your family will always look out for you when you're in a jam. How much family do you have in the city? Are they the Right Kind of People, or do they disapprove of your lifestyle?*

## GONE TO GROUND

You can spend one planning scene per Job in shelter provided by your family, as though in a safe house provided by your cartel. You and your crew do not add heat to the heat pool at the start of that day or night segment.

# FASCINATION WITH THE OCCULT

*You have always had a fascination with forbidden subjects and are a collector of rare books filled with occult lore. You study sorcery as a hobby and collect objects of esoteric use. How do you keep the Church from branding you as a heretic? Where do you keep your stash of occult possessions?*

## **OCCULT STUDIES**

You know about sorcery, in addition to the things that your cartel says that you know about.

# FORMER SOLDIER

*They broke you, rebuilt you, and made you into the Crown's weapon. Even though you no longer consider yourself a soldier, your time in the armed services marked you. Did you leave the military honorably, or in disgrace? What did you see during your time in the military that still sticks with you?*


## THE THIN LINE

You know about the military, in addition to the things that your cartel says that you know about. You add one advantage die (🏠) to any roll you make to interact verbally with members of the military.

# FRESH-FACED

*You are a fresh-faced young criminal, and this is your first crew. You're so new to the game that most people couldn't distinguish you from a law-abiding citizen. What made you decide to turn to a life of crime? Do you have something to prove, or are you just looking for some excitement?*

## **BABY FACE**

You add one advantage die (  ) to any roll you make to Tail Someone.

# FRIENDLY RIVAL

*You have a friendly rivalry with another member of your crew. When one of you has a success, the gloating lasts only until the other one counters with a success of their own. How did your rivalry start? Does one of you have the edge, or are you evenly matched?*

## ONE UPSMANSHIP

Choose another member of the crew as someone with whom you have a rivalry. Whenever one of the two of you gets what you want out of a legwork scene, if the other one takes the lead on a legwork scene in the same day or night segment, that character adds one advantage die (🏠) to any rolls made to get what they want out of that scene.

# GOSSIP MONGER

*You are a relentless hound for gossip and know all of the best places to go for the juiciest chatter. In fact, you are so notorious for your love of rumors and scandals that the Right Kind of People watch their words around you. Do you trade gossip for coin within the cartels? How has your love of gossip gotten you in trouble in the past?*

## **RUMOR MILL**

You know about nobles, in addition to the things that your cartel says that you know about.



# INDEBTED

*Another member of your crew saved your life or got you out of a tight spot. You feel indebted to that person and try to pay them back any way you can. Who are you indebted to, and what happened to make you feel this way?*

## **I OWE YOU ONE**

Choose another member of the crew as the person you owe your debt to. You can choose to let that crew member spend your Influence.

# IRON GUTS

*You have a cast-iron stomach and a seemingly hollow leg. You can eat even the spiciest and greasiest foods without feeling ill, and no amount of drink ever seems to make you sick. Do you make a show of downing foods other people find disgusting? When you go to a tavern, do you order the hardest swill, or do you have a refined palate despite your implacable digestion?*


## **FORTITUDE**

You halve any damage you would take from poison.

# LABOR CAMP REFUGEE

*You were recently released from one of the labor camps outside the city after working off a debt you accrued when committing a crime. What did the harsh conditions of the labor camp do to you? What did you do to earn your toil in the labor camp? Which merchant or company petitioned to put you there, and do they hold a grudge? Do you?*


## LABORER'S STRENGTH

You add one advantage die () to any roll you make to Break Something.

# LEGACY

*You're not the first member of your family to be a member of your cartel; one or both of your parents was a prominent member of the cartel. Are they still alive? What legacy do they have? Are you pressured to live up to their standards, or do you forge your own path?*

## EXTRA CONNECTIONS

You start every Job with 1 extra Influence ()

# LOAN SHARK

*You operate a side business as a loan shark, doling out illegal high-interest loans and handing out harsh punishments for those who can't afford the payments.*

*Through this side job, you come into contact with many legitimate businesses through which you launder coin. How did you get into the loan shark racket? What kind of reputation does it give you?*


## CURRENTS OF COIN

You know about merchants, in addition to the things that your cartel says that you know about.

# LOOKING TO GET OUT

*You've been trying to get out of the game for a while. Every time your crew takes a job, you say, "One more, and then I'm out." Why do you want out? What happens that you never actually walk away from the life?*



## **DROWNING YOUR RESERVATIONS**

You add one advantage die (  ) to any roll you make to Outdrink Someone.

# LUCKY CHARM

*You possess a lucky item that you regard as a personal talisman against harm. Whether it is a cured animal foot, a marked card, the favor of an old flame, or the first coin you ever stole, you feel protected by serendipity as long as it is on your person.*

## FORTUNE'S FAVOR

When you make any roll that includes both advantage dice and challenge dice, you can reroll one advantage die () or one challenge die ()

# MASTER ARTIST

*You are an exceptionally skilled artist and can create thought-provoking works of beauty. What kind of art do you specialize in? When did you realize your talent? How have you used it in your life of crime?*

## **EXTRA SKILL**

Create a Work of Art .....80%



# MASTER CHEF

*You are an excellent cook and can prepare meals fit for the Royal Family. How did you come by your culinary expertise? Do you keep your cooking to yourself, or do you use it to endear yourself to other criminals?*

## EXTRA SKILL

Prepare a Meal .....80%

# MASTER MUSICIAN

*You can play one musical instrument with nearly unparalleled skill. What instrument do you play? How did you learn? Do you play for others, or just for yourself?*

## **EXTRA SKILL**

Play an Instrument .....80%

# MEMORIES OF A PAST LIFE

*You have faint, flickering memories from a past reincarnation that bubble up to the surface from time to time. On occasion, you can hypnotize yourself and regress to a specific memory, seeing it with some clarity. When did you first experience a memory from a past life? What memory do you wish you'd never dredged up?*

## **INCARNATE MEMORY**

Instead of taking the lead on a legwork scene, you can recover a memory from a past life about a topic you choose. The information you seek must be something that could have been known more than twenty years before your birth. The Judge provides you with the information you seek as though you had spent a legwork scene to find it.

# MENTOR

*You have taken another member of the crew under your wing, mentoring them in the ways of the Right Kind of People. What happened that caused you to start mentoring them? Is their apprenticeship just starting, or are they close to going out on their own?*

## TEACHING THEM THE ROPES

Choose another member of the crew as the person who you are mentoring. When that crew member takes the lead on a legwork scene, if you are in that scene, that crew member can use your chance of success on any skill if it is 80% or less.

# OBJECT READER

*If you hold an object in your hands and concentrate on it for a short time, you can see that object's history and visions of people who have owned or used it. You can even view the history of an interior room of a building by standing in it and reading its energy. What did you give up to gain this sorcery? What is the worst thing you have ever seen when using it?*

## **EXTRA SKILL**

View an Object's Past .....80%

# OLD FLAME

*Someone else in the crew is a former lover, spouse, or paramour. Though the heat has cooled between you, sparks still fly. What caused the relationship to end? Do you resent one another, or do the embers of passion still glow somewhere underneath?*

## ROMANTIC FOIL

Choose another member of the crew as the person who is your former flame.

When you help that person, one boon (🏠) they roll counts as two boons (🏠🏠); if they roll any drawbacks on that roll, one of them counts as two drawbacks (💀💀).

# ORPHANED SCION

*You were born into nobility but orphaned, and came of age fending for yourself on the streets. The only token you have of your real parents is a signet ring that obviously comes from a noble family. What's your theory about what happened to your parents? How did being an orphan lead you to joining your cartel?*

## **MEMORY OF NOBILITY**

You are not conspicuous in noble districts, even if your cartel says that you normally would be.

# PET

*You have a domesticated animal that accompanies you at all times. This animal is your pet and boon companion, and it is unerringly loyal to you. How did you come by this pet? Does your pet's appearance reflect your personality?*

## **DOMESTICATED ANIMAL**

Choose one of the following animals: a dog, a cat, a rat, a ferret, a raven, a monkey, or some other comparable domesticated animal that obeys your simple commands. You add this animal to your equipment. It is treated as a minion.



# PHYSICKER

*You are a physicker, a trained medical professional who can tend the sick and mend wounds. What led you from a life of healing to a life of crime? Do other criminals come to you for medical aid, or do you try to put your past behind you?*

## SAWBONES

You know about medicine. Additionally, each time your crew takes a planning scene, you can spend the scene tending to their wounds; all your crew members heal 1 wound when you do so.

# PRIVATEER

*You periodically work as a privateer, hired by the Crown, the Dunhaven Bay Trading Company, or the Taonan Trading Company to hunt the pirates that ply the waters of the Sunken Mountains. What led you to this life of high-seas adventure? Do you have a regular ship you work on, or do you drift from contract to contract?*


## SALT IN YOUR VEINS

You know about the docks, pirates, ships, and sailing, in addition to the things that your cartel says that you know about.

# READER

*You have a keen eye for body language and an ear for tones of voice that let you know when someone is hiding more than their words would indicate. Whether you use this skill in gambling dens or on the streets, everyone knows how hard it is to conceal things from you. How did you get so good at reading people? Was there ever a time when you wish you weren't so good at it?*

## EVERYONE HAS A TELL

You add one advantage die () to any roll you make to Read Someone's Emotions.

# SCRIBE- PERFECT MEMORY

*You have a trick memory. Where most would forget details regarded as inconsequential, you have no trouble instantly recalling anything you hear, see, smell, taste, or touch. How do you use this to your advantage? Has it ever gotten you in trouble?*

## **TOTAL RECALL**

Once per Job during a planning scene, you can ask the Judge for more details about a person or place that you have seen during the Job. The Judge provides you with one additional piece of information about that person or place that you do not already have, which you deduce from the details that you recall.

# SHIFTED ALLEGIANCES

*You were once a member of a different cartel, but changed your allegiance at some point. What made you switch cartels? Does your old cartel still harbor animosity for you, or were they glad to see you go? How did the Black Council react to your change of cartels?*



## **CHANGED SIDES**

Choose a cartel other than your own; you count as being a member of that cartel for the purposes of any specialty requirements.

# SIBLING IN THE CREW

*You are related to another member of your crew. You grew up together, and even though you might not be in the same cartel, you were both led to a life of crime. Are you rivals, or is your relationship more tense? When not on the crew together, what is your relationship like?*


## **GREW UP WORKING TOGETHER**

Choose another member of the crew as your sibling. When you help that character, add two advantage dice ( ) to your roll instead of only one.

# SIGNATURE WEAPON

*You carry a signature weapon of some kind, one that is visually distinctive and recognizable. What kind of weapon is it? Was it crafted for you by a master, or did you steal it from someone else? What makes it so recognizable? What is the weapon's name?*

## **ALWAYS AT MY SIDE**

You have your signature weapon as an additional piece of equipment. You add one advantage die (  ) to rolls you make to Intimidate Someone who recognizes the weapon.

# SLUM LORD

*You own properties in the slums, which you rent out dirt cheap and spend little money to maintain. What kind of reputation do you have as a landlord? Do you cut breaks to the Right Kind of People and their kin, or do you charge them extra for safe houses in your tenements?*

## KNOWN IN LOW PLACES

You are not conspicuous in the slums, even if your cartel says that you normally would be.



# SOCIETY SCHOOL TRAINING

*In your youth, you were taught by one of the masters of a Red Lotus Society school in Little Taona. Though you might not have joined the society, that connection persists. How did you convince the school to train you? Why did your training end early?*

## **SCHOOL TIES**

You know about Little Taona, in addition to the things that your cartel says that you know about.

# STAGE MAGICIAN

*You are a skilled stage magician and can perform minor acts of entertaining legerdemain. Is stage magic just a hobby for you, or do you use it to perform and earn some coin on the side? Are you smooth and charming, or do you play the bumbling fool?*

## EXTRA SKILL

Perform Legerdemain .....80%

# STREET HUSTLER

*You spend your days running small-time cons for spending money in commoners' districts. You never bilk anyone out of enough money to draw suspicion, letting you get by without needing to do an honest day's work. What are some of your favorite cons? How has your penchant for petty crime gotten you in trouble?*

## **I'VE BEEN ALL OVER THIS TOWN**

You know about commoners, in addition to the things that your cartel says that you know about.

# STUNNING

*You are always the handsomest or most beautiful person in the room, and you know how to dress to accentuate that fact. How has being so stunning helped you? How has it gotten you in trouble?*

## EXTRA SKILL

Seduce Someone .....80%

# TAONAN

*You are a recent immigrant from Taona, the collection of nations from far to the east. What brought you to New Dunhaven, and why did you join your cartel? Have you suppressed your Taonan accent and mannerisms, or are you obviously foreign-born?*

## **TAONAN EMIGRANT**

You speak and can read and write Taonese. You know about Taona and its history, in addition to the things that your cartel says that you know about.

# TINKER

*You are an inventor and a tinkerer, with an eye for delicate mechanisms and complex interactions. You repair clocks, design simple machinery, and make a hobby of gears, springs, coils, and chains. How did you develop this love of machinery? Why did you never pursue it as a trade?*

## EXTRA SKILL

Create a Mechanical Device .....80%

# TRADING COMPANY JOB

*You have a job working for the Dunhaven Bay Trading Company, the city's largest mercantile consortium. Even if they pay you a pauper's wages, you are a familiar sight in districts where the company operates. What do you do for the company? Are you spying on the company for your cartel, or do you keep your day job a secret?*

## GOING ABOUT YOUR BUSINESS

You are not conspicuous in merchant districts, even if your cartel says that you normally would be.

# TWINS

*You are one of a pair of twins. Are you identical or fraternal twins? Are you friendly, or rivals?*

## **TWO FOR ONE**

Your character is actually two characters. You control both characters, who have identical cartels and specialties and share the same pool of luck, though each character takes wounds separately. You still take the lead on only one legwork scene per segment, and take only one action per turn in drama scenes. These characters cannot grant each other advantage dice by helping one another with a task.



# UNNATURAL HEALING

*You've learned a mystic technique that enables you to concentrate and urge your body to heal much faster than normal. How did you come by the means of doing so? What did you sacrifice to gain it? What visible sign is there of your sorcerous nature?*

## **MEND FLESH**

When you blow off steam instead of taking the lead on a legwork scene, you can spend that time in sorcerous meditation to heal all your wounds.

# VLADICH

*You are a recent immigrant from the Vladov Empire, which collapsed into ruin a generation ago. How did you survive so long in the ruins of the Empire? Have you suppressed your Vladich accent and mannerisms, or are you obviously foreign-born?*

## **IMPERIAL EMIGRANT**

You speak and can read and write Vladich. You know about the Vladov Empire and its history, in addition to the things that your cartel says that you know about.

# WATCHER IN THE DARK

*At some point in your past, you dabbled in sorcery and gained the ability to see in total darkness. How did you come by the means of doing so? What did you sacrifice to gain it? What visible sign is there of your sorcerous nature?*

## **NIGHT EYES**

You can see in the dark without the need for a candle or lantern, seeing as well as a normal person would on the streets at dusk.

# WRAITH SURVIVOR

*You were once a member of the Wraiths, a cartel that collapsed when the Spiders betrayed the other cartels some twenty years gone. What have you been doing in the intervening years? Do you harbor a desire for revenge against the Spiders, or a fear that they will finally come for you?*

## **LONG MEMORY**

You know about the Spiders and the Wraiths in addition to the things that your cartel says that you know about.