

TALES FROM THE WILD BLUE YONDER: CHAPTER I



LADY BLACKBIRD

is on the run from an arranged marriage to Count Carlowe. She hired a smuggler skyship, The Owl, to take her from her palace on the Imperial world of Ilysium to the far reaches of the Remnants, so she could be with her once secret lover, the pirate king Uriah Flint.

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INFLUENCES

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HOWEVER—Just before reaching the halfway point of Haven, The Owl was pursued and captured by the Imperial cruiser Hand of Sorrow , under charges of flying a false flag.

EVEN NOW—Lady Blackbird, her bodyguard, and the crew of The Owl are detained in the brig, while the commander of the cruiser, Captain Hollas, runs the smuggler ship's registry over the wireless. It's only a matter of time before they discover the outstanding warrants and learn that The Owl is owned by none other than the infamous outcast Cyrus Vance.

HOW WILL LADY BLACKBIRD AND THE OTHERS ESCAPE THE HAND OF SORROW?

WHAT DANGERS LIE IN THEIR PATH?

WILL THEY BE ABLE TO FIND THE SECRET LAIR OF THE PIRATE KING? IF THEY DO, WILL URIAH FLINT ACCEPT LADY BLACKBIRD AS HIS BRIDE? BY THE TIME THEY GET THERE, WILL SHE WANT HIM TO?



THE WILD BLUE

Shattered worlds circling a dimming star



ADRIFT IN THE BLUE

The worlds of the Wild Blue float in a sky of breathable gases circling a small, cold star. Scholars believe that the star is made from pure Essence—the strange energy that sorcerers channel for their magic. This “solar system” is much smaller than you might think—it takes about six weeks to cross from one side to the other on a standard sky ship. Most of the worlds of the Empire are so closely positioned that it takes only a day or two to travel from one to another.

THE LOWER DEPTHS

The heavier gases form a dense layer of fog below the “sky” of the Wild Blue. This fog is corrosive—people need to wear gas-masks to breathe and most airship hulls will start to corrode after a single exposure. Pirates and other criminals sometimes use the lower depths to evade Imperial patrols and launch raids from hiding. Unfortunately, the depths are home to sky squid and other monstrous things....

NAMES

MALE: Abel, Artemis, August, Eli, Giovanni, Ivan, Jack, Jefferson, Jonas, Leo, Logan, Malachi, Mario, Micah, Nahum, Noah, Orlene, Oscar, Samuel, Silas, Victor, Vlad, Wester

FEMALE: Alice, Ardent, Ashlyn, Caess, Clare, Elena, Eveline, Fiona, Grace, Hannah, Hazel, Hester, Isabel, Krista, Jezebel, Leah, Lucile, Lydia, Seraphina, Sonya, Sophie, Veronica, Violet

SURNAMES: Bell, Bowen, Canter, Carson, Cross, Harwood, Hollas, Hunter, Kalra, Keel, Moreau, Morgan, Porter, Pickett, Quinn, Sidhu, Soto, Torrez, Vakharia, Walker, Winter, Wright

NOBLE HOUSES: Ash, Blackbird, Firefly, Mooncloud, Nightsong, Snow, Twilight, Whitethorn.

ILYSIUM

The capitol world of the Empire, home to the great noble houses. Ilysum is rich and decadent, attended by servants, slaves, and the elite bodyguards of the nobility.

OLYMPIA

The staging world of the Imperial Sky Fleet. From here, expeditions are launched into the colonial expanse and all across the Wild Blue. Olympia is also home to the finest brewers and distillers in the Empire.

HAVEN

The most prominent of the Free Worlds. Here, in the sprawling city hubs, the Trade Union tries to impose some order on the bickering clans and factions of the Free Peoples. Slavery is outlawed here, so many ex-slaves make Haven their home.

NIGHTPORT

Unlike other worlds, Nightport does not rotate, which means one face is always in darkness. It is on this side that pirates and smugglers have built a hidden port city in which to carry out their nefarious dealings. This hive of scum and villainy is a dangerous place, but almost anything may be bought or sold there, including secrets.

THE REMNANTS

A swirling maelstrom of spinning world-shards. The Remnants are almost impossible to navigate, even for the best airship pilots. It's said that the pirate king, Uriah Flint, keeps his secret fortress somewhere deep within the Remnants and only those who know the secret of the true course can ever reach it.

NATASHA SYRI + LADY BLACKBIRD

Eine imperiale Adelige in Tarnung, die ihrer Verlobung fliehen will, um zu ihrer wahren Liebe zurückzufinden

EIGENSCHAFTEN

Imperialer Adel

Etikette, Tanzen, Gelehrte, Geschichte, Wissenschaften, Wohlhabend, Verbindungen, Haus "Blackbird"

Meister-Beschwörerin

Zauberei, Sammeln, Sturmblut, Wind, Donner, [Fliegen], [Explosion], [Spüren]

Athletisch

Rennen, Fechten, Degen, Duell, Schießen, [Pistolen], [Akrobatik]

Charme

Charisma, Ausstrahlung, Kommando, Adelige, Diener, [Soldaten]

Gerissen

Täuschung, Ablenkung, Verkleidung, Chiffren, [Schleichen], [Verstecken]

Schlagwörter in [Klammern] sind Fähigkeiten, die du noch nicht erlangt hast. Du kannst sie bei einem Fortschritt freischalten. Lies genaueres in der Regelzusammenfassung.

Schlüssel des Vorbilds

Als Adelige bist du höher gestellt als der einfache Mann. Benutze diesen Schlüssel, wenn du deine Überlegenheit zeigst oder wenn dein Adel dir hilft, ein Problem zu lösen. Austausch: Lege deinen Adelstitel ab.

Schlüssel der Mission

Du willst dem Imperium entkommen um deine geheime Liebe, Piratenkönig Uriah Flint, den du seit sechs Jahren nicht gesehen hast, wiederzufinden. Benutze diesen Schlüssel, wenn du Maßnahmen ergreifst um dieses Ziel zu erreichen. Austausch: Gib dein Ziel auf.

Schlüssel des Betrügers

Du reist in der Verkleidung eines einfachen Bürgers. Benutze diesen Schlüssel, wenn du jemanden von dieser Lüge überzeugst. Austausch: Offenbare deine wahre Identität gegenüber jemandem, der deiner Verkleidung geglaubt hat.

Geheimnis des Sturmbluts

Wenn du in der Lage bist zu sprechen, kannst du magische Kraft sammeln und Beschwörungen wirken. Du bist eine Meister-Beschwörerin mit dem Schlagwort "Sturmblut".

Geheimnis der inneren Ruhe

Einmal pro Spielsitzung kannst du einen Würfelwurf wiederholen, der Beschwörungen wirkt.

VERLETZT

TOT

WÜTEND

VERIRRT

MÜDE

VERFOLGT

GEFANGEN

⊕ NAOMI BISHOP ⊕

Ehemalige Grubenkämpferin und Leibwächterin von Lady Blackbird

EIGENSCHAFTEN

Grubenkämpfer

Kampferfahren, Brutal, Wandelnde Waffe, Schnell, Abgehärtet, [Stark], [Knochenbrecher], [Furchteinflößendes Aussehen]

Leibwache

Achtsamkeit, Bedrohungen, Verteidigen, Entwaffnen, Festnehmen, Tragen, Verzögern, [Sicherheit], [Erste Hilfe]

Ehemalige Sklavin

Schleichen, Verstecken, Rennen, Robust, Aushalten, Betteln, Adel, [Hass], [Eiserner Wille]

Scharfsinnig

Verständnisvoll, Aufmerksam, Startbereit, Lügner, Fallen, [Gefahren], [Motive Erkennen]

Schlagwörter in [Klammern] sind Fähigkeiten, die du noch nicht erlangt hast. Du kannst sie bei einem Fortschritt freischalten. Lies genaueres in der Regelzusammenfassung.

Schlüssel des Wächters

Du bist das loyale Schild von Lady Blackbird. Benutze diesen Schlüssel, wenn sie deine Entscheidungen beeinflusst oder wenn du sie vor Gefahren beschützt. Austausch: Beende dein Verhältnis zu Lady Blackbird.

Schlüssel der Rache

Das Imperium hält dich als Sklaven und hat dich gezwungen, für ihr Vergnügen zu töten. Du wirst deine Rache bekommen und ihre Welten in Flammen sehen. Benutze diesen Schlüssel, wenn du dem Imperium Schaden zufügst; insbesondere, wenn du einen Imperialen tötest. Austausch: Vergib dem Imperium, was es dir angetan hat.

Schlüssel des Kriegers

Du suchst Auseinandersetzungen und den Blutrausch des Kampfes; je härter, desto besser. Benutze diesen Schlüssel, wenn du einen Kampf gegen einen würdigen oder überlegenen Gegner führst. Austausch: Lasse die Chance auf einen guten Kampf verstrecken.

Geheimnis der Zerstörung

Du kannst Dinge mit deinen bloßen Händen auseinandernehmen wie andere Menschen mit einem Vorschlaghammer. Furchteinflößend.

Geheimnis der Leibwache

Einmal pro Sitzung kannst du einen Würfelwurf wiederholen, der genutzt wurde um jemanden zu beschützen.

VERLETZT

TOT

WÜTEND

VERIRRT

MÜDE

VERFOLGT

GEFANGEN

CYRUS VANCE

Früher Soldat des Imperiums; heute Schmuggler und Soldat für Glück. Kapitän der "Owl"

EIGENSCHAFTEN

Ex-Soldat des Imperiums

Taktik, Kommando, Soldaten, Dienstgrade, Verbindungen, Karten, Imperiale Kriegsschiffe

Schmuggler

Feilschen, Täuschung, Schleichen, Verstecken, Tarnung, Fälschen, Pilot, Navigator, [Reparieren], [Schießen]

Überleben

Robust, Rennen, Betteln, Aushalten, Böser Blick, Einschüchtern, [Sanitäter]

Krieger

Kampferfahren, Schießen, Akimbo, Pistolen, Fechten, Schwert, [Schlägerei], [Bleihagel]

Schlagwörter in [Klammern] sind Fähigkeiten, die du noch nicht erlangt hast. Du kannst sie bei einem Fortschritt freischalten. Lies genaueres in der Regelzusammenfassung.

Schlüssel des Anführers

Du bist es gewohnt, Befehle zu geben, und erwartest, dass sie ausgeführt werden. Benutze diesen Schlüssel, wenn du einen Plan hast und Befehle verteilst, um diesen auszuführen. Austausch: Erkenne jemand anderen als Anführer an.

Schlüssel der geheimen Liebe

Du bist von Lady Blackbird verzaubert, aber möchtest es vor ihr geheim halten. Benutze diesen Schlüssel, wenn du eine Entscheidung auf Basis dieser Gefühle triffst oder wenn du sie indirekt zur Geltung bringst. Austausch: Gib deine geheime Liebe auf oder offenbare sie.

Schlüssel des Aussenseiters

Du wurdest aus dem Imperium verbannt. Benutze diesen Schlüssel, wenn dein Status als Aussätziger dich in Probleme bringt oder in einer Szene eine zentrale Rolle spielt. Austausch: Gewinne deine alten Rechte zurück oder tritt einer vergleichbaren Gruppe bei.

Geheimnis der Führung

Einmal pro Sitzung kannst du jemandem Befehle oder Ratschläge geben oder ein Vorbild sein, um ihn oder sie einen Würfelwurf erneut werfen zu lassen.

Geheimnis des Warpbluts

Einmal pro Sitzung kannst du dich oder jemanden, den du berührst, teleportieren.

VERLETZT

TOT

WÜTEND

VERIRRT

MÜDE

VERFOLGT

GEFANGEN

⊕ KALE ARKAM ⊕

Dieb und kleiner Magier. Erster Offizier und Mechaniker der "Owl".

EIGENSCHAFTEN

Dieb

Leise, Schleichen, Verstecken, Gewandt, Schlosser, Aufmerksam, Fallen, Dunkelheit, [Alarm], [Ablenkung]

Betrügerisch

Schnell, Unfairer Kampf, Akrobat, Flucht, Schlangenmensch, [Fingerfertigkeit], [Turner], [Messer]

Kleine Magie (nur ein Schlagwort pro Wurf)

Lichtzauber, Dunkelzauber, Sprungzauber, Bruchzauber, [Sammeln], [Magier]

Mechaniker

Reparieren, Motor, Effizienz, Ersatzteile, Sabotage, [Verbesserungen], [Schiffswaffen]

Schlagwörter in [Klammern] sind Fähigkeiten, die du noch nicht erlangt hast. Du kannst sie bei einem Fortschritt freischalten. Lies genaueres in der Regelzusammenfassung.

Key of Greed

Du magst Dinge die funkeln. Benutze diesen Schlüssel, wenn du etwas cooles stiehlst oder eine große Belohnung erhältst. Austausch: Ent sage dem Leben als Krimineller für immer.

Key of the Mission

Du musst Lady Blackbird sicher zu ihrem Ziel bringen. Benutze diesen Schlüssel, wenn du aktiv auf dieses Ziel hinarbeitest. Austausch: Gib die Mission auf.

Key of Fraternity

Du hast mit Kapitän Vance einen Bruderschwur geleistet. Benutze diesen Schlüssel, wenn du von Vance beeinflusst wirst oder wenn du demonstrierst, wie eng euer Bund ist. Austausch: Beende die Beziehung zu Vance.

Secret of Concealment

Egal wie gründlich du durchsucht wirst, du schaffst es immer ein paar essentielle Gegenstände bei dir zu behalten. Du kannst jeden einfachen Gegenstand hervorbringen.

Secret of Reflexes

Einmal pro Sitzung kannst du einen Würfelwurf wiederholen, der mit Eleganz, Geschick oder guten Reflexen zu tun hat.

<input type="checkbox"/> VERLETZT	<input type="checkbox"/> TOT	<input type="checkbox"/> WÜTEND	<input type="checkbox"/> VERIRRT	<input type="checkbox"/> MÜDE	<input type="checkbox"/> VERFOLGT	<input type="checkbox"/> GEFANGEN
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⊕ SNARGLE ⊕

A goblin sky-sailor and pilot of The Owl

TRAITS

Pilot

Daring, Steady, Maneuvering, Evasion, Tricky flying, Navigation, Maps, Atmosphericics. [The Owl], [Battle], [Ramming]

Sky Sailor

Gunnery, Aim, Maintenance, Observation, Signals, Empire, Pirates, Free Worlds, Haven, [Repair], [Connections]

Goblin

Warp shape, Glide, Nightvision, Agile, Quick, Tumbler, Teeth & Claws, [Mimic Shape], [Reckless], [Connections]

Sly

Crafty, Sneaky, Distractions, Bluff, Languages, Trade Speak, [Sharp], [Disguise]

Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.

INJURED DEAD TIRED ANGRY LOST HUNTED TRAPPED

⊕ RULES SUMMARY ⊕

ROLLING THE DICE

When you try to overcome an obstacle, you roll dice. Start with one die. Add a die if you have a **trait** that can help you. If that trait has any **tags** that apply, add another die for each tag. Finally, add any number of dice from your personal **pool** of dice (your pool starts with 7 dice).

Roll all the dice you've gathered. Each die that shows **4 or higher** is a hit. You need hits equal to the difficulty **level** (usually 3) to pass the obstacle.

LEVELS: 2 EASY—3 DIFFICULT—4 CHALLENGING—5 EXTREME

If **you pass**, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If **you don't pass**, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and **add another die to your pool**. The GM will escalate the situation in some way and you might be able to try again.

CONDITIONS

When events warrant or especially when you fail a roll, the GM may impose a **condition** on your character: **Injured**, **Dead**, **Tired**, **Angry**, **Lost**, **Hunted**, or **Trapped**. When you take a condition, mark its box and say how it comes about. [NOTE: The "dead" condition just means "presumed dead" unless you say otherwise.]

HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

Key of the Daredevil

You thrive in dangerous situations. Hit your key when you do something cool that is risky or reckless (especially piloting stunts). Buyoff: Be very very careful.

Key of Conscience

You don't like to see anyone suffer, even enemies. Hit your key when you help someone who is in trouble or when you change someone's life for the better. Buyoff: Ignore a request for help.

Key of Banter

You have a knack for snappy comments. Hit your key when Snargle says something that makes the other players laugh or when you explain something using your pilot techno jargon. Buyoff: Everyone groans at one of your comments.

Secret of Shape Warping

As a goblin, you can change your shape, growing shorter, taller, fatter, thinner, or changing your skin color, at will.

Secret of the Lucky Break

Once per session, you can keep your pool dice when you succeed (so go ahead and use 'em all).

KEYS

When you hit a Key, you can do one of two things:

- ❖ Take an **experience point** (XP)
- ❖ Add a die to your pool (up to a max of 10)

If you go into danger because of your key, you get 2 XP or 2 pool dice (or 1 XP and 1 pool die). When you have accumulated 5 XP, you earn an **advance**. You can spend an advance on one of the following:

- ❖ Add a new **Trait** (based on something you learned during play or on some past experience that has come to light)
- ❖ Add a **tag** to an existing trait
- ❖ Add a new **Key** (you can never have the same key twice)
- ❖ Learn a **Secret** (if you have the means to)

You can hold on to advances if you want, and spend them at any time, even in the middle of a battle!

Each key also has a **buyoff**. If the buyoff condition occurs, you have the option of removing the Key and earning two advances.

REFRESH

You can refresh your pool back to 7 dice by having a **refreshment scene** with another character. You may also remove a condition or regain the use of a Secret, depending on the details of the scene. A refreshment scene is a good time to ask questions (in character) so the other player can show off aspects of his or her PC—"Why did you choose this life?"—"What do you think of the Lady?"—"Why did you take this job?" etc. Refreshment scenes can be flashbacks, too.

⊕ THE OWL ⊕

An old but reliable skyship, outfitted for smuggling



RELATIVE SIZE COMPARISON

THE OWL > 48M

SKY SQUID > 139M



SKY HAULER C9 REFIT

The Owl was once a Sky Hauler C9 cargo ship but has since been extensively customized by Cyrus and Kale. It has a smaller cargo area and four passenger berths in the reclaimed space. It also has hidden smuggling compartments scattered throughout the vessel.

The Owl is an old ship, but it can hold its own with more modern vessels thanks to its custom engines and supercharged steam drive. Snargle has also made several unique adjustments to the controls to allow the large ship to maneuver like a much smaller craft.

Unfortunately, all of these modifications put a lot of strain on the old girl. Kale keeps the ship running day to day, but when it's put under a lot of stress (as it often is) things can go awry—broken pipes, vented steam, leaking fluids, and worse.

Still, The Owl is not just a skyship, it's a home to its crew. They gather around the beat-up old wooden dinner table in the galley every night and thank the four winds that fortune saw fit to bless them with such a fine craft.

[GM: You can inflict conditions on The Owl as events warrant. It begins play with the **Need Fuel** condition marked.]

STATISTICS

Length: 48 meters

Crew: 2–3

Berths: 6 (2 crew, 4 passenger)

Cargo Capacity: 30,000 pounds (6 cargo pods)

Powerplant:

- ❖ Tri-Valve Reciprocal Steam Drive
- ❖ (2) Twin-Coil Induction Thrusters

Cruise Speed: 160 knots

Flank Speed: 310 knots under boost

Weapons: Top-mounted external gun turret

Wireless: Midrange Multi-Band with Signal Mask

Sensors:

- ❖ Short-Range Sonar
- ❖ Atmosphere/Pressure Analyzer

Hull: Treated to resist corrosion in the lower depths for up to 4 hours.



NEED FUEL



NEED SUPPLIES



BUSTED & LEAKING



SLOWED



CRIPPLED



⊕ RUNNING THE GAME ⊕

Tips, tricks, and advice for the GM

LISTEN & ASK QUESTIONS, DON'T PLAN

When you're the GM, don't try to plan what will happen. Instead, ask questions—lots and lots and make them pointed toward the things you're interested in. Like, Cyrus gives Naomi an order within earshot of Lady Blackbird, but the Lady's player doesn't register it right away. Naomi goes to follow the order. So I ask Lady Blackbird's player, "How do you react when the Captain orders your bodyguard around? Is that okay with you?" And then, when it's totally not okay, "What do you say to him? What do you say to Naomi?" and a few more like that and everyone is yelling at each other and rolling dice to impose their will.

Also ask questions like:

"Does anything break when you do this crazy maneuver?"

"The fire probably spreads out of control doesn't it?"

"That sounds like a bold plan. What's the first step?"

"Do the two of you end up somewhere quiet together? Does something happen between you?"

"Do you know anything about the Crimson Sky rebels? What are they like? Is it normal for them to be this far into the Empire?"

Keep that going at a steady pace and the game flies along pretty well. Part of the job of the GM is listening to what the players say, catching it, turning it around and looking at it, and seeing if there's anything else to be done with it.

The GM's jobs: listen and reincorporate, play the NPCs with gusto, create interesting obstacles, and impose conditions as events warrant (especially when rolls fail).

SAY YES, LOOK FOR THE OBSTACLES

By default, characters can accomplish anything covered by their traits. They're competent and effective people, in other words. It's no fun to ask for a roll when there's no cool obstacle in the way. Just say yes to the action, listen, and ask questions as usual. But also, be on the look out for the opportunity to create obstacles as the action develops. Because you're asking leading questions and listening closely, they'll be all over the place, so it won't be too hard to spot them.

Obstacles can be people (pirates, goblins, imperials, citizens, nobles), weather, monsters (sky squid, flying eels), situations (fires, falling, being shot at, chases, escapes) or anything else you can imagine.

If a character tries something not covered by their traits, that's an obstacle right there: lack of experience and training. Lots of fun things can go wrong when you don't know what you're doing! Also, players will sometimes try things they're bad at so they can fail and add dice to their pool. It's a fine move for them and it gives you the chance to create more trouble, so everyone wins.

CONDITIONS

A condition constrains what the player should say about their character. It's a cue to tell the GM and players to pay attention to that thing and use it as material for the developing fiction. Gaming is just us saying stuff to each other, right? So you're like, "What do I say now?" and you look down and go, "Oh, I'm angry. I'll go be angry at someone then. 'Snarle! Why aren't we at Nightport yet, you shiftless layabout!'" For the GM, the conditions can create opportunities or give permissions. "You're Injured, right? The Void Spiders can smell blood. They swarm right at you, ignoring the others." Sometimes a condition will become an Obstacle in its own right, calling for a roll to deal with it.

⊕ OBSTACLES & DIFFICULTIES ⊕

Escape the Brig

The cells in the Hand of Sorrow brig are walled in steel with heavy iron locks on the doors.

OBSTACLES: Pick the lock: 3. Trick a marine guard: 3. (Bishop only—Smash the door open: Automatic. Smash the door open quietly: 5) Sneak through the ship: 4. Fight crew: 3. Fight marines: 4. Fight a lot of marines: 5 (or higher).

ESCALATION: Alarm goes off. More marines appear. The Owl is jettisoned to stop your escape. Someone gets separated from the group (Lost and/or Trapped).

Bounty Hunter Ambush

Unless they keep a low profile, the actions of The Owl will eventually draw attention from bounty hunters looking to cash in on the warrants for Vance or the reward for Lady Blackbird.

OBSTACLES: Fight back when ambushed: 5. Flee: 3. Try to bargain with them: 4. Pull a dirty trick to turn the tables: 3.

ESCALATION: Someone is grabbed and held at gunpoint (Trapped).

Skyship Battle

You always want to be above your enemy in a skyship battle—unless your vessel is equipped to go into the Lower Depths....

OBSTACLES: Maneuver for a clear shot: 3. Maneuver against a smaller, faster ship: 4. Maneuver to boarding action: 4. Fire on enemy ship: 3. Fire on a smaller, faster ship: 4. Avoid enemy fire: 3. Avoid a lot of enemy fire: 4+.

ESCALATION: The Owl is hit and loses control (Busted & Leaking, Slowed). More enemy ships appear. You're driven into a storm by enemy action. The fight attracts a sky squid.

Parlay with Scoundrels

To find the secret path to the lair of the Pirate King in the remnants, you'll have to deal with a whole host of unsavory characters.

OBSTACLES: Find an underworld den: 3. Show you're not someone to mess with: 3. Arrange a fair deal: 4. Arrange a deal that goes in your favor: 5. Spot their devious lies: 4.

ESCALATION: The scoundrels decide to simply take what they want from you. You're sold out. You were followed to the meet!

Sky Squid Attack

While passing through the lower depths, your engines attract a hungry sky squid. Its tentacles close around The Owl....

OBSTACLES: Escape from tentacles: 5. Attack Squid: 3. Maneuver in squid ink: 4. Avoid harm from squid attacks (crushing, smashing, biting, thunderous song): 3.

ESCALATION: Squid calls other squid with its song. Squid blood attracts other monster(s). Pulled further into the depths (Lost). Crash into rocks/debris/hidden world (Busted & Leaking or Crippled).

Fight a Sorcerer

Uriah Flint is a flameblood and a master sorcerer. Not that anyone would need to fight him, though. I mean, why would that happen?

OBSTACLES: Dodge blasts of magical fire: 3. Attack Flint through his magical defenses: 5. Endure the heat and smoke as the fight wears on: 3.

ESCALATION: The fires spread out of control. You drop your weapons when they get too hot to hold.

⊕ NEW TRAITS & TAGS ⊕

Reputation

Trustworthy, Reliable, Fearless, Reckless, Ruthless, Underhanded, Dangerous, Deadly, Cruel, Unpredictable, Heroic, Honorable, Compassionate

Crew

Gunnery, Aim, Maintenance, Damage Control, Observation, Signals, The Owl, Cargo, Supplies, First Aid, Boarding Action

Sky Pirate

Vicious, Hack & Slash, Cutlass, Knife, Shooting, Boomstick, Gunner, Boarding Action, Crew, Loot, Capture, Drink, Hardy, Treacherous, Intimidating, Contacts, Underworld

Explorer

Curious, Aware, Nimble, Hardy, Ancient Lore, Languages, Ruins, Monsters, Myths, Maps

Investigator

Search, Deduction, Perceptive, Seduce, Interrogate, Bribe, Coerce, Contacts, Sneak, Deception, Insight, Logic, Fisticuffs, Pistol

Miner

Tunnels, Labor, Strong, Pickaxe, Dim Light, Hold Breath, Ores, Resist Cold, Endure

Ghostblood

Fly, Possess, Insubstantial, Control Technology, Electrical, Dominate, Terrify, Sneak, Overload

Stoneblood

Harden, Make Heavy, Meld Into Stone, Petrify, Immovable, Mauler, Move Through Stone, Shape Rock, Tough

Voidblood

Invisibility, Vacuum, Make Weightless, Pass Through, Erase Mind, Counterspell, Disintegrate

Dreamblood

Sedate, Manipulate Dream, Enter Dream, Hallucination, Blind Fighting, Read Mind

Bloodhunter

Gather Information, Interrogate, Intimidate, Incognito, Recognize Blood, Reflexes, Authority, Firefights

Bold

Brave, Daring, Heroic, Rescue, Falling, Fire, Reckless, Explosions, Escapes, Outnumbered, Underdog

⊕ NEW KEYS & SECRETS ⊕

The Key of the Traveler

You love exploring new places and meeting new people. Hit your key when you share an interesting detail about a person, place, or thing or when you go somewhere exciting and new. Buyoff: Pass up the opportunity to see something new.

The Key of the Broker

You like to make deals and trade favors. Hit your key when you bargain, make a new contact, or exchange a favor. Buyoff: Cut yourself off from your network of contacts.

The Key of the Tinkerer

You just can't leave it alone. Hit your key when you modify, improve, repair, or patch some tech. Buyoff: Pass up the opportunity to mess around with technology.

The Key of the Pirate

You pillage, raid, and terrorize the Wild Blue. Hit your key when you impress someone with your piratical nature or do something to add to your reputation. Buyoff: Turn over a new leaf and go straight.

The Key of the Vow

You have a vow of personal behavior that you have sworn not to break. Hit your key when your vow significantly impacts your decisions. Buyoff: Break your vow.

The Secret of the True Course

You know how to navigate the Remnants. Requires: You need to learn the navigation codes from someone who has the secret.

The Secret of the Explorer

You've been all over the Blue, seen a lot of strange things. Once per session, you can re-roll a failure when you're dealing with local customs or strange places. Requires: You've traveled from one side of the Blue to the other.

The Secret of the Sky Song

You know how to call sky squid and can attempt to communicate with them when they appear. Requires: You've trained with a master of the Sky Song or have been dream-linked to a sky squid

The Secret of the Shootist

You're deadly with a firearm (or two). Once per session, you can re-roll a failure when you're shooting. Requires: You've been in a lot of gunfights or are learning from someone who has.

The Secret of Experience

Once per session, you can use tags from more than one trait when you make a roll. Requires: Experience in a wide variety of dangerous situations.

LADY BLACKBIRD

Player:

UNSPENT
ADVANCES

Key of the Paragon

Key of the Mission

Key of the Impostor

Key of

Key of

Secret of Stormblood

Secret of Inner Focus

Secret of

Secret of

INJURED DEAD TIRED ANGRY LOST HUNTED TRAPPED

⊕ RULES SUMMARY ⊕

ROLLING THE DICE

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Roll all the dice you've gathered. Each die that shows **4 or higher** is a hit. You need hits equal to the difficulty **level** (usually 3) to pass the obstacle.

LEVELS: 2 EASY—3 DIFFICULT—4 CHALLENGING—5 EXTREME

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HELPING

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Imperial Noble

- ⇒ Etiquette, Dance, Educated, History, Science, Wealth,
- ⇒ Connections, House Blackbird

Master Sorcerer

- ⇒ Spellcaster, Channeling, Stormblood, Wind, Lightning
- ⇒

Athletic

- ⇒ Run, Fencing, Rapier, Duels, Shooting
- ⇒

Charm

- ⇒ Charisma, Presence, Command, Nobles, Servants
- ⇒

Cunning

- ⇒ Deception, Misdirection, Disguise, Codes
- ⇒

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You can hold on to advances if you want, and spend them at any time, even in the middle of a battle!

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You can refresh your pool back to 7 dice by having a **refreshment scene** with another character. You may also remove a condition or regain the use of a Secret, depending on the details of the scene. A refreshment scene is a good time to ask questions (in character) so the other player can show off aspects of his or her PC—"Why did you choose this life?"—"What do you think of the Lady?"—"Why did you take this job?" etc. Refreshment scenes can be flashbacks, too.

NAOMI BISHOP

Player:

UNSPENT
ADVANCES

Key of the Guardian

Key of Vengeance

Key of the Warrior

Key of

Key of

Secret of Destruction

Secret of the Bodyguard

Secret of

Secret of

INJURED DEAD TIRED ANGRY LOST HUNTED TRAPPED

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Pit-Fighter

• Combat Tested, Brutal, Living Weapon, Fast, Hard

•

Bodyguard

• Awareness, Threats, Defend, Disarm, Restrain, Carry, Delay

•

Ex-Slave

• Sneak, Hide, Run, Tough, Endure, Scrounge, Nobles

•

Keen

• Insightful, Aware, Coiled, Liars, Traps

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CYRUS VANCE

UNSPENT ADVANCES

Player:

Key of the Commander

Key of Hidden Longing

Key of the Outcast

Key of

Key of

Secret of Leadership

Secret of Warpblood

Secret of

Secret of

INJURED DEAD TIRED ANGRY LOST HUNTED TRAPPED

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Ex-Imperial Soldier

- ⇒ Tactics, Command, Soldiers, Rank, Connections, Maps,
- ⇒ Imperial War Ships

Smuggler

- ⇒ Haggle, Deception, Sneak, Hide, Camouflage, Forgery, Pilot,
- ⇒ Navigation

Survivor

- ⇒ Tough, Run, Scrounge, Endure, Creepy Stare, Intimidate
- ⇒

Warrior

- ⇒ Battle-Hardened, Shooting, Two-Gun Style, Pistol, Fencing,
- ⇒ Sword

- ⇒

- ⇒

- ⇒

- ⇒

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KALE ARKAM

Player:

UNSPENT
ADVANCES

Key of Greed

Key of the Mission

Key of Fraternity

Key of

Key of

Secret of Concealment

Secret of Reflexes

Secret of

Secret of

INJURED DEAD TIRED ANGRY LOST HUNTED TRAPPED

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HELPING

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Burglar

• Quiet, Sneak, Hide, Dextrous, Locks, Perceptive, Traps, Darkness

•

Tricky

• Quick, Dirty Fighting, Tumbler, Escape, Contortionist

•

Petty Magic (only one spell tag at a time)

• Light spell, Dark spell, Jump spell, Shatter Spell

•

Mechanic

• Repair, Engines, Efficiency, Spare Parts, Sabotage

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SNARGLE

Player:

UNSPENT
ADVANCES

Key of the Daredevil

Key of Conscience

Key of Banter

Key of

Key of

Secret of Shape Warping

Secret of the Lucky Break

Secret of

Secret of

INJURED DEAD TIRED ANGRY LOST HUNTED TRAPPED

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Pilot

- Daring, Steady, Maneuvering, Evasion, Tricky flying, Maps,
- Navigation, Atmospherics

Sky Sailor

- Gunnery, Aim, Maintenance, Observation, Signals, Empire,
- Pirates, Free Worlds, Haven

Goblin

- Warp shape, Glide, Nightvision, Agile, Quick, Tumbler,
- Teeth & Claws

Sly

- Crafty, Sneaky, Distractions, Bluff, Languages, Trade Speak

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NAME:	<input type="text"/>
Player:	<input type="text"/>
Key of	<input type="text"/> UNSPENT ADVANCES
Key of	<input type="text"/>
Secret of	<input type="text"/>
Secret of	<input type="text"/>
Secret of	<input type="text"/>
Secret of	<input type="text"/>
<input type="checkbox"/> INJURED <input type="checkbox"/> DEAD <input type="checkbox"/> TIRED <input type="checkbox"/> ANGRY <input type="checkbox"/> LOST <input type="checkbox"/> HUNTED <input type="checkbox"/> TRAPPED	

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TRAIT:	<input type="text"/>
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