

BIG BAD WICKED ONE

NAME _____

RACE & LOOK _____

DARK IMPULSE: BIGMOUTH - CRUEL - DERANGED
FICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFULREVELRY: CRAVING - DRINKING - GAMBLING
OCCULT - VIOLENCE - WORSHIP

GEAR

SUPPLY



DOWNTIME PROJECTS

- BREW POTIONS AND ALCHEMICALS.
- BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.
- CONTACT VILE FRIENDS, NPC'S, OR Factions.
- CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- INCANT A RITUAL.
- RECRUIT A PACK OF MINIONS.
- TORTURE A PRISONER.

GOLD



PROJECT CLOCKS

MINION PACK

MORALE

BLOODYED

#

RACE

JOB

ACTIONS	UPGRADES (1 GOLD EACH)
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

MINION PACK

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BLOODYED

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DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

BRUTE

POWERFUL & INTIMIDATING
BRAWLERS

◆ RAGE: You can spend stress to perform an incredible feat of strength, like throwing a large boulder, tackling a charging horse, or facing off against a much larger foe on equal footing.

○ ASSAULT: You're a force to be reckoned with. On a success in close combat, you can also (choose one): cleave into a nearby enemy - destroy their shield or armor - send them flying.

○ FURY: When you suffer injury or humiliation, you take +1d if you immediately lash out. On a critical, you clear 1 stress.

○ LIVING WEAPON: Your body is a deadly weapon and has edges (choose two): concealed - longreach - grappling - ranged - pulverizing - terrifying. How did you end up this way?

○ MENACE: You put the torment of others over your own safety. You take +1d when you go hard to intimidate or humiliate someone. On a critical, you clear 1 stress.

○ PACK MULE: You can carry an immense amount. You gain two gear slots, a defense based on them, and a supply slot. Where do you keep all of that extra stuff?

○ RAWHIDE: Your thick hide protects you from harm. You take +1d when resisting physical attacks and spend 1 less stress when you do so. What makes your hide so tough?

○ TASKMASTER: You gain a downtime action which you can only use to recruit minions or sacrifice to have minions perform a downtime action without paying them gold.

○ FLEXIBILITY:

You can flashback to things such as torturing a prisoner, threatening violence, or acquiring just the right weapon.

BRUTE

SMARTS, AWARENESS, INSIGHT
 SCAN / perceptively
 TINKER / cleverly
 TRICK / slyly

MUSCLES

STRENGTH, AGILITY, SPEED
 FINESSE / precisely
 SKULK / sneakily
 SMASH / powerfully

GUTS

PERSONALITY, METTLE, MAGIC
 BANTER / affably
 INVOKE / magically
 THREATEN / forcefully

DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
- DARK HEART: TAKE +ID ON A ROLL
- SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS
- BLOODYED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

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WICKED XP

TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- ♦ YOU MADE PROGRESS ON YOUR MASTER PLAN.
- ♦ YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- ♦ YOU ACTED LIKE A MONSTER.
- ♦ YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODYED OR GOING FERAL THIS SESSION.

LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

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RACE & LOOK

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GEAR

STRESS

WHEN THE CLOCK IS FULL,
YOU GO FERAL.

RESISTANCE ROLLS

FAILURE: PARTIAL RESIST, TAKE 3 STRESS
MIXED: PARTIAL RESIST, TAKE 2 STRESS
SUCCESS: FULL RESIST, TAKE 1 STRESS
CRITICAL: FULL RESIST, CLEAR 1 STRESS

RESISTING DEATH

FAILURE: YOU DIE
MIXED: KNOCKED OUT OF THE SCENE

DEFENSES



GOLD



PROJECT CLOCKS

DOWNTIME PROJECTS

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DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

◆ BRAINS SMARTS, AWARENESS, INSIGHT

- SCAN / perceptively
- TINKER / cleverly
- TRICK / slyly

◆ MUSCLES STRENGTH, AGILITY, SPEED

- FINESSE / precisely
- SKULK / sneakily
- SMASH / powerfully

◆ GUTS PERSONALITY, METTLE, MAGIC

- BANTER / affably
- INVOKE / magically
- THREATEN / forcefully

BLOODYED DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
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CONNIVER

MANIPULATIVE & CONTROLLING
MASTERMINDS

◆ STRINGS: You can spend stress to have an ally remember your voice in their head, allowing them to reroll a failure. If they roll a success, you gain a dark heart. *What criticism or advice did you previously impart on them?*

○ INTUITION: Others are an open book to you. You can spend stress to establish a target's emotional state, though it must be a reasonable emotion for them to be feeling. You take +1d when you act on that knowledge.

○ MASTERFUL LIAR: You excel at lying when you go all in on a falsehood. You take +1d when you go hard to tell a lie. On a success, you gain a dark heart.

○ MISSED A SPOT: Each downtime, you get two ticks which can be distributed to any project clocks started by your allies. *What errors do you point out in their work?*

○ OPPORTUNIST: You take +1d on a roll when acting immediately after an ally fails a resistance roll. *How do you leverage their failure to your own advantage?*

○ TONGUES: You can speak the Light Tongue, albeit with a strong, monstrous accent. *How does a monster like you even learn to speak the language of civilization?*

○ WEAVING THE WEB: On a success during a flashback or downtime action to interact with contacts, you gain a dark heart. You also gain a downtime action which you can only use to contact a vile friend, faction, or other NPC.

○ WORDPLAY: On a success when resisting with BANTER, THREATEN, or TRICK, you can also (choose one): deflect blame - plant a false idea - have the GM reveal a secret.

○ FLEXIBILITY: _____

You can **flashback** to things such as manipulating others, setting up contingency plans, or acquiring information.

WICKED XP



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- FAILURE: PARTIAL RESIST, TAKE 3 STRESS
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- SUCCESS: FULL RESIST, TAKE 1 STRESS
- Critical: FULL RESIST, CLEAR 1 STRESS

RESISTING DEATH

- Failure: You Die
- Mixed: Knocked Out of the Scene

DEFENSES

GOLD 

PROJECT CLOCKS

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CRAFTER

CLEVER & CURIOUS
TINKERERS

INGENUITY: You can spend stress to perform an incredible feat of creation, like mixing concoctions on the fly to create a powerful combined effect, slapping together a temporary simple contraption, or ignoring volatility in monster science creations.

BREWMASTER: When you make a concoction, you always make 1 extra dose, even on a failure. You gain a downtime action which you can only use to brew concoctions.

CREATIVE FRENZY: On a success while working on a crafting downtime project, the downtime action isn't consumed. You also gain a downtime action which you can only use to craft.

MONSTER SCIENCE: You fully believe in your creations. You take +1d when you go hard with a concoction or contraption, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.

PRIDE: You instill a deep sense of yourself into anything you create. When you or someone else rolls a critical using something you crafted, you gain a dark heart.

PROTOTYPE: Start a single tier 2 or 3 contraption crafting clock. You can use this unfinished contraption as normal. Any time you make a dire roll using it, it ticks the crafting clock once. When the clock is full, the contraption is made and you start a new clock.

SCRUTINY: You can spend stress to establish a flaw in a structure or some machinery you can see. You take +1d when you act on that knowledge.

SIGNATURE ELIXIR: You have a steady supply of a single specific tier 2 concoction and you gain 2 supply slots which you can only use for it.

FLEXIBILITY: _____

You can **flashback** to things such as sabotaging structures, grabbing materials, or brewing a concoction.

WICKED XP



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RECKLESS XP



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LIGHT TONGUE WORDS

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ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

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GOLD 

PROJECT CLOCKS

MINION PACK

MORALE

BLOODYED

RACE

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HUNTER

RUTHLESS & TENACIOUS TRACKERS

◆ **THRILL OF THE HUNT:** You can spend stress to establish a small, momentary weakness in your prey. You gain +effect when you exploit this on your next roll to stalk, catch, or bring them down. On a success, you gain a dark heart.

○ **FERAL SENSES:** Animal blood runs through your veins, causing your senses to extend twice as far as normal. You take +1d when tracking or surveying an area. You also gain a defense against surprise.

○ **GRIT:** You don't go down easy. On a failure when resisting, you can immediately roll an extra 1d that counts towards the roll. If the result is a success, it counts as a critical.

○ **HUNTING PET:** You have a hunting pet or pack instead of minions. It has the companion upgrade and knows tricks (choose two): *cause confusion - fetch - herd prey - locate prey - surprise attack*. Your pet takes +1d when performing known tricks.

○ **SCAVENGER:** On a success while surveying or traversing a risky area, you can (choose one): *find a piece of mundane gear - tick an edge crafting clock - harvest a tier 2 concoction*.

○ **SCOUT:** You make a habit of roaming the surface and scouting out targets. While choosing a raid plan, you can establish a weakness you know about in your target's defenses. During the raid, you can also spend stress to establish a second fact.

○ **TRICK SHOTS:** You can pull off improbable (but not impossible) shots with a ranged weapon, like ricocheting a projectile off a wall or shooting through one target and hitting another. You ignore any circumstances towards effect from the difficulty, but you must explain how you pulled off the shot.

○ **WILD KNOWLEDGE:** You can spend stress to establish a fact about plants, animals, or the weather. You take +1d when you act on that knowledge.

You can **flashback** to things such as *setting a trap, scouting out a location, or hunting up some food*.

MINION PACK

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REVELRY: CRAVING - DRINKING - GAMBLING
OCCULT - VIOLENCE - WORSHIP

GEAR

When the clock is full, you go feral.



SUPPLY



DOWNTIME PROJECTS

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MORALE BLOODYED

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<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>	
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>	
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>	
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>	
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>	
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>	

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

BRAINS SMARTS, AWARENESS, INSIGHT

- SCAN / perceptively
- TINKER / cleverly
- TRICK / slyly

MUSCLES STRENGTH, AGILITY, SPEED

- FINESSE / precisely
- SKULK / sneakily
- SMASH / powerfully

GUTS PERSONALITY, METTLE, MAGIC

- BANTER / affably
- INVOKE / magically
- THREATEN / forcefully

BLOODYED DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
- DARK HEART: TAKE +ID ON A ROLL
- SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS
- BLOODYED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

MARAUDER

CUNNING & FEARLESS
WARRIOR

◆ **BATTLEMASTER:** You can spend stress to perform an incredible feat of athletics, like throwing an axe a great distance, maneuvering nearly anywhere on the field of battle, or facing off against a group of foes on equal footing.

○ **BULWARK:** You're the rock on which your allies lean. You take +1d when resisting consequences for an ally. On a success, the ally takes +1d on any follow-up action.

○ **COHORT:** Your minions are always elite, with the *mindset* (*loyal*) and *companion* upgrades. They also have an additional upgrade (choose one): *equipped* - *mindset* (*fearless*) - *trained* - *versatile*.

○ **COMMANDER:** You exert your will to bolster your minions. You can spend stress or a dark heart to give a minion pack +1d on a roll. You also gain a defense against minion failure.

○ **CONTROL:** You fluidly control a fight. On a success when resisting an attack in close combat, you can also (choose one): *disarm them* - *redirect the attack* - *reposition them nearby*.

○ **JOY OF BATTLE:** You love nothing more than your own excellence in battle. On a critical while engaged in combat, you clear 1 stress and gain a dark heart.

○ **MANIAC:** You think nothing of risking life and limb. You take +1d when you go hard and put your own body on the line, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.

○ **TACTICIAN:** Battle plans are the key to your success. You take +1d on your first action after an engagement roll. You also gain a defense against raid plans going off track.

FLEXIBILITY:

You can **flashback** to things such as giving orders to minions, surveying a target's strength, or disciplining subordinates.

WICKED XP

TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- ♦ YOU MADE PROGRESS ON YOUR MASTER PLAN.
- ♦ YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- ♦ YOU ACTED LIKE A MONSTER.
- ♦ YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODYED OR GOING FERAL THIS SESSION.

LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

BIG BAD WICKED ONE

NAME

RACE & LOOK

DARK IMPULSE: BIGMOUTH - CRUEL - DERANGED
FICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFULREVELRY: CRAVING - DRINKING - GAMBLING
OCCULT - VIOLENCE - WORSHIP

GEAR

SUPPLY

STRESS

WHEN THE CLOCK IS FULL,
YOU GO FERAL.

RESISTANCE ROLLS

FAILURE: PARTIAL RESIST, TAKE 3 STRESS
MIXED: PARTIAL RESIST, TAKE 2 STRESS
SUCCESS: FULL RESIST, TAKE 1 STRESS
CRITICAL: FULL RESIST, CLEAR 1 STRESS

RESISTING DEATH

FAILURE: YOU DIE
MIXED: KNOCKED OUT OF THE SCENE

DEFENSES

GOLD



DOWNTIME PROJECTS

- BREW POTIONS AND ALCHEMICALS.
- BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.
- CONTACT VILE FRIENDS, NPC'S, OR FACTIONS.
- CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- INCANT A RITUAL.
- RECRUIT A PACK OF MINIONS.
- TORTURE A PRISONER.

PROJECT CLOCKS

MINION PACK

MORALE

BLOODED

#

RACE

JOB

ACTIONS	UPGRADES (1 GOLD EACH)
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

◆ BRAINS SMARTS, AWARENESS, INSIGHT

- SCAN /perceptively
 TINKER /cleverly
 TRICK /slyly

◆ MUSCLES STRENGTH, AGILITY, SPEED

- FINESSE /precisely
 SKULK /sneakily
 SMASH /powerfully

◆ GUTS PERSONALITY, METTLE, MAGIC

- BANTER /affably
 INVOKE /magically
 THREATEN /forcefully

BLOODED DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
• GO HARD: TRADE +EFFECT FOR +POSITION
• TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
• DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
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- SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS
• BLOODED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
• DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
• GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

SHADOW

SNEAKY & ELUSIVE
ROGUES

◆ PROWLER: You can spend stress to perform an incredible feat of agility, like slipping unimpeded through a mob, leaping safely from a high tower, or hiding in plain sight.

○ DARK MIND: You can compel other PCs to action just as if the GM had compelled them. If they accept, you gain a dark heart. If they decline, you take stress. The GM is still the final judge of what is an appropriate compel.

○ POISONER: Making or procuring poisons is second nature for you. You have a steady supply of the following tier 1 concoction poisons: blinding - disorienting - slowing - nauseating. You also gain two supply slots which you can only use for them.

○ POUNCE: You recognize the perfect timing to strike. You take +1d when you catch someone by surprise. On a critical, you clear 1 stress.

○ SLIPPERY: You're tough to pin down. On a success when resisting an enemy attack, you can also (choose one): disappear from their sight - pick their pocket - reposition behind them.

○ STALKER: Your lurking presence forces foolish action. On a success while moving stealthily, NPCs near you (choose one): do something stupid due to paranoia - reveal a secret.

○ STICKY FINGERS: You always manage to come away with something of value. You get 1 extra gold each loot roll and can control up to 6 gold without raising suspicion. Also, once during each raid, you can establish the location of some good loot nearby.

○ UNSEEN HAND: When you assist an ally, you only take consequences if they roll a failure. If they roll a critical, you clear 1 stress. Why do they not know you're helping them?

○ FLEXIBILITY: _____

You can flashback to things such as snatching something valuable, lying to create opportunity, or stashing some items.

WICKED XP

TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

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- ♦ YOU ACTED LIKE A MONSTER.
- ♦ YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODED OR GOING FERAL THIS SESSION.

LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

BIG BAD WICKED ONE

NAME

RACE & LOOK

DARK IMPULSE: BIGMOUTH - CRUEL - DERANGED
FICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFULREVELRY: CRAVING - DRINKING - GAMBLING
OCCULT - VIOLENCE - WORSHIP

GEAR

STRESS

WHEN THE CLOCK IS FULL,
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RESISTANCE ROLLS

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MIXED: PARTIAL RESIST, TAKE 2 STRESS
SUCCESS: FULL RESIST, TAKE 1 STRESS
CRITICAL: FULL RESIST, CLEAR 1 STRESS

RESISTING DEATH

FAILURE: YOU DIE
MIXED: KNOCKED OUT OF THE SCENE

DEFENSES



GOLD



PROJECT CLOCKS

MINION PACK

MORALE

BLOODYED

#

RACE

JOB

ACTIONS	UPGRADES (1 GOLD EACH)
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

MINION PACK

MORALE

BLOODYED

#

RACE

JOB

ACTIONS	UPGRADES (1 GOLD EACH)
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

BRAINS

SMARTS, AWARENESS, INSIGHT

- SCAN / perceptively
- TINKER / cleverly
- TRICK / slyly

MUSCLES

STRENGTH, AGILITY, SPEED

- FINESSE / precisely
- SKULK / sneakily
- SMASH / powerfully

GUTS

PERSONALITY, METTLE, MAGIC

- BANTER / affably
- INVOKE / magically
- THREATEN / forcefully

BLOODYED

DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
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- GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

SHAMAN

TERRIFYING & VENGEFUL
WITCHES

WITCHCRAFT

You have mastered a magic path (choose one): *bloodreading* - *soothsaying* - *spiritcalling* - *stormstrike* - *wildheart*. You can spend stress to **INVOK** tier 2 and tier 3 spells of your path.

BEASTFORM: You can spend stress to assume the form of a beast. While in this form, one of your actions swaps ratings with another and you gain either **PRIMAL ABILITY** or a special ability from another calling. You also gain a second dark impulse while in this form. All of these are chosen when you first take this ability.

BONDED SPIRIT: You have a magically bonded spirit or pack instead of minions. It has the *companion* upgrade and powers (choose two): *become invisible* - *manifest physically* - *possess the weak-minded* - *reveal information about the past*. It can use each once per cycle.

SPIRIT WHISPERS: Your control of chaotic situations pulls information from surrounding spirits. On a success when resisting, you can ask the GM a question or to reveal a secret related to the situation. You also gain a defense against lies, trickery, and stealth.

TERROR: Others can't help but reveal their fears. You can spend stress to establish what someone's worst fear is. You take +1d when you act on that knowledge.

WEAVING: You effortlessly blend witchcraft with the material or mundane. On a success when casting a spell, you take +1d on any follow-up using a different action.

WILD BREWS: You can brew potions of any tier from all witchcraft paths. You also gain a downtime action which you can only use to brew potions.

WRATH: Your desire for payback fuels your witchcraft. When you cast a spell immediately after a resistance roll, you take +1d and it costs no stress to cast.

You can **flashback** to things such as *interacting with spirits or animals, brewing a concoction, or sowing terror*.

MINION PACK

MORALE

BLOODYED

#

RACE

JOB

ACTIONS	UPGRADES (1 GOLD EACH)
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

MINION PACK

MORALE

BLOODYED

#

RACE

JOB

ACTIONS	UPGRADES (1 GOLD EACH)
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

MINION PACK

MORALE

BLOODYED

#

RACE

JOB

ACTIONS	UPGRADES (1 GOLD EACH)
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

WICKED XP

TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- YOU MADE PROGRESS ON YOUR MASTER PLAN.
- YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- YOU ACTED LIKE A MONSTER.
- YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODYED OR GOING FERAL THIS SESSION.

LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

BIG BAD WICKED ONE

NAME

RACE & LOOK

DARK IMPULSE: BIGMOUTH - CRUEL - DERANGED
FICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFULREVELRY: CRAVING - DRINKING - GAMBLING
OCCULT - VIOLENCE - WORSHIP

GEAR

SUPPLY

DOWNTIME PROJECTS

- BREW POTIONS AND ALCHEMICALS.
- BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.
- CONTACT VILE FRIENDS, NPC'S, OR FACTIONS.
- CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- INCANT A RITUAL.
- RECRUIT A PACK OF MINIONS.
- TORTURE A PRISONER.

GOLD 

PROJECT CLOCKS

MINION PACK

MORALE BLOODED 

#	RACE	JOB
ACTIONS	UPGRADES (1 GOLD EACH)	
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>	
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>	
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>	
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>	
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>	
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>	
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>	
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>	
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>	

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

MINION PACK

MORALE BLOODED 

#	RACE	JOB
ACTIONS	UPGRADES (1 GOLD EACH)	
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>	
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>	
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>	
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>	
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>	
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<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>	
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<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>	

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

◆ BRAINS	SMARTS, AWARENESS, INSIGHT
<input type="checkbox"/> SCAN	/perceptively
<input type="checkbox"/> TINKER	/cleverly
<input type="checkbox"/> TRICK	/slyly

◆ MUSCLES	STRENGTH, AGILITY, SPEED
<input type="checkbox"/> FINESSE	/precisely
<input type="checkbox"/> SKULK	/sneakily
<input type="checkbox"/> SMASH	/powerfully

◆ GUTS	PERSONALITY, METTLE, MAGIC
<input type="checkbox"/> BANTER	/affably
<input type="checkbox"/> INVOKE	/magically
<input type="checkbox"/> THREATEN	/forcefully

-  
- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
 - GO HARD: TRADE +EFFECT FOR -POSITION
 - TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
 - DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
 - DARK HEART: TAKE +ID ON A ROLL
 - SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS
 - BLOODED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
 - DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
 - GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

WARLOCK

DARING & AMBITIOUS MAGES

◆ SORCERY: You have mastered a magic path (choose one): *enchantment* - *evocation* - *force mastery* - *illusion* - *necromancy* - *pyromancy*. You can spend stress to **INVOKE** tier 2 and tier 3 spells of your path.

○ ARTIFICER: You gain a downtime action which you can only use to incant rituals to make magic items. These rituals also require one less special requirement than usual.

○ COUNTERSPELL: On a success when resisting magical effects, you also (choose one): *absorb the spell and clear 1 stress* - *establish a quirk about the caster's power* - *reflect the spell at the caster*.

○ FAMILIAR: You're magically bonded to a small critter, no bigger than a cat. You can speak telepathically while it's close by. Choose two actions that it excels at, which you roll your own **INVOKE** for. You roll 0d on anything else. It's knocked out of a scene when bloodied and magically returns during recovery. You can spend stress to cast a tier 1 spell through it.

○ GRAND SORCERY: You can choose a second path for your **SORCERY** core ability and can cast from any sorcery path with only a single magic focus.

○ OVERLOAD: You open yourself to a torrent of power. You take +1d when you go hard with a spell, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.

○ REAPER: When you deliver a killing blow with a weapon, you reap the soul of your victim. You can expend this soul later to cast a spell without spending stress, also taking +1d on the roll. You can only hold one reaped soul at a time.
□ REAPED SOUL

○ VILE FORM: You can spend stress to assume an amorphous form for a few moments, such as a swarm or a fog. You gain any strengths and weaknesses the form possesses and can roll **INVOKE** to perform actions it would excel at. All of these are chosen when you first take this ability.

You can **flashback** to things such as *acquiring arcane knowledge*, *striking occult deals*, or *creating magic items*.

WICKED XP



TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- ♦ YOU MADE PROGRESS ON YOUR MASTER PLAN.
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- ♦ YOU ACTED LIKE A MONSTER.
- ♦ YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP



TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODED OR GOING FERAL THIS SESSION.

LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

BIG BAD WICKED ONE

NAME

RACE & LOOK

DARK IMPULSE: BIGMOUTH - CRUEL - DERANGED
FICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFUL

REVELRY: CRAVING - DRINKING - GAMBLING
OCCULT - VIOLENCE - WORSHIP

GEAR

SUPPLY



DOWNTIME PROJECTS

- BREW POTIONS AND ALCHEMICALS.
- BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.
- CONTACT VILE FRIENDS, NPC'S, OR Factions.
- CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- INCANT A RITUAL.
- RECRUIT A PACK OF MINIONS.
- TORTURE A PRISONER.

GOLD



PROJECT CLOCKS

MINION PACK

MORALE

BLOODYED

RACE

JOB

ACTIONS	UPGRADES (1 GOLD EACH)
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET _____
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED _____
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

◆ BRAINS SMARTS, AWARENESS, INSIGHT

SCAN /perceptively

TINKER /cleverly

TRICK /slyly

◆ MUSCLES STRENGTH, AGILITY, SPEED

FINESSE /precisely

SKULK /sneakily

SMASH /powerfully

◆ GUTS PERSONALITY, METTLE, MAGIC

BANTER /affably

INVOKE /magically

THREATEN /forcefully

BLOODYED DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
- DARK HEART: TAKE +ID ON A ROLL

- SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS
- BLOODYED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

ZEALOT

FERVENT & MYSTICAL BELIEVERS

◆ CHANNELING: You can spend stress to INVOKE tier 2 and tier 3 spells of your chosen deity's domains. Each god has two domains which act as magic paths.

○ ACOLYTES: Your minions are fanatic devotees of your god. They have the mindset (zealous) and companion upgrades and will take a downtime action to incant a ritual each downtime without asking for gold.

○ DEFILER: Draw a 4-segment clock on your sheet. Tick it once each time you defile something sacred or beautiful that is antithetical to your god's domains. When the clock is full, a tier 2 ritual immediately manifests in that location and you start a new clock.

○ FERVENT AURA: When you would become bloodied or be killed, you can designate a nearby minion to become bloodied or die instead. When a minion pack dies in this way, they can perform a final action and you gain a dark heart.

○ INQUISITOR: You feel deep satisfaction in breaking the will of others. On a success when torturing prisoners, you gain a dark heart and learn twice as much information as normal. You also gain a downtime action which you can only use for this purpose.

○ REBUKE: You teach those who challenge you a harsh lesson. On a success when resisting, you take +1d if you immediately act against them. On a critical when resisting, you also (choose one): strike fear in their heart - make them doubt their path.

○ SMITE: Designate a weapon as your *unholyn weapon*. It's now your magic focus. On a success when attacking someone with it, you can spend stress to immediately affect the target with a tier 1 spell without rolling.

○ UNHOLY RITUALS: You gain a downtime action which you can only use to incant rituals. On a success when incanting a ritual, you gain a dark heart.

You can **flashback** to things such as *interrogating nonbelievers, making sacrifices, or issuing commands to followers*.

WICKED XP

TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- ♦ YOU MADE PROGRESS ON YOUR MASTER PLAN.
- ♦ YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- ♦ YOU ACTED LIKE A MONSTER.
- ♦ YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODYED OR GOING FERAL THIS SESSION.

LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD