

WICKED ONES

NAME

RACE & LOOK

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

GEAR

When the clock is full, you go feral.

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

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



DUNGEON DUTIES

TIER TYPE DESCRIPTION

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

GOLD



YOU CAN PAY GOLD TO:

- ♦ ATTRACT A CREATURE
- ♦ GET HELP FROM YOUR VILE FRIEND
- ♦ GET A MINION DOWNTIME ACTION
- ♦ RECRUIT A MINION
- ♦ UPGRADE A MINION

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

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.

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.

MINION PACK

MORALE

BLOODYED

VILE FRIEND

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

RAID PLANS

- ♦ AMBUSH: HIT THEM WHEN THEY LEAST EXPECT IT, MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.
- ♦ ASSAULT: BRING FULL FORCE TO BEAR, DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.
- ♦ NEGOTIATION: TALK IT OUT, TELL LIES, OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.
- ♦ STEALTH: SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT QUIETLY, BEING NOTICED AS LITTLE AS POSSIBLE.
- ♦ STRIKE: BUST IN, GET WHAT YOU WANT, AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.
- ♦ TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.

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 SOMEONE ELSE'S DUNGEON SCENE.
- ♦ 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

WICKED ONES

NAME

RACE & LOOK

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

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

GEAR

SUPPLY



NOTES

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

DUNGEON DUTIES

TIER TYPE DESCRIPTION

GOLD



YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

- RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

◆ 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.

CRAFTER

◆ 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.

MINION PACK

MORALE

BLOODYED

VILE FRIEND

#	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"/> 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

CLEVER & CURIOUS TINKERERS

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 SOMEONE ELSE'S DUNGEON SCENE.
- 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

WICKED ONES

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,
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



SUPPLY



NOTES

FLEXIBILITY:

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



DUNGEON DUTIES

TIER TYPE DESCRIPTION

—	—	—
—	—	—
—	—	—
—	—	—
—	—	—

GOLD



YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT
LOSE ITS DOMINANT POSITION

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.

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

MORALE

BLOODYED

VILE FRIEND

#	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

RAID PLANS

♦ AMBUSH: HIT THEM WHEN THEY LEAST EXPECT IT, MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.

♦ ASSAULT: BRING FULL FORCE TO BEAR, DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.

♦ NEGOTIATION: TALK IT OUT, TELL LIES, OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.

♦ STEALTH: SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT QUIETLY, BEING NOTICED AS LITTLE AS POSSIBLE.

♦ STRIKE: BUST IN, GET WHAT YOU WANT, AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.

♦ TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.

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 SOMEONE ELSE'S DUNGEON SCENE.

♦ 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

WICKED ONES

NAME

RACE & LOOK

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

GEAR

SUPPLY



NOTES

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

DUNGEON DUTIES

TIER TYPE DESCRIPTION

GOLD



YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

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.

MINION PACK

MORALE

BLOODYED

VILE FRIEND

#	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 SOMEONE ELSE'S DUNGEON SCENE.
- 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

WICKED ONES

NAME

RACE & LOOK

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

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

GEAR

SUPPLY



NOTES

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



DUNGEON DUTIES

TIER TYPE DESCRIPTION

GOLD



YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

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
- INVOKES /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.

MINION PACK

MORALE

BLOODYED

VILE FRIEND

#	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"/> 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

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 4 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:

- YOU MADE PROGRESS ON YOUR MASTER PLAN.
- YOU JUMPED INTO SOMEONE ELSE'S DUNGEON SCENE.
- 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

WICKED ONES

NAME

RACE & LOOK

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

GEAR

When the clock is full, you go feral.

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

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



DUNGEON DUTIES

TIER TYPE DESCRIPTION

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

GOLD



YOU CAN PAY GOLD TO:

- ♦ ATTRACT A CREATURE
- ♦ GET HELP FROM YOUR VILE FRIEND
- ♦ GET A MINION DOWNTIME ACTION
- ♦ RECRUIT A MINION
- ♦ UPGRADE A MINION

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

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.

MINION PACK

MORALE

BLOODYED

VILE FRIEND

#	RACE	JOB
<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

TERRIFYING & VENGEFUL WITCHES

SHAMAN

♦ WITCHCRAFT: You have mastered a magic path (choose one): *bloodreading* - *soothsaying* - *spiritcalling* - *stormstrike* - *wildheart*. You can spend stress to **INVOKe** 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*.

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 SOMEONE ELSE'S DUNGEON SCENE.
- ♦ 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

WICKED ONES

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,
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



SUPPLY



NOTES

FLEXIBILITY:

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



DUNGEON DUTIES

TIER TYPE DESCRIPTION

—	—	—
—	—	—
—	—	—
—	—	—
—	—	—

GOLD



YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

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
- INVOKES /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 *unholys 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*.

MINION PACK

MORALE

BLOODYED

VILE FRIEND

#	RACE	TYPE
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"/> INVOKES	<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 SOMEONE ELSE'S DUNGEON SCENE.
- 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

WICKED ONES

NAME

LOOK

FEASTING

You no longer clear all stress automatically each recovery. Instead, you feast on brains to handle your stress and hunger. This is possible to do during any scene. This requires a living victim that is subdued or restrained and you're very vulnerable while you take the time to feast.

Hunger dominates your thoughts. Failing to feast on the brain of a living, intelligent creature at least once per cycle weakens you. You become bloodied during recovery if you failed to feast during the previous cycle.

Weak brains barely satiate your hunger. This sets your stress clock to 3 ticks regardless of whether you had more or less ticks before.

Delicious brains from a worthy foe or from a victim with particularly interesting memories completely satiate your hunger. You clear all stress.

GEAR

SUPPLY

MINION PACK

MORALE BLOODYED

#

RACE

TYPE

ACTIONS

- SCAN
- TINKER
- TRICK
- FINESSE
- SKULK
- SMASH
- BANTER
- INVOKE
- THREATEN

UPGRADES (1 GOLD EACH)

- ADEPT
- COMPANION
- EQUIPPED
- EXPENDABLE
- FLUENT
- MINDSET
- STRAPPED
- TRAINED
- VERSATILE

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

DARK IMPULSE

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



YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

NOTES

FLEXIBILITY:

DUNGEON DUTIES

TIER TYPE DESCRIPTION

BRAINS

SMARTS, AWARENESS, INSIGHT

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

MUSCLES

STRENGTH, AGILITY, SPEED

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

GUTS

PERSONALITY, METTLE, PSIONICS

- BANTER /affably
- 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.



BRAINEATER

VORACIOUS
PSIONIC MASTERS

- ◆ **PSIONICS:** You can spend stress to manifest tier 2 and 3 powers, taking dice penalties like a spell.

DECEIVE

/Deception Discipline

- **MIND BLUR:** You can spend stress to make anyone not aware of your presence simply unable to notice you until you give them cause to. This lasts for several moments. Once noticed, it is much harder to use it against them again.
- **DEVIOUS INTENT:** On a critical with a deception power, you gain a dark heart. On a failure, you can choose to spend stress to change the result to a mixed instead.

DOMINATE

/Domination Discipline

- **THRALL:** You can perform a tier 1 ritual to turn a subdued adventurer into a thrall, occupying your minion slot. It has the *companion* and *mindset* (*loyal*) upgrades. It also has an extra action with a rating equal to its tier and a calling ability that represents something it can do. If the ability requires it to spend stress, you can spend stress for them.
- **NULL FIELD:** You can spend stress to create a spherical null-field, within which all magic ceases to function. Anyone who attempts to cast receives a sharp mental rebuke. The sphere itself is crystalline and vulnerable to physical attack or your concentration being broken.

CONTROL

/Telekinesis Discipline

- **LEVITATION:** You can levitate as easily as you can walk. You can also spend stress to fly through the sky as swiftly as a hawk for a short time.
- **WARDING:** You have honed your telekinetic abilities to maintain a reflexive guard around you. You can spend stress to fully resist a physical attack as if you had used a defense. *What form does your guard take?*

READ

/Telepathy Discipline

- **AWARENESS:** You're constantly scanning the surface thoughts of those around you. You're never surprised by living creatures and can always act first. You can spend stress to have the GM reveal a secret about an NPC the first time you meet them.
- **PRESCIENCE:** Delicious brains can't help but reveal their intentions to you. Any adventurer using a defensive move against your psionic powers takes -1d. When you resist adventurer offensive moves, you take +1d.

WICKED XP



TAKE A DISCIPLINE DOT OR A SECOND MASTERY IN A 3-DOT DISCIPLINE WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- YOU MADE PROGRESS ON YOUR MASTER PLAN.
- YOU JUMPED INTO SOMEONE ELSE'S DUNGEON SCENE.
- 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

VILE FRIEND

WICKED ONES

NAME

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

FACESTEALER TRAITS

FACES: You can spend stress to slide a copy of a completely helpless, living humanoid's face off of them. Draw some of its distinguishing features below, then add a few details about the owner.

You can shapeshift into a face's owner for as long as you like without spending stress, also gaining the ability to speak their language while shifted. You can only keep three faces at a time and can replace one when you steal a new face.

VOICES: You do not have a dark impulse, instead being compelled to act by the faces.

GRAFTING: If you go feral while assuming the forms of one of your faces, that face permanently grafts itself onto you. It can no longer be replaced, taking up one of your three slots. It also costs two stress to resist compels from it.



GRAFTED



GRAFTED



GRAFTED

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



DUNGEON DUTIES

TIER TYPE DESCRIPTION

—	—
—	—
—	—
—	—
—	—
—	—
—	—
—	—

GOLD



YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

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

You can **flashback** to things such as **stealing a face**, **doing seemingly everyday tasks as one of your faces**, or **covering your tracks**.

FACESTEALER

DEVIOUS IMPERSONATORS

SHAPESHIFTING: You can spend stress to physically change your appearance and voice for a few moments into the form of a humanoid you can currently see. This includes the clothes they're wearing, but not items they're carrying.

DRAMATIC REVEAL: You can reveal yourself with impeccable timing, taking advantage of people's shock. You take +1d on any action immediately after you reveal your true form.

EMBODIMENT: You take on physical and personality traits of your faces. Each face has one action that it is especially good at and you act as if your rating is always at least 2d with it. On a critical with that action while in that face, you gain 1 wicked xp.

GROTESQUE MUTATIONS: When you shift into a form, you can instead shift into a grotesque version of the form, such as *having multiple heads* or *the limbs are backwards*. You take +1d when horrifying someone with your appearance and on a success, you gain a dark heart.

MEDDLING: You excel at manipulating factions from within. You gain a downtime action that you can only use to try to tick faction clocks forwards or backwards. You're assumed to be using forms during this time, though you don't need to pay stress.

PERFECT ENTRANCE: You can spend stress to appear in any scene already shifted into one of your faces as long as you can reasonably explain how that face got there. When you do so, make a separate engagement roll to determine how good your cover is.

SHIFTING TRICKS: You push your shifting powers to the limit and have learned a few useful tricks. You can spend stress to do one of the following for a few moments (choose one): *climb on walls like a spider* - *grow a weapon from your body* - *turn into a puddle of goo*.

THOUGHT THIEF: You can skim the surface thoughts of those unaware of your true nature. When you enter a scene shapeshifted, you can establish a single fact that one of them has on their minds at that moment. You take +1d when you act on that knowledge.

MINION PACK

MORALE

BLOODYED

VILE FRIEND

#	RACE	TYPE
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"/>

FAILURE: DARK HEART, BUT RISK OVERDOING IT
MIXED: 1 GOLD
SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

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 SOMEONE ELSE'S DUNGEON SCENE.
- 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

WICKED ONES

NAME _____

LOOK _____

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

TYPE / ANTI-TYPE: ACID - CRYSTAL - FIRE - EARTH - ENERGY
ICE - ILLUSION - LIGHTNING - METAL - MIND - PLANT
SHADOW - SHIMMERING - SONIC - VENOM - WATER - WIND

SLUMBER

YOU DO NOT HAVE REVELY OR COUNT LOOT, INSTEAD ROLLING THE GATHERED LOOT TO SLUMBER. YOU DO NOT HAVE GEAR OR SUPPLY AND CAN NEVER SPEND GOLD.

SLUMBER ROLLS

FAILURE: YOUR SLUMBER IS DISTURBED AND YOU OVERDO IT, WREAKING HAVOC ON THE DUNGEON OR SURROUNDING COUNTRYSIDE IN SOME WAY.

MIXED: YOU SLUMBER RESTLESSLY, GAINING A DARK HEART.

SUCCESS: YOU SLUMBER DEEPLY, FILLING ALL OF YOUR DARK HEARTS AS YOU DREAM OF (CHOOSE ONE): AN INTERESTING FACTION SCENE - THE LOCATION OF GREAT TREASURE - SECRETS OF THE PAST. ESTABLISH A FACT YOU SAW.

Critical: ALSO, YOU AWAKEN INVIGORATED AND CAN INCREASE A TYPE EFFECT'S TIER BY 1 ONCE THIS CYCLE!

DEFENSES

MINION PACK

MORALE BLOODYED

RACE TYPE

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
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	SCAN / perceptively
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	TINKER / cleverly
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	TRICK / slyly

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

GUTS	PERSONALITY, METTLE, MAGIC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	BANTER / affably
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INVOKE / magically
<input type="checkbox"/> <input type="checkbox"/> <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
- 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.

VILE FRIEND

- RAID PLANS: AMBUSH - ASSAULT - NEGOTIATION STEALTH - STRIKE - TRICKERY
- DOWNTIME PROJECTS: BREW - BUILD - CONTACT CRAFT - INCANT - RECRUIT - TORTURE

GOLDMONGER

GROWTH PATHS ADVANCE 3 PATHS BY 1 DOT. WHEN THE DUNGEON TIER INCREASES, ADVANCE TWO PATHS BY 1 DOT.

BREATH

- You can unleash your breath as a powerful blast, a tier 1 effect of your TYPE.
- You can spend stress to increase the power of your blast to a tier 2 effect.
- When you go hard with a blast, you increase the tier by 1 instead of gaining +effect. On a success when going hard, you gain a dark heart.

FEROCITY

- Your natural weaponry (choose one): have an edge - become a tier 1 magic item of your type. Appropriate edges may be corrosive, powerful, or terrifying.
- You add another edge or the magic item increases to tier 2. On a critical when using your natural weaponry, you gain a dark heart.
- On a success in close combat, you can spend stress to (choose one): cleave into a nearby enemy - manifest your type (tier 1) - swallow them - swat them away.

FLIGHT

- Your wings are powerful enough to fly, though you must spend stress to launch yourself into the air when under threat. You lack fine control over your flight.
- Your wings grow stronger and more dependable and you now have even fine control over your flight. You also gain a defense against missile attacks.
- You can spend stress to perform an incredible feat of flight, like dive bombing at high speeds or generating huge gusts of wind. You can also use this to carry a rider or haul large cargo.

HIDE

- Your scales (choose one): have an edge - become a tier 1 magic item of your type. Appropriate edges may be camouflaged, slippery, or spiked. You also gain a defense that comes from your scales.
- On a success when resisting a physical attack, you can (choose one): break their weapon - manifest your type (tier 1) - strike fear in their heart.
- You can spend stress to manifest an aura of your type around you that lasts for a few moments. When someone enters the aura, make a fortune roll using INVOKE to see if they're affected by a tier 1 effect of your type.

LAIR

- Once per dungeon defense, you can manifest your TYPE as a trap, trick, or lock anywhere in the dungeon. You can spend dark hearts on these rolls.
- You can manifest your TYPE a second time as a trap, trick, or lock anywhere in the dungeon. On a success, you gain a dark heart.
- You can now have a maximum of three dark hearts. After you successfully defend your dungeon from invasion, you fill all of your dark hearts.

TYRANNY

- Your dungeon's imps take +1d on their downtime action and you control what they work on, not the GM. You also take +1d on power struggles.
- Your reputation brings in minions devoted to serve you. They have the companion and expendable upgrades. They will also perform one downtime action each downtime without asking for gold.
- You roam the region around your dungeon, reigning terror. State a goal and start a faction clock representing it. Once per downtime, you can awaken from your slumber and take a downtime action to work towards the goal.

You can flashback to things such as commanding underlings, terrorizing the countryside, or feasting.

DUNGEON DUTIES

TIER	TYPE	DESCRIPTION
—	—	—
—	—	—
—	—	—
—	—	—

LIGHT TONGUE WORDS

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

PLEASED XP

AT THE END OF EACH SESSION, YOU CAN GIVE 1 WICKED XP TO THE PC THAT PLEASED YOU THE MOST THIS SESSION.