# The Principal
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game. You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

BACK: Whoever plays
this card is a principal.
Flip for additional rules.

# The Principal
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game. You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

BACK: Whoever plays
this card is a principal.
Flip for additional rules.

## The Facilitator
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game. You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

BACK: Whoever plays
this card is the facilitator.
Flip for additional rules.

# The Facilitator
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game. You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

BACK: Whoever plays
this card is the facilitator.
Flip for additional rules.

# The Lorekeeper
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game. You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

BACK: Whoever plays
this card is the lorekeeper.
Flip for additional rules.

# The Lorekeeper
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game. You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

# The Referee
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game.  You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

BACK: Whoever plays
this card is the referee.
Flip for additional rules.

# The Referee
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game. You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

BACK: Whoever plays
this card is the referee.
Flip for additional rules.

# The Storyteller
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game. You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

BACK: Whoever plays
this card is the storyteller.
Flip for additional rules.

# The Storyteller
## Core Rules (Agenda)

During play, you can speak from one of several agendas.

These agendas can be assigned individually to several people, or all given to a single player.

The agendas can change hands during the game.   You cannot take an agenda away from someone else, but you can ask someone else to give up an agenda.

If you've been assigned an agenda, you are bound to speak from it.

## Challenges
### Core Rules

Use challenges to tune the difficulty of a situation. A risky combat scene might pose several challenges. A simple social encounter might pose only one challenge.

- You're navigating rough terrain, and might fall or lose equipment
- You're fighting or fleeing a dangerous monster
- You're working with complex magic or technology that might malfunction
- You're confronting an emotionally fraught situation

# Challenges
## Core Rules

Use challenges to tune the difficulty of a situation. A risky combat scene might pose several challenges. A simple social encounter might pose only one challenge.

- You're navigating rough terrain, and might fall or lose equipment
- You're fighting or fleeing a dangerous monster
- You're working with complex magic or technology that might malfunction
- You're confronting an emotionally fraught situation

# X-Card
## Core Rules

Continue reading:

"And if there is ever an issue, anyone can call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together and usually I'm the one who uses the X card to protect myself from all of you! Please help make this game fun for everyone. Thank you!"

BACK: Lay this card at the center of the play area

# X-Card
## Core Rules

Continue reading:

"And if there is ever an issue, anyone can call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together and usually I'm the one who uses the X card to protect myself from all of you! Please help make this game fun for everyone. Thank you!"

BACK: Lay this card at the center of the play area

## Uncertain Crisis
### Core Rules (Crisis)

You may not flip any cards in front of you (e.g. Character cards) to generate hits.

You may flip shared cards (e.g. Plot cards) or draw/pick a new card (e.g. Condition card, Random oracle card).

BACK: Flip this card
when the crisis is past

## Uncertain Crisis
### Core Rules (Crisis)

You may not flip any cards in front of you (e.g. Character cards) to generate hits.

You may flip shared cards (e.g. Plot cards) or draw/pick a new card (e.g. Condition card, Random oracle card).

BACK: Flip this card when the crisis is past

## Gauntlet Crisis
### Core Rules (Crisis)

No card in front of you (e.g. Character cards) may be flipped more than once to generate a hit.

You may flip group cards (e.g. Plot cards) or draw/pick a new card (e.g. Condition card, Random oracle card).

BACK: Flip this card
when the crisis is past

## Gauntlet Crisis
### Core Rules (Crisis)

No card in front of you (e.g. Character cards) may be flipped more than once to generate a hit.

You may flip group cards (e.g. Plot cards) or draw/pick a new card (e.g. Condition card, Random oracle card).

BACK: Flip this card when the crisis is past

# Overwhelming Crisis
## Core Rules (Crisis)

Immediately flip all Character cards in front of all players to their back side.

Cards may be flipped back and used in the usual way from then on.

# Overwhelming Crisis
## Core Rules (Crisis)

Immediately flip all Character cards in front of all players to their back side.

Cards may be flipped back and used in the usual way from then on.

BACK: Flip this card when the crisis is past

## Courage
### Character (Focus)

Courage can twist into cowardice or recklessness. Not everyone knows the right time to run from a battle, or when a battle really needs to be fought. And not everyone is prepared to fight every battle they face.

- Boast of deeds undone or make promises you can't fulfill
- Run away to avoid getting hurt, physically or emotionally
- Seek glory or vengeance

BACK: Flip when a prompt is narrated by anyone.

# Courage
## Character (Focus)

Courage can twist into cowardice or recklessness. Not everyone knows the right time to run from a battle, or when a battle really needs to be fought. And not everyone is prepared to fight every battle they face.

- Boast of deeds undone or make promises you can't fulfill
- Run away to avoid getting hurt, physically or emotionally
- Seek glory or vengeance

BACK: Flip when a prompt is narrated by anyone.

# <u>Charm</u>
## Character (Focus)

Some people can become enraptured by their own ability to impress and influence. They buy into the story they're selling, until reality intrudes.

Others see charm as deceit, and will trust you less.

- Show off needlessly
- Push things for the sake of pushing
- Take advantage of someone's emotions

# <u>Charm</u>
## Character (Focus)

Some people can become enraptured by their own ability to impress and influence. They buy into the story they're selling, until reality intrudes.

Others see charm as deceit, and will trust you less.

- Show off needlessly
- Push things for the sake of pushing
- Take advantage of someone's emotions

## Instinct
### Character (Focus)

Only fools rush in, and this time, you were the fool.

- Interrupt a plan mid-execution
- Misjudge someone's intentions or actions
- Screw something up by impulsively acting

# Instinct
## Character (Focus)

Only fools rush in, and this time, you were the fool.

- Interrupt a plan mid-execution
- Misjudge someone's intentions or actions
- Screw something up by impulsively acting

## Magic
### Character (Focus)

When called, the Power always comes. That doesn't mean you can always command it. Even familiar workings can have surprising consequences.

- Face a cost you can't easily or immediately pay
- Supply a rare material component or perform a ritual at specific place and time
- Suffer a side effect or curse

BACK: Flip when a prompt is narrated by anyone.

# Magic
## Character (Focus)

When called, the Power always comes. That doesn't mean you can always command it. Even familiar workings can have surprising consequences.

- Face a cost you can't easily or immediately pay
- Supply a rare material component or perform a ritual at specific place and time
- Suffer a side effect or curse

BACK: Flip when a prompt is narrated by anyone.

## Secrets
### Character (Focus)

The problem with secrets is keeping track of who knows what. The value of a secret is lost once it's revealed. And some secrets weigh on the conscience.

- Endure distrust from those around you
- Reveal the wrong thing to the wrong person
- Give yourself away at an inopportune moment

## Secrets
### Character (Focus)

The problem with secrets is keeping track of who knows what. The value of a secret is lost once it's revealed. And some secrets weigh on the conscience.

- Endure distrust from those around you
- Reveal the wrong thing to the wrong person
- Give yourself away at an inopportune moment

# Tech
## Character (Focus)

Nothing works perfectly, especially new inventions that have seen more use than testing.

- The gadget has unexpected side effects or fails to work at a key moment
- A gadget malfunctions or breaks in interesting ways
- People distrust or avoid your strange science

# Tech
## Character (Focus)

Nothing works perfectly, especially new inventions that have seen more use than testing.

- The gadget has unexpected side effects or fails to work at a key moment
- A gadget malfunctions or breaks in interesting ways
- People distrust or avoid your strange science

BACK: Flip when a prompt is narrated by anyone.

# Training
## Character (Focus)

Your discipline is demanding, and while your body is versatile and powerful, it can't compete with everything.

- Face a problem that requires tools after all
- Spend time honing yourself instead of accomplishing an important goal
- Reveal your abilities to someone you'd rather not see them

BACK: Flip when a prompt is narrated by anyone.

Your discipline is demanding, and while your body is versatile and powerful, it can't compete with everything.

- Face a problem that requires tools after all
- Spend time honing yourself instead of accomplishing an important goal
- Reveal your abilities to someone you'd rather not see them

# Wits
## Character (Focus)

No battle plan survives contact with the enemy, but not all planners are humble enough to realize that. Getting by on the world can sometimes mean exploiting people, or seeming like you're doing so.

- Misjudge the strength of your position
- Overplay your hand
- Make someone else pay for your victory

BACK: Flip when a prompt is narrated by anyone.

# Wits
## Character (Focus)

No battle plan survives contact with the enemy, but not all planners are humble enough to realize that. Getting by on the world can sometimes mean exploiting people, or seeming like you're doing so.

- Misjudge the strength of your position
- Overplay your hand
- Make someone else pay for your victory

## Dreamer
### Character (Role)

When the gulf between is and ought becomes too much, which will you choose?

- Reject the real, denounce the realist
- Forget that you have friends
- Lose sight of your dream for a time

## Dreamer
### Character (Role)

When the gulf between is and ought becomes too much, which will you choose?

- Reject the real, denounce the realist
- Forget that you have friends
- Lose sight of your dream for a time

# Guardian
## Character (Role)

You control that which depends on you, and sometimes the weight grows too much.

- Assert your authority
- Cast suspicion too widely
- Shut down your feelings or shut out your charge

# Guardian
## Character (Role)

You control that which depends on you, and sometimes the weight grows too much.

- Assert your authority
- Cast suspicion too widely
- Shut down your feelings or shut out your charge

# Opportunist
## Character (Role)

There's only so much good luck to go around. Will you run out of yours, or take someone else's away?

- Kick someone when they're down
- Betray a trust
- Let someone else pay the price

# <u>Opportunist</u>
## Character (Role)

There's only so much good luck to go around. Will you run out of yours, or take someone else's away?

- Kick someone when they're down
- Betray a trust
- Let someone else pay the price

<u>Performer</u>
Character (Role)

When anything you say matters, will you say the wrong thing, or for the wrong reasons?

- Outshine or embarrass someone important
- Draw unwanted attention
- Provoke an unintended reaction

## Performer
### Character (Role)

When anything you say matters, will you say the wrong thing, or for the wrong reasons?

- Outshine or embarrass someone important
- Draw unwanted attention
- Provoke an unintended reaction

# Quester

### Character (Role)

That which is greater than you can also crush you beneath it.

- Waver in your dedication to your quest
- Shut others out of assisting you
- Ignore mundane needs to focus on your quest

# Quester
## Character (Role)

That which is greater than you can also crush you beneath it.

- Waver in your dedication to your quest
- Shut others out of assisting you
- Ignore mundane needs to focus on your quest

# Rebel
## Character (Role)

To be the worst of what they say you are. How easy to do it accidentally. How tempting to choose it.

- Make everything worse for yourself or an ally
- Fall prey to temptation or darkness
- Spark conflict or dissent

# Rebel
## Character (Role)

To be the worst of what they say you are. How easy to do it accidentally. How tempting to choose it.

- Make everything worse for yourself or an ally
- Fall prey to temptation or darkness
- Spark conflict or dissent

## Soldier
### Character (Role)

Life is pain. There's no reward for this, only the next battle. When will you fall?

- Lash out at an easy target
- Use your power selfishly
- Dismiss the peaceful alternative

BACK: Flip when a prompt is narrated by anyone.

# Soldier
## Character (Role)

Life is pain. There's no reward for this, only the next battle. When will you fall?

- Lash out at an easy target
- Use your power selfishly
- Dismiss the peaceful alternative

## Synthesist
### Character (Role)

What or who will you unmake, in your goal of making something new?

- Tear down something valuable or important
- Keep something going at great cost
- Overuse the same solution

What or who will you unmake, in your goal of making something new?

- Tear down something valuable or important
- Keep something going at great cost
- Overuse the same solution

## <u>Cosmopolitan</u>
### Character (Upbringing)

You can mistake your breadth of experience for depth, and fail to hear wiser voices.

- Overestimate your own wisdom or experience
- Lose focus of people as individuals
- Treat one person as representative of a whole group

BACK: Flip when a prompt is narrated by anyone.

## Cosmopolitan
### Character (Upbringing)

You can mistake your breadth of experience for depth, and fail to hear wiser voices.

- Overestimate your own wisdom or experience
- Lose focus of people as individuals
- Treat one person as representative of a whole group

BACK: Flip when a prompt is narrated by anyone.

# Industrious
## Character (Upbringing)

Some situations demand inspiration, not perspiration. Other times, the reality of repetitive work can lull you into boredom, distraction, or despair.

- Sacrifice tomorrow's hopes for today's needs
- Demand someone else live up to your work ethic
- Lose sight of something important

# Industrious
## Character (Upbringing)

Some situations demand inspiration, not perspiration. Other times, the reality of repetitive work can lull you into boredom, distraction, or despair.

- Sacrifice tomorrow's hopes for today's needs
- Demand someone else live up to your work ethic
- Lose sight of something important

# Insular
## Character (Upbringing)

Your early life didn't prepare you for the variey of people and things the world has to offer. You might make a faux pas or ask an embarrassingly obvious question.

- Violate unspoken rules or cultural taboos
- Cause conflict through misunderstanding
- Fall back on questionable assumptions

BACK: Flip when a prompt is narrated by anyone.

# Insular
## Character (Upbringing)

Your early life didn't prepare you for the variey of people and things the world has to offer. You might make a faux pas or ask an embarrassingly obvious question.

- Violate unspoken rules or cultural taboos
- Cause conflict through misunderstanding
- Fall back on questionable assumptions

BACK: Flip when a prompt is narrated by anyone.

# Mercantile
## Character (Upbringing)

You know that some people have wants and needs, that others can satisfy them, and that power comes from mediating between the two.

It's easy to get addicted to that power.

- Compromise a principle or ideal for expedience
- Put a price on service
- Treat people as assets or commodities

# Mercantile
## Character (Upbringing)

You know that some people have wants and needs, that others can satisfy them, and that power comes from mediating between the two.

It's easy to get addicted to that power.

- Compromise a principle or ideal for expedience
- Put a price on service
- Treat people as assets or commodities

BACK: Flip when a prompt is narrated by anyone.

## <u>Solitary</u>
### Character (Upbringing)

Without experiencing what other people in your life can do, you may fear what you need most from them: an outlet. When you act distant, others will reciprocate.

- Accumulate emotional debt
- Keep your reservations unspoken
- Leave others behind to fend for themselves

# Solitary
## Character (Upbringing)

Without experiencing what other people in your life can do, you may fear what you need most from them: an outlet. When you act distant, others will reciprocate.

- Accumulate emotional debt
- Keep your reservations unspoken
- Leave others behind to fend for themselves

## Strict
### Character (Upbringing)

Committing to a way of life can help you push forward, but make you inflexible and stubborn.

- Refuse to adapt your code to new or difficult situations
- See the world through a narrow lens
- Disdain or punish those who don't conform to your expectations

Committing to a way of life can help you push forward, but make you inflexible and stubborn.

- Refuse to adapt your code to new or difficult situations
- See the world through a narrow lens
- Disdain or punish those who don't conform to your expectations

## Underclass
### Character (Upbringing)

Sometimes, circumstances push people to a breaking point. Other times, doing the right thing becomes impossible, and you're left with doing the necessary thing.

- Lash out at threats to your ego
- Build yourself up in the eyes of the impressionable
- Run afoul of those in power

# Underclass
## Character (Upbringing)

Sometimes, circumstances push people to a breaking point. Other times, doing the right thing becomes impossible, and you're left with doing the necessary thing.

- Lash out at threats to your ego
- Build yourself up in the eyes of the impressionable
- Run afoul of those in power

## Unfettered
Character (Upbringing)

Rules aren't always made to be broken. You can offend others, or even hurt them or yourself when you go where you don't belong or do what you ought not do.

- Sabotage a subtle effort
- Trample on a cherished tradition
- Disappoint or frustrate a more cautious ally

# Unfettered
## Character (Upbringing)

Rules aren't always made to be broken. You can offend others, or even hurt them or yourself when you go where you don't belong or do what you ought not do.

- Sabotage a subtle effort
- Trample on a cherished tradition
- Disappoint or frustrate a more cautious ally

BACK: Flip when a prompt is narrated by anyone.

## Character Cards
### Core Rules

To create a new PC, pick three cards: Focus, Role, and Origin. You can choose cards at random, or select them yourself.

These cards describe the traits that you want to spotlight during the game. Just because someone else has the Courage card doesn't mean your character isn't courageous, only that it's not going to be the quality you're focusing on.

- Front: get a hit by flipping the card
- Back: flip when a prompt is narrated by anyone

BACK: Other side is identical

## Character Cards
### Core Rules

To create a new PC, pick three cards: Focus, Role, and Origin. You can choose cards at random, or select them yourself.

These cards describe the traits that you want to spotlight during the game. Just because someone else has the Courage card doesn't mean your character isn't courageous, only that it's not going to be the quality you're focusing on.

- Front: get a hit by flipping the card
- Back: flip when a prompt is narrated by anyone

BACK: Other side is identical

# Condition Examples
## Core Rules

Conditions are a way to achieve success at a cost.

- You take Disarmed to score a final sword blow
- Another player suggests that touching the idol will leave you Magicked
- Take Weakened to stay within the poison cloud
- You're already Hurt, but you can worsen it to Wounded to launch a final desperate attack
- Spend a scene being healed by a priestess to discard Hurt, or a week of downtime doing odd jobs to discard Indebted

# Condition Examples
## Core Rules

Conditions are a way to achieve success at a cost.

- You take Disarmed to score a final sword blow
- Another player suggests that touching the idol will leave you Magicked
- Take Weakened to stay within the poison cloud
- You're already Hurt, but you can worsen it to Wounded to launch a final desperate attack
- Spend a scene being healed by a priestess to discard Hurt, or a week of downtime doing odd jobs to discard Indebted

## Wounded
## Condition

You've been seriously injured. Every step is painful, and it's hard to concentrate. You can't move very fast or fight effectively.

Who or what holds you together until you can be treated? Will you have scars afterward?

- You suffered major blood loss
- You broke a bone
- You were pierced by arrows, spears, or claws

BACK: Discard by spending downtime attending to the condition.

## Wounded
## Condition

You've been seriously injured. Every step is painful, and it's hard to concentrate. You can't move very fast or fight effectively.

Who or what holds you together until you can be treated? Will you have scars afterward?

- You suffered major blood loss
- You broke a bone
- You were pierced by arrows, spears, or claws

BACK: Discard by spending downtime attending to the condition.

## Exhausted
Condition

Your body is out of resources. You need rest, sustenance, or medication.

- Extended lack of sleep
- Starvation or dehydration
- Serious illness or poison
- Delerium or hallucinations
- Burns or frostbite

BACK: Discard by spending downtime attending to the condition.

## Exhausted
### Condition

Your body is out of resources. You need rest, sustenance, or medication.

- Extended lack of sleep
- Starvation or dehydration
- Serious illness or poison
- Delerium or hallucinations
- Burns or frostbite

BACK: Discard by spending downtime attending to the condition.

## Indebted
### Condition

You have significant debts that demand repayment. Your creditor is watching, and their rivals may offer you a devil's bargain to escape.

- Carry out illegal or dangerous activities
- Work with a rival or enemy to achieve a goal
- Sacrifice comrades or principles to avoid punishment

BACK: Discard by spending downtime attending to the condition.

## Indebted
### Condition

You have significant debts that demand repayment. Your creditor is watching, and their rivals may offer you a devil's bargain to escape.

- Carry out illegal or dangerous activities
- Work with a rival or enemy to achieve a goal
- Sacrifice comrades or principles to avoid punishment

BACK: Discard by spending downtime attending to the condition.

## Pursued
### Condition

You are being actively hunted by someone or something that wishes you ill. You must stay hidden, disguise yourself when in the open, and perhaps make dangerous deals with those who offer shelter.

- Wanted posters or official notices
- Guards raised an alarm
- You're in enemy territory or surrounded

BACK: Discard by spending downtime attending to the condition.

## Pursued
### Condition

You are being actively hunted by someone or something that wishes you ill. You must stay hidden, disguise yourself when in the open, and perhaps make dangerous deals with those who offer shelter.

- Wanted posters or official notices
- Guards raised an alarm
- You're in enemy territory or surrounded

BACK: Discard by spending downtime attending to the condition.

## Cursed
### Condition

A powerful and baneful magic has you in its grip. You might be forced to act in certain ways, or barred from acting in others.

The rules of the curse may be a mystery. You may suffer pain or great misfortune violating them.

- Misfortune or calamity hounds you
- A ban against doing some common thing

## Cursed
### Condition

A powerful and baneful magic has you in its grip. You might be forced to act in certain ways, or barred from acting in others.

The rules of the curse may be a mystery. You may suffer pain or great misfortune violating them.

- Misfortune or calamity hounds you
- A ban against doing some common thing

BACK: Discard by spending downtime attending to the condition.

## Transformed
### Condition

You've been physically remade into something new by powerful magic. You can still function, but it's a big adjustment. Other people may react with fear, curiosity, or hostility. You may be unable to speak or explain yourself to them.

- Polymorphed into an animal
- Changed into a supernatural creature
- Made undead or demonic

BACK: Discard by spending downtime attending to the condition.

# Transformed
## Condition

You've been physically remade into something new by powerful magic. You can still function, but it's a big adjustment. Other people may react with fear, curiosity, or hostility. You may be unable to speak or explain yourself to them.

- Polymorphed into an animal
- Changed into a supernatural creature
- Made undead or demonic

BACK: Discard by spending downtime attending to the condition.

## Ungeared
### Condition

Your gear or supplies have been broken, lost, or taken. You must scavenge for substitutes or make do with bare-bones replacements.

- Equipment lost in floods or other calamity
- Stripped of weapons by enemies
- Magical tools disenchanted
- Completely without rations or shelter

BACK: Discard by
spending downtime
attending to the condition.

## Ungeared
### Condition

Your gear or supplies have been broken, lost, or taken. You must scavenge for substitutes or make do with bare-bones replacements.

- Equipment lost in floods or other calamity
- Stripped of weapons by enemies
- Magical tools disenchanted
- Completely without rations or shelter

BACK: Discard by spending downtime attending to the condition.

## Impeded
### Condition

A sense or faculty you normally depend on has been temporarily lost. You might have pushed yourself past a limit, or been affected by a disease or magical effect. You are unable to use the affected abilities.

- Temporarily blind or deaf
- Unable to cast spells or use other special abilities
- A breakdown or dissociation

BACK: Discard by
spending downtime
attending to the condition.

## Impeded
### Condition

A sense or faculty you normally depend on has been temporarily lost. You might have pushed yourself past a limit, or been affected by a disease or magical effect. You are unable to use the affected abilities.

- Temporarily blind or deaf
- Unable to cast spells or use other special abilities
- A breakdown or dissociation

BACK: Discard by spending downtime attending to the condition.

## Hit
### Success Oracle

You successfully met the challenge! Narrate how it happened.

- Luck or coincidence made it work somehow
- You were carrying the right item at the right moment
- Allies intervened in your favor
- An important lesson from your past came to mind

## Hit
### Success Oracle

You successfully met the challenge! Narrate how it happened.

- Luck or coincidence made it work somehow
- You were carrying the right item at the right moment
- Allies intervened in your favor
- An important lesson from your past came to mind

<u>Miss</u>
Success Oracle

You failed to meet the challenge!
Narrate how it happened.

- Bad luck or unhappy coincidence
- Your equipment failed or you left something behind
- Allies were thwarted, absent, or ineffective
- Overconfidence sabotaged your success

BACK: Discard this card

## Miss
### Success Oracle

You failed to meet the challenge! Narrate how it happened.

- Bad luck or unhappy coincidence
- Your equipment failed or you left something behind
- Allies were thwarted, absent, or ineffective
- Overconfidence sabotaged your success

BACK: Discard this card

## Ecstacy
### Emotion Oracle

Ecstacy, Joy, or Serenity.

With Vigilance: yields Optimism.

With Admiration: yields Love.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

BACK: Discard and
shuffle into related cards

## Ecstacy
### Emotion Oracle

Ecstacy, Joy, or Serenity.

With Vigilance: yields Optimism.

With Admiration: yields Love.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

## Admiration
### Emotion Oracle

Admiration, Trust, or Acceptance.

With Ecstacy: yields Love.

With Terror: yields Submission.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

BACK: Discard and
shuffle into related cards

## Admiration
### Emotion Oracle

Admiration, Trust, or Acceptance.

With Ecstacy: yields Love.

With Terror: yields Submission.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

## Terror
### Emotion Oracle

Terror, Fear, or Apprehension.

With Admiration: yields Submission.

With Amazement: yields Awe.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

## Terror
### Emotion Oracle

Terror, Fear, or Apprehension.

With Admiration: yields Submission.

With Amazement: yields Awe.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

## Amazement
### Emotion Oracle

Amazement, Surprise, or Distraction.

With Terror: yields Awe.

With Grief: yields Disapproval.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

## Amazement
### Emotion Oracle

Amazement, Surprise, or Distraction.

With Terror: yields Awe.

With Grief: yields Disapproval.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

# Grief
## Emotion Oracle

Grief, Sadness, or Pensiveness.

With Amazement: yields Disapproval.

With Loathing: yields Remorse.
- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

# Grief
## Emotion Oracle

Grief, Sadness, or Pensiveness.

With Amazement: yields Disapproval.

With Loathing: yields Remorse.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

BACK: Discard and
shuffle into related cards

## Loathing
Emotion Oracle

Loathing, Disgust, or Boredom.

With Grief: yields Remorse.

With Rage: yields Contempt.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

BACK: Discard and
shuffle into related cards

## Loathing
### Emotion Oracle

Loathing, Disgust, or Boredom.

With Grief: yields Remorse.

With Rage: yields Contempt.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

# Rage
## Emotion Oracle

Rage, Anger, or Annoyance.

With Loathing: yields Contempt.

With Vigilance: yields Aggressiveness.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

BACK: Discard and
shuffle into related cards

## Rage
Emotion Oracle

Rage, Anger, or Annoyance.

With Loathing: yields Contempt.

With Vigilance: yields Aggressiveness.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

BACK: Discard and
shuffle into related cards

## <u>Vigilance</u>
### Emotion Oracle

Vigilance, Anticipation, or Interest.

With Rage: yields Aggressiveness.

With Ecstacy: yields Optimism.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

BACK: Discard and
shuffle into related cards

## Vigilance
### Emotion Oracle

Vigilance, Anticipation, or Interest.

With Rage: yields Aggressiveness.

With Ecstacy: yields Optimism.

- Who in the scene feels this emotion? Who ought to, but does not?
- Should this emotion be affirmed, resisted, revealed, or concealed?

# Armored
## Encounter

Every armor has a weakness or comes at a cost, like making someone slower or something heavier. Not every armor's weakness is obvious, and finding it may be difficult.

- Those protected have limited mobility and senses
- Weakness to specific damage types, e.g. lightning
- Useless if penetrated or lost

# Armored
## Encounter

Every armor has a weakness or comes at a cost, like making someone slower or something heavier. Not every armor's weakness is obvious, and finding it may be difficult.

- Those protected have limited mobility and senses
- Weakness to specific damage types, e.g. lightning
- Useless if penetrated or lost

## Base
### Encounter

While Bases can be big and impos-
ing, their nature can work against
their occupants. The bigger the
Base, the more likely it is to hold
something helpful.

- Contain secrets about the
  plans and activities of its
  occupants
- Hold resources, weapons, or
  captives
- Include defensible choke points
  or hiding spots

# Base
## Encounter

While Bases can be big and impos-
ing, their nature can work against
their occupants. The bigger the
Base, the more likely it is to hold
something helpful.

- Contain secrets about the
  plans and activities of its
  occupants
- Hold resources, weapons, or
  captives
- Include defensible choke points
  or hiding spots

## Diabolical
## Encounter

Evil hasn't won, though it keeps trying. Powers from beyond are bound by their own rules too, and can be defeated accordingly.

Characters who arm themselves with occult lore or divine blessings may circumvent or neutralize a Diabolical power.
- Be susceptible to folk incantations or rituals
- Recoil from the pure of heart
- Flee to fight another day

## Diabolical
## Encounter

Evil hasn't won, though it keeps trying. Powers from beyond are bound by their own rules too, and can be defeated accordingly.

Characters who arm themselves with occult lore or divine blessings may circumvent or neutralize a Diabolical power.

- Be susceptible to folk incantations or rituals
- Recoil from the pure of heart
- Flee to fight another day

## Elemental
## Encounter

Each element has rules. Water flows. Fire burns, but not without fuel. Some elements can counter-act others. These rules can be exploited.

- Be vulnerable to their element's normal vulnerabilities or rules
- Require a nearby source of the element

## Elemental
## Encounter

Each element has rules. Water flows. Fire burns, but not without fuel. Some elements can counteract others. These rules can be exploited.

- Be vulnerable to their element's normal vulnerabilities or rules
- Require a nearby source of the element

## Flying
### Encounter

Wings require energy to sustain flight and can be fragile. Magical flight can be counter-spelled. Turbulent air or nets can force flyers down.

- Become entangled, trapped, or confined in ways that negate flight
- Be unable to lift heavy loads or fly under difficult conditions
- Suffer harm if they fall

BACK: Flip to see ways the encounter challenges the PCs.

## Flying
### Encounter

Wings require energy to sustain flight and can be fragile. Magical flight can be counter-spelled. Turbulent air or nets can force flyers down.

- Become entangled, trapped, or confined in ways that negate flight
- Be unable to lift heavy loads or fly under difficult conditions
- Suffer harm if they fall

## Gang
## Encounter

The strength of a gang is in its numbers. Without a strong leader, the gang obeys its collective impulses. Individual members can be isolated and confronted.

- Have competing impulses or mixed sympathies or agendas
- Fall apart if a leader is weakened or shamed
- Follow a new leader or impulse that better matches its agenda

## Gang
### Encounter

The strength of a gang is in its numbers. Without a strong leader, the gang obeys its collective impulses. Individual members can be isolated and confronted.

- Have competing impulses or mixed sympathies or agendas
- Fall apart if a leader is weakened or shamed
- Follow a new leader or impulse that better matches its agenda

## Hybrid
## Encounter

Not every hybrid has a perfect command of its own nature. Hybrids must also obey the rules of all their component parts.

- Suffer the vulnerabilities of any of their contributing parts
- Become confused by conflicting impulses or instincts

## Hybrid
## Encounter

Not every hybrid has a perfect command of its own nature. Hybrids must also obey the rules of all their component parts.

- Suffer the vulnerabilities of any of their contributing parts
- Become confused by conflicting impulses or instincts

## Large
### Encounter

You may have trouble engaging with a Large encounter due to the size difference, but that trouble goes both ways. It can be hard for Large things to perceive or target smaller foes.

- Lose track of small details or targets
- Be easily targeted due to its size
- Move slowly or clumsily

## Large
## Encounter

You may have trouble engaging with a Large encounter due to the size difference, but that trouble goes both ways. It can be hard for Large things to perceive or target smaller foes.

- Lose track of small details or targets
- Be easily targeted due to its size
- Move slowly or clumsily

## Monstrous
## Encounter

A Monstrous threat is powered by its rage or aggression, but often lack a sense of self-preservation, fighting relentlessly when others would retreat.

- Lose themselves in their own ferocity
- Fall into traps when goaded
- Misunderstand those not driven by similar instincts

## Monstrous
## Encounter

A Monstrous threat is powered by its rage or aggression, but often lack a sense of self-preservation, fighting relentlessly when others would retreat.

- Lose themselves in their own ferocity
- Fall into traps when goaded
- Misunderstand those not driven by similar instincts

## Notorious
## Encounter

The stories about this encounter might give you clues on how to deal with it. But stories are just that, stories. You might correctly leverage its lore, or look at it with fresh eyes and discover a truth the bards omitted.

- Behave or react predictably
- Be less, or other, than the stories say
- Be part of another unguessed story

## Notorious
## Encounter

The stories about this encounter might give you clues on how to deal with it. But stories are just that, stories. You might correctly leverage its lore, or look at it with fresh eyes and discover a truth the bards omitted.

- Behave or react predictably
- Be less, or other, than the stories say
- Be part of another unguessed story

## Portentous
## Encounter

The Portentous is the first step on a larger road. It both surprises characters, and prepares them for what is next. If the future cannot be changed, it can be met with eyes open. And you will only know if fate can be defied by trying.

- Reveal an important clue or suggest a strategy
- Unlock a hidden strength or personal conviction

BACK: Flip to see ways the encounter challenges the PCs.

## Portentous
### Encounter

The Portentous is the first step on a larger road. It both surprises characters, and prepares them for what is next. If the future cannot be changed, it can be met with eyes open. And you will only know if fate can be defied by trying.

- Reveal an important clue or suggest a strategy
- Unlock a hidden strength or personal conviction

BACK: Flip to see ways the encounter challenges the PCs.

## Spectral
## Encounter

Spectral beings are only visitors in the waking world. Their anchors are tenuous, and they may leave if given what they want or be forced out by those who know how.

- Be weakened or repulsed by warding rituals
- Fall prey to their passions

## Spectral
## Encounter

Spectral beings are only visitors in the waking world. Their anchors are tenuous, and they may leave if given what they want or be forced out by those who know how.

- Be weakened or repulsed by warding rituals
- Fall prey to their passions

## Tense
## Encounter

If you discover the reason for a Tense situation, you can find a ways to defuse it. You can talk others down if you aren't caught up in the situation yourself.

- Overcome mistrust through negotiation
- Reveal facts that counter false assumptions
- Make compromises and sacrifices in the name of peace

## Tense
## Encounter

If you discover the reason for a Tense situation, you can find a ways to defuse it. You can talk others down if you aren't caught up in the situation yourself.

- Overcome mistrust through negotiation
- Reveal facts that counter false assumptions
- Make compromises and sacrifices in the name of peace

## Toxic
## Encounter

Some toxins have antidotes, or may not penetrate some kinds of defense. For example, a snake's fangs might be deflected by armor.

- Inadvertently harm allies, or themselves if they are not immune
- Be unable to deliver its poison if you find adequate protection
- Fail to harm something or someone with a natural or acquired immunity

# Toxic
## Encounter

Some toxins have antidotes, or may not penetrate some kinds of defense. For example, a snake's fangs might be deflected by armor.

- Inadvertently harm allies, or themselves if they are not immune
- Be unable to deliver its poison if you find adequate protection
- Fail to harm something or someone with a natural or acquired immunity

## Undead
### Encounter

Being sustained by dark magic, the undead are equally vulnerable to it. Many cannot abide holy objects, places, or effects. Others are bound by orders to only guard a certain place, or do a certain thing.

- Weaken or expire in the presence of the sacred or the pure
- Fall prey to tricks or traps a thinking being could avoid
- Have limitations its creator didn't anticipate

## Undead
### Encounter

Being sustained by dark magic, the undead are equally vulnerable to it. Many cannot abide holy objects, places, or effects. Others are bound by orders to only guard a certain place, or do a certain thing.

- Weaken or expire in the presence of the sacred or the pure
- Fall prey to tricks or traps a thinking being could avoid
- Have limitations its creator didn't anticipate

# Artistic
## City (Dynamic)

Two neighborhoods are connected via artistic expression. One's artists may be exploited by patrons from the other, or the artists are improperly borrowing from a neighboring culture. Two neighborhoods may have competing cultural and artistic traditions.

- What forms of art exist in the city?
- How does the city view those who make art?
- Who is interested in collecting or commissioning art?

BACK: Flip to see the stable version of this dynamic

# Artistic
## City (Dynamic)

Two neighborhoods are connected via artistic expression. One's artists may be exploited by patrons from the other, or the artists are improperly borrowing from a neighboring culture. Two neighborhoods may have competing cultural and artistic traditions.

- What forms of art exist in the city?
- How does the city view those who make art?
- Who is interested in collecting or commissioning art?

BACK: Flip to see the stable version of this dynamic

# Criminal
## City (Dynamic)

Two neighborhoods are connected via criminal activity, From petty theft and pickpocketing to smuggling to murder. Gang wars between rival factions, a single criminal mastermind, or open corruption are all possibilities.

- What kinds of laws exist? Are they fair?
- Who enforces those laws? How strictly?
- How does the public view the criminal element?

# Criminal
## City (Dynamic)

Two neighborhoods are connected via criminal activity, From petty theft and pickpocketing to smuggling to murder. Gang wars between rival factions, a single criminal mastermind, or open corruption are all possibilities.

- What kinds of laws exist? Are they fair?
- Who enforces those laws? How strictly?
- How does the public view the criminal element?

## Commercial
## City (Dynamic)

People from one neighborhood in the dynamic buy or sell goods and services to the other. Market prices are volatile, or there may be an imbalance in supply vs. demand.

- Who gains from the instability? Who loses?
- Where else can supply, demand, or labor be found instead?
- How are people coping?

# Commercial
## City (Dynamic)

People from one neighborhood in the dynamic buy or sell goods and services to the other. Market prices are volatile, or there may be an imbalance in supply vs. demand.

- Who gains from the instability? Who loses?
- Where else can supply, demand, or labor be found instead?
- How are people coping?

## City (Dynamic)

Two neighborhoods interact through arcane goods and services. Although one needs what the other has, the exchange is threatened by mistrust, scarcity, or the volatility of the materials and processes themselves.

- What kinds of things are exchanged?
- What kind of people work with them?
- How does the city view such people?

## Esoteric
## City (Dynamic)

Two neighborhoods interact through arcane goods and services. Although one needs what the other has, the exchange is threatened by mistrust, scarcity, or the volatility of the materials and processes themselves.

- What kinds of things are exchanged?
- What kind of people work with them?
- How does the city view such people?

Two neighborhoods are connected by something happening outside the city. Whether people, things, or trends, life in the neighborhoods is being shaken up by it.

- What is the external?
- Is the city importing or exporting it?
- Who benefits? Who doesn't?

Two neighborhoods are connected by something happening outside the city. Whether people, things, or trends, life in the neighborhoods is being shaken up by it.

- What is the external?
- Is the city importing or exporting it?
- Who benefits? Who doesn't?

# Industrial
## City (Dynamic)

Two neighborhoods are connected by the production of goods. Labor disputes, material shortages, sabotage, or technological progress can all make that process unstable.

- What is being made? Processed metals, medicines, tools?
- How is it being used? By whom? For what?
- Who wants these things? Who doesn't them to be made?

# Industrial
## City (Dynamic)

Two neighborhoods are connected by the production of goods. Labor disputes, material shortages, sabotage, or technological progress can all make that process unstable.

- What is being made? Processed metals, medicines, tools?
- How is it being used? By whom? For what?
- Who wants these things? Who doesn't them to be made?

## Political
### City (Dynamic)

Two neighborhoods interact via influence, and leadership. One might dominate another, depend on another for legitimacy, or prioritize or ignore the other. When the corrupt edifice falls, who will be beneath it when it finally falls?

- Who is agitating for change? Who holds the line?
- What outside influences are present? Who do they support?
- Is the struggle physically peaceful or violent?

## Political
### City (Dynamic)

Two neighborhoods interact via influence, and leadership. One might dominate another, depend on another for legitimacy, or prioritize or ignore the other. When the corrupt edifice falls, who will be beneath it when it finally falls?

- Who is agitating for change? Who holds the line?
- What outside influences are present? Who do they support?
- Is the struggle physically peaceful or violent?

## Social
## City (Dynamic)

Two neighborhoods play off each other via fashion or pop culture. One may be trying to crush the other's creative efforts, or upstage the other in increasingly desperate ways. The results may be soulless, gaudy, or seen as needlessly aggressive.

- What's in fashion now? What is out now?
- How is fashion expressed, e.g. clothes, jewelry, music, tattoos?
- Who are the trendsetters? Who are the rebels?

Two neighborhoods play off each other via fashion or pop culture. One may be trying to crush the other's creative efforts, or upstage the other in increasingly desperate ways. The results may be soulless, gaudy, or seen as needlessly aggressive.

- What's in fashion now? What is out now?
- How is fashion expressed, e.g. clothes, jewelry, music, tattoos?
- Who are the trendsetters? Who are the rebels?

# The Boulevard
## City (Neighborhood)

A Boulevard is where the city's artistic and aesthetic offerings connect with individual citizens. Right now, people aren't there. Whether it's fallen from former glories, or nurturing an unblossomed seed of new ambition, it's not giving people a reason to come.

- How new is the Boulevard compared to the city overall?
- How does its current state make people feel?
- Is anyone trying to attract new visitors? To stop them?

# The Boulevard
## City (Neighborhood)

A Boulevard is where the city's artistic and aesthetic offerings connect with individual citizens. Right now, people aren't there. Whether it's fallen from former glories, or nurturing an unblossomed seed of new ambition, it's not giving people a reason to come.

- How new is the Boulevard compared to the city overall?
- How does its current state make people feel?
- Is anyone trying to attract new visitors? To stop them?

# The Harbor
## City (Neighborhood)

A Harbor is the home of trade and travel, to and from the city. It is often the last sight a regretful traveler sees before leaving. Commercial transports - caravans, trains, or zeppelins - are run down, neglected, or underutilized.

- What modes of transportation are found here?
- Are conditions poor because of the city, or something outside?
- Who could help? Why don't they?

# The Harbor
## City (Neighborhood)

A Harbor is the home of trade and travel, to and from the city. It is often the last sight a regretful traveler sees before leaving. Commercial transports - caravans, trains, or zeppelins - are run down, neglected, or underutilized.

- What modes of transportation are found here?
- Are conditions poor because of the city, or something outside?
- Who could help? Why don't they?

# The Marketplace
## City (Neighborhood)

The Marketplace is the commercial core of the city. The vendors may be few and far between, the fires of the forge may lie extinguished, and farmers' crops may rot in warehouses - or be taken away at insultingly low prices.

- Does the neighborhood have the wrong goods, or the wrong buyers?
- What hidden assets might still be found here?
- Who profits from the current situation? Who does not?

# The Marketplace
## City (Neighborhood)

The Marketplace is the commercial core of the city. The vendors may be few and far between, the fires of the forge may lie extinguished, and farmers' crops may rot in warehouses - or be taken away at insultingly low prices.

- Does the neighborhood have the wrong goods, or the wrong buyers?
- What hidden assets might still be found here?
- Who profits from the current situation? Who does not?

## The Sanctuary
### City (Neighborhood)

The Sanctuary is a city within the city. It might be an isolated enclave, a brow-beaten borough, a place to abandon the unwanted, or something else. A sanctuary can barely sustain its residents, whether due to lack of goods or intentional deprivation.

- Who lives here? Why do they live in the Sanctuary specifically?
- Is the Sanctuary keeping the outside out, or the inhabitants in?
- Who rules here? Who suffers?

BACK: Flip to see the flourishing version of this neighborhood

# The Sanctuary
## City (Neighborhood)

The Sanctuary is a city within the city. It might be an isolated enclave, a brow-beaten borough, a place to abandon the unwanted, or something else. A sanctuary can barely sustain its residents, whether due to lack of goods or intentional deprivation.

- Who lives here? Why do they live in the Sanctuary specifically?
- Is the Sanctuary keeping the outside out, or the inhabitants in?
- Who rules here? Who suffers?

BACK: Flip to see the
flourishing version
of this neighborhood

# The Temple
## City (Neighborhood)

The Temple is devoted to the spiritual and religious elements of the city and its inhabitants. It might be a disgraced or amoral megachurch, a collection of squabbling rival churches, or the remnants of an older and forgotten belief system.

- What belief system or systems were practiced here?
- What motive, such as greed, corruption, or apathy, stands against them?
- How has a lack of faith helped, or hurt?

# The Temple
## City (Neighborhood)

The Temple is devoted to the spiritual and religious elements of the city and its inhabitants. It might be a disgraced or amoral megachurch, a collection of squabbling rival churches, or the remnants of an older and forgotten belief system.

- What belief system or systems were practiced here?
- What motive, such as greed, corruption, or apathy, stands against them?
- How has a lack of faith helped, or hurt?

# The Underground
## City (Neighborhood)

The Underground is what people don't want to see about the city. It is the filthy waterways and skull-strewn tombs. It has been abandoned or is being misused, and may be dangerous due to its inhabitants or simple neglect.

- How much of the Underground still functions? What has broken down?
- What social ills, like disease or poverty, have taken hold?
- Who lives here, and how are they suffering?

BACK: Flip to see the flourishing version of this neighborhood

# The Underground
## City (Neighborhood)

The Underground is what people don't want to see about the city. It is the filthy waterways and skull-strewn tombs. It has been abandoned or is being misused, and may be dangerous due to its inhabitants or simple neglect.

- How much of the Underground still functions? What has broken down?
- What social ills, like disease or poverty, have taken hold?
- Who lives here, and how are they suffering?

## Uptown
## City (Neighborhood)

Uptown is the city's fallen crown. Bourgeoisie merchants with pretentions to greatness, shabby aristocrats fallen from favor, or forgotten influencers might all be found here, hunting for real power or comforting delusions.

- What political or social systems once supported the neighborhood?
- Do the inhabitants still believe they hold real power?
- What will they do to get it back?

# Uptown
## City (Neighborhood)

Uptown is the city's fallen crown. Bourgeoisie merchants with pretentions to greatness, shabby aristocrats fallen from favor, or forgotten influencers might all be found here, hunting for real power or comforting delusions.

- What political or social systems once supported the neighborhood?
- Do the inhabitants still believe they hold real power?
- What will they do to get it back?

# The Warren
## City (Neighborhood)

The Warren is the hidden heart of the city. It is an impenetrable maze of dark alleys, boarded-up shops, narrow streets, ancient graveyards, and more. It is the city's secret suffering.

- Has the city forsaken itself, or fallen prey to outside influence?
- What secrets do the inhabitants furtively guard?
- Does the Warren bristle at visitors, or hunker down and wait for them to leave?

# The Warren
## City (Neighborhood)

The Warren is the hidden heart of the city. It is an impenetrable maze of dark alleys, boarded-up shops, narrow streets, ancient graveyards, and more. It is the city's secret suffering.

- Has the city forsaken itself, or fallen prey to outside influence?
- What secrets do the inhabitants furtively guard?
- Does the Warren bristle at visitors, or hunker down and wait for them to leave?

## The Activist
### City (Personality)

The Activist longs for change and represents those who feel likewise. They may use rhetoric, influence-peddling, money, or direct action to achieve their aims. Although driven, they are unsuccessful and desperate.

- What are the Activist's goals?
- Who do they represent? Who do they oppose?
- How far will they go? Have they gone?

# The Activist
## City (Personality)

The Activist longs for change and represents those who feel likewise. They may use rhetoric, influence-peddling, money, or direct action to achieve their aims. Although driven, they are unsuccessful and desperate.

- What are the Activist's goals?
- Who do they represent? Who do they oppose?
- How far will they go? Have they gone?

## The Factotum
### City (Personality)

The Factotum is not a leader, but serves those who do. They struggle with complexities of day-to-day business. Their inexperience, their patron's incompetence, or a heavy workload all weigh them down.

- Who do they serve? Why?
- Between the Factotum and their leader, who really rules?
- What does the Factotum personally want?

## The Factotum
### City (Personality)

The Factotum is not a leader, but serves those who do. They struggle with complexities of day-to-day business. Their inexperience, their patron's incompetence, or a heavy workload all weigh them down.

- Who do they serve? Why?
- Between the Factotum and their leader, who really rules?
- What does the Factotum personally want?

# The Hardliner
## City (Personality)

The Hardliner upholds the de facto or de jure state of affairs. They resist change, whether from hard experience, stubbornness, or selfishness. With reform looking likely, they fight even harder to hold onto their diminishing status.

- What motivates the Hardliner to defend the status quo?
- How sincere are their stated objections to change?
- How have their beliefs changed over time?

## The Hardliner
### City (Personality)

The Hardliner upholds the de facto or de jure state of affairs. They resist change, whether from hard experience, stubbornness, or selfishness. With reform looking likely, they fight even harder to hold onto their diminishing status.

- What motivates the Hardliner to defend the status quo?
- How sincere are their stated objections to change?
- How have their beliefs changed over time?

BACK: Flip to see the dominant version of this personality

# The Mediator
## City (Personality)

The Mediator tries to negotiate between competing factions or ideologies. Doing so depends on good relations within each group. Those relations may be threatened, the groups may refuse to budge, or the Mediator has settled for a facade of peace rather than progress.

- How does the Mediator achieve their ends?
- What sacrifices must they make?
- What is their real goal?

## The Mediator
### City (Personality)

The Mediator tries to negotiate between competing factions or ideologies. Doing so depends on good relations within each group. Those relations may be threatened, the groups may refuse to budge, or the Mediator has settled for a facade of peace rather than progress.

- How does the Mediator achieve their ends?
- What sacrifices must they make?
- What is their real goal?

## The Newcomer
### City (Personality)

The Newcomer is unfamiliar with the city and their place in it. They may be a new ruler, an important visitor, or the heir to a fortune or legacy and now returning to inherit. Alas, those around them do not have their best interests at heart.

- What makes the Newcomer significant?
- What makes them stand out from how the city usually does things?
- Who has their ear? Who seeks it?

BACK: Flip to see the dominant version of this personality

# The Newcomer
## City (Personality)

The Newcomer is unfamiliar with the city and their place in it. They may be a new ruler, an important visitor, or the heir to a fortune or legacy and now returning to inherit. Alas, those around them do not have their best interests at heart.

- What makes the Newcomer significant?
- What makes them stand out from how the city usually does things?
- Who has their ear? Who seeks it?

BACK: Flip to see the dominant version of this personality

# The Plotter
## City (Personality)

The Plotter wishes to exploit conditions for some private goal. They might be corrupt officials, influence-peddlers, or blackmailers. They are hunted, on the verge of exposure, using their remaining tools to survive.

- What personal holds or secrets enable the Plotter's schemes?
- Who works with them? Why?
- What is their ultimate goal - profit, progress, or something else?

BACK: Flip to see the dominant version of this personality

## The Plotter
### City (Personality)

The Plotter wishes to exploit conditions for some private goal. They might be corrupt officials, influence-peddlers, or blackmailers. They are hunted, on the verge of exposure, using their remaining tools to survive.

- What personal holds or secrets enable the Plotter's schemes?
- Who works with them? Why?
- What is their ultimate goal - profit, progress, or something else?

## The Scion
### City (Personality)

The Scion is the beneficiary of long city tradition. The may come from once-honored aristocratic stock, inherit ill-gotten gains, or live in the shadow of whispered accusations and dark secrets about their bloodline.

- What is the Scion's place in the city and its history?
- What secrets does their legacy hold?
- How have they used their position?

## The Scion
### City (Personality)

The Scion is the beneficiary of long city tradition. The may come from once-honored aristocratic stock, inherit ill-gotten gains, or live in the shadow of whispered accusations and dark secrets about their bloodline.

- What is the Scion's place in the city and its history?
- What secrets does their legacy hold?
- How have they used their position?

## The Turncoat
### City (Personality)

The Turncoat betrayed someone or something else, and that betrayal will always hang over their head. They now suffer for their transgression, however right or wrong it was, and scheme or hope for a return to power.

- Who or what did they betray? On their own, or at the behest of others?
- Was it for the best? Did they think it was for the best?
- Do those betrayed still interact with the Turncoat?

## The Turncoat
### City (Personality)

The Turncoat betrayed someone or something else, and that betrayal will always hang over their head. They now suffer for their transgression, however right or wrong it was, and scheme or hope for a return to power.

- Who or what did they betray? On their own, or at the behest of others?
- Was it for the best? Did they think it was for the best?
- Do those betrayed still interact with the Turncoat?