



MEANIES





Unbreakable Rules!!!

1. ANSWER DIRECT QUESTIONS
WITH A TRUTH

2. ACCEPT ANY GIFT

3. DON'T FUCK WITH INVITED GUESTS



Simps/Cunts

YUKI, AUNTIE FOX
An Elder Trickster that has seen it all

LUNA, COSPLAYER
Amazing craftsmanship

MR. WEI, CONCIERGE
Knows all the ins and outs of the building

STELLA, STREAMER
Adored, stalked

RON, HUNTER
Owns a gun



Starting Actions

+2 Finesse

+1 Wyrd



Tricks

BORROWED SHAPE

WHEN YOU STEAL A MANNERISM, SCENT OR VOICE, TAKE POTENCY TO IMPERSONATE THAT PERSON THIS SCENE; ON A 6, ALSO LIFT ONE SMALL SECRET (PIN, PET NAME, ...).

MIRRORMASK

SPEND SPECIAL ARMOR TO APPEAR AS "THE EXPECTED PERSON" TO BYSTANDERS; ON A 4 OR 5, SOMEONE IMPORTANT REVIEWS FOOTAGE LATER.

PROMISE EATER

WHEN YOU FULFILL A PETTY PROMISE TO THE LETTER, CLEAR 2 STRESS OR GAIN 1 GLAMOUR.

NINE TAILS

PUSH YOURSELF: FOR 2 STRESS, EXTEND ANY OF YOUR ILLUSIONS TO ONE ALLY OR ACROSS A DOORWAY.

FOXFIRE

YOUR ILLUSIONS RESIST CAMERAS AND IR ONCE PER SCORE; SPEND 1 GLAMOUR TO BLIND SMART SENSORS FOR A MOMENT.

VELVET TOUCH

WHEN A MARK TRUSTS YOUR FACE, +1 EFFECT TO PLANT OR EXTRACT AN ITEM FROM THEIR PERSON.

Piper

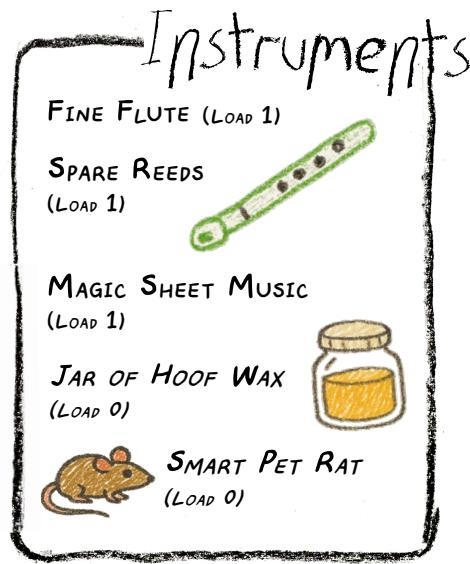
UNBREAKABLE RULES

1. FINISH ANY TUNE YOU START
2. ACCEPT ONE REQUEST FROM A CHILD PER DAY
3. KEEP YOUR INSTRUMENT CLEAN



Fans & Haters

- Romain, Busker King
A myth amongst street musicians
- Jules, Music Teacher
Pedantic but correct
- Ines, Festival Booker
An in to the great bands
- Diederik, Alarm Installer
Meticulous but quite deaf
- Naska, Prodigy
Fuck her and her Glorious Voice



Starting Actions
+2 compel
+1 consort



Tunes

PROCESSION

WHEN YOU PLAY, PULL A GROUP INTO MOTION. ON A 6 YOU PEEL OFF A SUBSET (TEACHERS, GUARDS, KIDS, RATS, ...) AND ROUTE THEM WHERE YOU WANT.



DISSONANT CHORD

SPEND YOUR SPRECIAL ARMOR TO CANCEL AN ALARM. ELECTRONIC ALERTS STUTTER AND DESYNC THIS SCENE. ON A 6, SO DO BYSTANDERS.

BORROWED BEAT

SYNC WITH AMBIENT MUSIC. WHILE IT PLAYS, YOU'RE UNREMARKABLE TO ANYONE AROUND YOU AND YOU GAIN 1 GLAMOUR.

ENCORE

PUSH YOURSELF: FOR 2 STRESS, YOUR OR ONE OF YOUR ALLY'S LAST EFFECT IS REPEATED.

EARWORM

PLANT A MELODY. THE TARGET CAN'T HELP THEMSELVES FROM HUMMING IT FOR THE NEXT SCENE. GOOD FOR DISTRACTIONS!

ULLABY

PLAY THE SONG THAT PUTS THE WICKED BEAST TO SLEEP. AFTER A SCENE OF PLAYING YOU CAN SPEND 1 GLAMOUR TO PUT YOUR TARGET TO SLEEP.

Drowned Bride

Unbreakable Rules

1. CONFESSIONS MUST BE KEPT
2. DON'T CROSS A SALTED DOORWAY UNINVITED
3. LEAVE A TOKEN AT BRIDGES, WELLS, OR CULVERTS YOU PASS



Lovers & Exes

JANUS, CANAL DREDGER
The beautiful things he finds in the muck...

IGOR, OLYMPIC SWIMMER
strong shoulders, cute face

MADAM VERVAIN, WITCH
Amazing medicine

KRILL, DRAIN GRAFFITIST
Their art is so passionate and full of life

DET. KNAPE, RIVER COP
I wish he grew up a bit, we could do so much together

Offerings

RIVER STONE WARD
(LOAD 1)

BOTTLE OF POND WATER
(LOAD 1)

SILVER COMB
(LOAD 1)

WEDDING VEIL
(LOAD 0)



PURSE OF TOKENS
(LOAD 0)



Starting Actions

+2 Wyrd

+1 Sway



Gifts

WATER EATS EVIDENCE

SPEND 1 GLAMOUR TO SMUDGE ANY TRACES OF YOUR PASSAGE IN GRIMY WATER.

SINNER'S LURE

HUM OR LAUGH SOFTLY: THE MOST GUILTY BYSTANDER DRIFTS TOWARD YOU. ON A 6 THEY FOLLOW ALONE UNTIL INTERRUPTED: +1 EFFECT IF THEY HARMED SOMEONE TONIGHT.

UNDERTOW

DRAG A TARGET TWO STEPS ALONG A ROUTE (INTO OR OUT OF DANGER). +1 EFFECT IF TOWARD WATER: +1D IF THE TARGET IS PROBABLY GUILTY.

DRAIN CRAWLER

ONCE PER SCORE, DECLARE A USABLE INGRESS VIA PIPE, DRAIN OR CULVERT. THE FIRST ACTION FROM IT IS CONTROLLED.

VEIL OF MIST

SPEND SPECIAL ARMOR TO BLOOM COLD MIST THAT UPGRADES POSITION ON ESCAPE.

BRACKISH KISS

TOUCH TRANSFERS LEVEL 1 HARM OR FEAR FROM AN ALLY TO YOU AND GAIN 1 GLAMOUR.



Black Hound

UNBREAKABLE RULES

1. ANSWER A WHISTLE WITH A BARK
2. DO NOT BREAK A LEASH ONCE ACCEPTED
3. NEVER BITE THE HAND THAT FEEDS



Good boys & Bad Boys

- ROBBIE, BIKE MESSENGER
Fast and friendly to doggos
- REX, ALPHA
He's the coolest of all the dogs. He's so cool
- MR. WEI, CONCIERGE
He has the best treats
- DIEDERIK, ALARM INSTALLER
He never hears me but he smells so good
- SNOWWHITE, CHIHUAHUA
disgusting brat

Toys

- FINE COLLAR
(LOAD 1)
- LONG LEATHER LEASH
(LOAD 1)
- BAG OF TREATS
(LOAD 1)
- DOG WHISTLE
(LOAD 0)
- SQUEAKY TOY
(LOAD 0)

Starting Actions

- +2 Hunt
- +1 Skirmish

Tricks

NAME SCENT

WHEN YOU LEARN A TRUE OR KIN NAME, YOU CAN FOLLOW IT UNERRINGLY AND IGNORE MUNDANE DISGUISES; SPEND 1 GLAMOUR TO CROSS A DISTRICT WITH UNCANNY SPEED.

BAY OF THE HUNT

LOSE A CHILLING HOWL TO EITHER SCATTER OR FREEZE A CROWD (CHOOSE); CREATES POSITION SHIFT IN YOUR FAVOR.

IRON BITE

YOUR JAWS COUNT AS IRON FOR ONE STRIKE AGAINSTWARDS OR BINDINGS.

PACK MATE

SPEND SPECIAL ARMOR TO ARRIVE RIGHT WHERE AN ALLY NEEDS YOU (FLASHBACK ALLOWED, 0 STRESS).

DRAG TO GROUND

+1 EFFECT TO STOP A FLEEING TARGET; ON A 6, YOU ALSO DISARM.

FETCH FINDER

WHEN A PERSON IS A FETCH, YOU SMELL IT; FIRST ROLL TO EXPOSE IT IS +1D.

Gremlin

Unbreakable Rules

1. ALWAYS REPAIR BROKEN THINGS YOU FIND
2. NEVER LIE ABOUT A PROBLEM
3. PAY IN TRINKETS



Friends & Clients

- TONY, PHONE REPAIRMAN
An incredible eye for detail and cheap phones
- RON, HUNTER
GUN Enthusiast
- MR. WEI, CONCIERGE
Often calls me for complicated repair jobs
- DIEDERIK, ALARM INSTALLER
Once gave me the codes
- MADAM VERVAIN, WITCH
Sprays water at me

Tools
FINE TOOL ROLL (LOAD 1)
INSULATED GLOVES (LOAD 1)
HUNGRY SCREWS (LOAD 1)
LOCK PICKS (LOAD 0)
ARCANE OIL FLASK (LOAD 0)

Starting Actions

+2 Tinker

+1 Wreck

Skills

BREAK IT BETTER

WHEN YOU SABOTAGE A DEVICE, CHOOSE: IT FAILS QUIETLY (NO ALERT) OR FAILS LOUD (YOUR NEXT ROLL +1 EFFECT).

GOBLIN WARRANTY

SPEND SPECIAL ARMOR TO TURN A FAILURE INTO "WORKS ONCE PERFECTLY, THEN DIES."

EAT THE EVIDENCE

SWALLOW A SMALL OBJECT TO OBSCURE IT; TAKE LEVEL 1 HARM ACID TONGUE (HEAL: OIL & SUGAR) AND GAIN 1 GLAMOUR.

PATCHWORK GENIUS

1 EFFECT WHEN JURY RIGGING FROM SCRAP; ON A 1-3, IT DEMANDS A QUIRKY TOLL.

HEXING INK

ETCH A QUICK GLYPH TO JAM ELECTRONICS FOR ONE SCENE (COSTS 1 GLAMOUR).

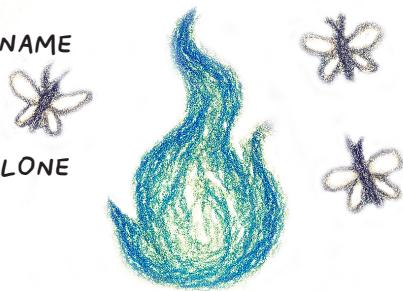
GREMLIN'S PRIDE

WHEN YOU FIX SOMETHING VITAL UNDER PRESSURE, CLEAR 1 STRESS AND GAIN +1D NEXT ROLL.

WISDOM

UNBREAKABLE RULES

1. ANSWER THOSE WHO CALL YOUR NAME
THRICE
2. DON'T CROSS A GRAVEYARD ALONE
3. LEAVE COINS FOR THE DEAD



Believers & Skeptics

- NOOR, GRAVE DIGGER
Once followed me all the way into a torrid affair
- AXL, LIGHTING TECH
I don't get lasers but he does
- MARTA, ENTOMOLOGIST
she keeps naming my bugs
- GARY, FERRYMAN
To my favorite island on the lake
- ZEKE, SWAMP BOATER
Don't get me started

Truths

- | |
|-------------------------------|
| WYRD BLUE LANTERN
(LOAD 1) |
| BOX OF TEA LIGHTS
(LOAD 1) |
| BOTTLED INSECTS
(LOAD 1) |
| REFLECTIVE VEST
(LOAD 0) |
| ZIPPO LIGHTER
(LOAD 0) |

Starting Actions

- +2 Survey
- +1 Prowl

Lies

LEAD ASTRAY

WHEN YOU'RE THE VISIBLE LIGHT SOURCE, YOU CAN SPLIT A PURSUING GROUP OR GUIDE A CROWD; CREATE TWO ROUTES OR POSITIONS AND CHOOSE WHICH THEY TAKE.

COLD FIRE

YOUR LIGHT GIVES NO HEAT AND FIRES YOU START WON'T CAUSE BURNS.

GHOST PATH

EVERYONE FOLLOWING YOU IGNORES ONE ENVIRONMENTAL HAZARD ONCE.

LANTERN OATH

SPEND SPECIAL ARMOR TO DECLARE "WHO FOLLOWS ME IS UNSEEN" FOR A SHORT WALK.

MOTH SPEECH

YOU COMMAND TINY LIGHTS AND BUGS; GAIN +1D TO SUBTLE SIGNALS OR DISTRACTION.

BLUE CANDLE

SPEND 1 GLAMOUR TO REVEAL A TRAIL, REAL OR FALSE, TO YOUR TARGET.

ISOCHEUMAD

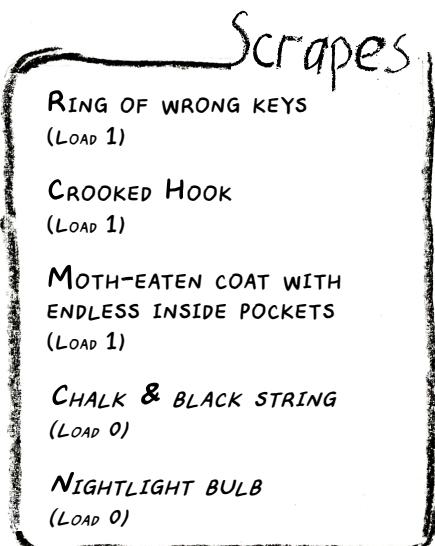
Unbreakable Rules

1. DON'T CROSS A BEDROOM THRESHOLD UNLESS THE DOOR IS AJAR
2. WHEN YOU KNOCK, YOU MUST WAIT FOR AN ANSWER
3. you must check under the bed



Nervous/Chill

- MR. OATS, SCHOOL JANITOR
He lets me hang out in the supply closet by myself
- SNOWWHITE, CHIHUAHUA
She never barks at me
- MR. WEI, CONCIERGE
who doesn't love a good concierge?
- NIYA, LOCKSMITH
No questions asked
- BEN, INSOMNIAC
He doesn't sleep, but also doesn't care about me



Starting Actions

- +2 Prowl
- +1 Wyrd

Screeches

UNDER THE BED

SPEND 1 GLAMOUR AND STEP INTO A DARK HOLLOW (CLOSET, CRAWLSPACE, CAR TRUNK) AND EMERGE FROM ANOTHER ONE NEARBY.

THE DOOR IS A MOUTH

WHEN YOU ENTER THROUGH A DOORWAY, YOUR FIRST ACTION GETS +1 EFFECT. SPEND SPECIAL ARMOR TO COUNT AS "ALREADY INSIDE".

SAY MY NAME

WHEN SOMEONE SPEAKS YOUR TAKEN NAME IN FEAR, YOU MAY APPEAR AT THEIR PERIPHERY. YOU GET +1D TO COMMAND/SWAY THEM THIS SCENE.

NO NIGHT LIGHTS

SNUFF OR STROBE NEARBY LIGHTS; CREATE DEEP SHADOW TERRAIN. SPEND 1 GLAMOUR TO MOVE AS IF UNSEEN UNTIL YOU ACT. ON A CRIT, ALLIES GET +1D PROWL IN THAT ZONE.

WHY ARE YOU SO SCARED?

WHEN YOU GATHER INFO AT A THRESHOLD, YOU MAY ALWAYS ASK: WHAT FEAR LIVES HERE? THE FIRST TIME YOU EXPLOIT IT, GAIN 1 GLAMOUR.

WRONG KEYS

SPEND 1 GLAMOUR TO PRODUCE A KEY FOR MOST MORTAL LOCKS.

House Elf

UNBREAKABLE RULES

1. ANNOUNCE YOURSELF AT THRESHOLDS
2. LEAVE AN OFFERING AT DUSK
3. DON'T ENTER A HOME UNINVITED



Friends & Snobs

- MR. WEI, CONCIERGE makes the best dim sum
- MIREILLE, NURSE You don't even feel the needle
- DR. PATEL, SLEEP SPECIALIST such a soothing presence
- ELLEN, CLEANER a genius with a broom
- MRS. PETERS, NEIGHBOR Filthy cat lady

Detergents

FINE BROOM
(LOAD 1)

BLEACH SPRAY
(LOAD 1)

THERMOS OF TEA
(LOAD 1)

KEYRING OF ODD KEYS
(LOAD 0)

SPARE SOCKS
(LOAD 0)

Starting Actions

+2 Study

+1 Tinker

Techniques

HOUSE'S HANDS

IN ANY KEPT SPACE (HOME, WARD, DAYCARE), TREAT POSITION AS ONE STEP BETTER AND ACT ON DOORS, LIGHTS, POWER SILENTLY.

HEARTH RIGHT

SPEND SPECIAL ARMOR TO DECLARE A "SAFE ROOM" FOR ONE SCENE: REDUCE INCOMING HARM BY 1 LEVEL INSIDE.

BLESS THE MEAL

SHARE FOOD OR DRINK: YOU AND ALLY CLEARS 1 STRESS AND GAIN 1 GLAMOUR.

DUST RECORD

ASK ONE QUESTION ABOUT WHO USED THIS ROOM LAST NIGHT: ON A 6, LEARN A HABIT YOU CAN EXPLOIT FOR +1 EFFECT LATER.

TURNKEY

SPEND 1 GLAMOUR TO SET A SIMPLE WARD (TRIP CHARM, LULLABY SEAL, CAMERA GLITCH) LASTING ONE SCENE.

WARD WEAVER

SPEND 1 GLAMOUR TO SET A SIMPLE WARD (TRIP CHARM, LULLABY SEAL, CAMERA GLITCH) LASTING ONE SCENE.