ACTION ROLLS
When a player character does something challenging, we make an action roll to see how it turns out. An action is challenging if there’s an obstacle to the PC’s goal that’s dangerous or troublesome in some way.

The player rolls a number of d6 equal to their character’s action rating (from 1 to 4). The action rating they use depends on what their character is doing. If they’re fighting, it’s Skirmish, if they’re using magic, it’s Attune, etc. See the list of actions at right.

For each roll, we set the position and effect level. Position tells us how dangerous it is for the PC. A controlled position isn’t very dangerous. A risky position is pretty dangerous. A desperate position is very dangerous. The effect level tells us how much impact this roll will have on the situation.

Great effect means a big impact, enough to overcome a tough obstacle. Standard effect means decent impact—enough to overcome a standard obstacle. Limited effect means poor impact, requiring multiple rolls to overcome an obstacle.

The outcome of the roll is determined by the single highest die result. If the highest die is a 6, it’s a full success: the PC’s action is effective and there are no complications. If the highest die is a 4 or 5, it’s a partial success: the PC’s action is effective, but there’s a complication. If the highest die is a 1-3, it’s a failure: the PC’s action is not effective, and there’s a complication, too.

Basically, when someone makes an action roll, we all look for that 6. If they don’t get a 6, some kind of complication or bad consequence will happen, based on the PC’s position.

For a player rolls more than one 6, that’s a critical success—they get an extra benefit of some kind.

BONUS DICE
+1d from teammate (they take 1 stress)
+1d if you push yourself or take a devil’s bargain

FORTUNE ROLLS
A fortune roll tells us “how much” something manifests. There’s no position or effect level, just a pool of d6 representing a trait. For example, the GM might make a fortune roll for the bad guys’ morale to see if they can stay and fight. If they’re brave, the GM might roll 3d6 and see how well they do. On a 6, they definitely stay and fight. On a 4/5, maybe a few of them run off. On a 1-3, they all break and flee.

RESISTANCE ROLLS
A PC can make a resistance roll to block or avoid a bad consequence that the GM inflicts. For example, if the GM says, “You do it, but Neela shoots you as you climb over. You take level 2 harm,” the player can say, “Nope! I want to resist that.” When a PC resists a consequence, it’s always effective—the consequence will be reduced to something less severe or avoided entirely (depending on the situation).

The resistance roll tells us how much stress the PC takes (6 stress minus the highest die result).

RESISTANCE ROLL
1. The player chooses to resist a consequence.
2. The GM determines if the consequence will be reduced or negated by the resistance roll, depending on the details of the situation.
3. The GM determines which attribute applies to the consequence at hand (Insight, Prowess, or Resolve).
4. The player rolls the dice for that attribute.
5. The PC takes stress equal to 6 minus the highest dice result, and the consequence is negated or reduced.

FLASHBACKS
1. The player announces that they’d like a flashback to an action they performed in the past which will impact the current situation.
2. The GM briefly describes the scene for the flashback. The Player describes what their character does.
3. The GM sets a stress cost for the flashback action:
   • 0 Stress: An ordinary action for which you had easy opportunity.
   • 1 Stress: A complex action or unlikely opportunity.
   • 2 (or more) Stress: An elaborate action that involved special opportunities or contingencies.
4. The PC takes the stress and attempts the flashback action.
CHARACTER CREATION

1. Choose a playbook. Your playbook represents your character’s reputation in the underworld, their special abilities, and how they advance.

2. Choose a heritage. Detail your choice with a note about your family life. For example, Skovlan: Ore miners, now war refugees in Duskwall.

3. Choose a background. Detail your choice with your specific history. For example, Labor: Leviathan hunter, mutineer.

4. Assign four action dots. No action may begin with a rating higher than 2 during character creation. (After creation, action ratings may advance up to 3. When you unlock the Mastery advance for your crew, you can advance actions up to rating 4.)

5. Choose a special ability. They’re in the gray column in the middle of the character sheet. If you can’t decide, choose the first ability on the list. It’s placed there as a good first option.

6. Choose a close friend and a rival. Mark the one who is a close friend, long-time ally, family relation, or lover (the upward-pointing triangle). Mark one who is a rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

7. Choose your vice. Pick your preferred type of vice, detail it with a short description and indicate the name and location of your vice purveyor.

8. Record your name, alias, and look. Choose a name, an alias (if you use one), and jot down a few words to describe your look. Examples are provided at right.

LOADOUT
You have access to all of the items on your character sheet. For each operation, decide what your character’s load will be. During the operation, you may say that your character has an item on hand by checking the box for the item you want to use—up to a number of items equal to your chosen load. Your load also determines your movement speed and conspicuousness:

- **1-3 LOAD: Light.** You’re faster, less conspicuous; you blend in with citizens.
- **4/5 LOAD: Normal.** You look like a soudnderl, ready for trouble.
- **6 LOAD: Heavy.** You’re slower. You look like an operative on a mission.
- **7-9 LOAD: Encumbered.** You’re overburdened and can’t do anything except move very slowly.

Some special abilities (like the Cutter’s **Mule** ability or a Demon’s incredible strength) increase the load limits. Some items count as two items for load (they have two connected boxes). Items in italics don’t count toward your load. You don’t need to select specific items now. Review your personal items and the standard item descriptions provided in this PDF.

VICES
- **Faith:** You’re dedicated to an unseen power, forgotten god, ancestor, etc.
- **Gambling:** You crave games of chance, betting on sporting events, etc.
- **Luxury:** Expensive and/or ostentatious displays of opulence.
- **Obligation:** You’re devoted to a family, a cause, a charity, etc.
- **Stupor:** You seek oblivion in the abuse of drugs, drink to excess, getting beaten to a pulp in the fighting pits, etc.
- **Weird:** You experiment with strange essences, consort with rogue spirits, observe bizarre rituals or taboos, etc.

NAMES

LOOKS
Man, Woman, Ambiguous, Concealed.

FAMILY NAMES

ALIASES
**Cutter**

A DANGEROUS & INTIMIDATING FIGHTER

**SPECIAL ABILITIES**

- **Battleborn**: You may expend your special armor to reduce harm from an attack in combat or to push yourself during a fight.
- **Bodyguard**: When you protect a teammate, take +1d to your resistance roll. When you gather info to anticipate possible threats in the current situation, you get +1 effect.
- **Ghost Fighter**: You may imbue your hands, melee weapons, or tools with spirit energy. You gain potency in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.
- **Leader**: When you command a cohort in combat, they continue to fight when they would otherwise break (they're not taken out when they suffer level 3 harm). They gain +1 effect and 1 armor.
- **Not to be trifled with**: You can push yourself to do one of the following: perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.
- **Savage**: When you unleash physical violence, it's especially frightening. When you command a frightened target, take +1d.
- **Vigorous**: You recover from harm faster. Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls.
- **Veteran**: Choose a special ability from another source.

**DANGEROUS FRIENDS**

- △ △ Marlane, a pugilist
- △ △ Chael, a vicious thug
- △ △ Mercy, a cold killer
- △ △ Grace, an extortionist
- △ △ Sawtooth, a physicker

**ITEMS**

- □ Fine hand weapon
- □ Fine heavy weapon
- □ Scary weapon or tool
- □ Manacles & chain
- □ Rage essence vial
- □ Spiritbane charm

**TEAMWORK**

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

**PLANNING & LOAD**

Choose a plan, provide the detail. Choose your load limit for the operation.

- **Assault**: Point of attack
- **Deception**: Method
- **Stealth**: Entry point
- **Occult**: Arcane power
- **Social**: Connection
- **Transport**: Route

**GATHER INFORMATION**

- How can I hurt them?
- Who's most afraid of me?
- Who's most dangerous here?
- What do they intend to do?
- How can I get them to [X]?
- Are they telling the truth?
- What's really going on here?
Every time you roll a desperate action, mark xp in that action's attribute.

-1d

Transport:

What do they intend to do?

Where did [X] go?

What's really going on here?

What are they really feeling?

Where are they vulnerable?

How can I find [X]?

How can I get them to [X]?

What are they really feeling?

Where are they vulnerable?

Where did [X] go?

How can I find [X]?

What's really going on here?
LEECH

A SABOTEUR AND TECHNICIAN

SPECIAL ABILITIES

- **ALCHEMIST**: When you invent or craft a creation with alchemical features, take +1 result level to your roll. You begin with one special formula already known.
- **ANALYST**: During downtime, you get two ticks to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- **ARTIFICER**: When you invent or craft a creation with spark-craft features, take +1 result level to your roll. You begin with one special design already known.
- **FORTITUDE**: You may expend your special armor to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemics.
- **GHOST WARD**: You know how to Wreck an area with arcane substances and methods so it is either anathema or enticing to spirits (your choice).
- **PHYSICKER**: You can Tinker with bones, blood, and bodily humours to treat wounds or stabilize the dying. You may study a malady or corpse. Everyone in your crew gets +1d to their healing treatment rolls.
- **SABOTEUR**: When you Wreck, the work is much quieter than it should be and the damage is hidden from casual inspection.
- **VENOMOUS**: Choose a drug or poison (from your bandolier stock) to which you have become immune. You can push yourself to secrete it through your skin or saliva or exhale it as a vapor.
- **VETERAN**: Choose a special ability from another source.

**CLEVER FRIENDS**

- Stazia, an apothecary
- Veldren, a psychonaut
- Eckerd, a corpse thief
- Jul, a blood dealer
- Malista, a priestess

**ITEMS**

- Fine tinking tools
- Fine wrecking tools
- Blowgun & darts, syringes
- Bandolier (3 uses)
- Bandolier (3 uses)
- Gadgets

**LOAD**

- A Blade or Two
- Throwing Knives
- A Pistol
- A 2nd Pistol
- A Large Weapon
- An Unusual Weapon
- Armor +1 +2 +3
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

**TEAMWORK**

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

**PLANNING & LOAD**

Choose a plan, provide the detail. Choose your load limit for the operation.

- **Assault**: Point of attack
- **Deception**: Method
- **Stealth**: Entry point
- **Transport**: Route
- **Occult**: Arcane power
- **Social**: Connection

**XP**

- Every time you roll a desperate action, mark xp in that action’s attribute.

**GATHER INFORMATION**

- What do they intend to do?
- How can I get them to [X]?
- Are they telling the truth?
- What can I tinker with here?
- What might happen if I [X]?
- How can I find [X]?
- What’s really going on here?
### Notes

- You struggled with issues from your vice or traumas during the session.
- What do they intend to do?
- Study
- Survey
- Tinker
- What's the best way in?
- Every time you roll a desperate action, mark xp in that action's attribute.
- How can I get them to [X]?
- When you attack from hiding or spring a trap, you get +1d.
- What's really going on here?
- What should I look out for?
- How can I find [X]?
- You expressed your beliefs, drives, heritage, or background.
- You addressed a challenge with stealth or evasion.
- You expressed your beliefs, drives, heritage, or background.
- What's the best way in?
**BLADES IN THE DARK**

**CREW**

**NAME**

**ALIAS**

**LOOK**

**HERITAGE:** Akoros—the Dagger Isles  
**BACKGROUND:** Academic—Labor—Law  
**IRUVIA—SEVEROS—SKOVLAN—TYCHEROS**  
**TRADE—MILITARY—NOBLE—UNDERWORLD**

**VICE/PURVEYOR:** Faith—Gambling—Luxury—Obligation—Pleasure—Stupor—Weird

**STRESS**

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<th>HAUNTED</th>
<th>OBSESSED</th>
<th>PARANOID</th>
<th>RECKLESS</th>
<th>SOFT</th>
<th>UNSTABLE</th>
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**TRAUMA**

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<th>NEED HELP</th>
<th>ARMOR USES</th>
</tr>
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<tbody>
<tr>
<td>3</td>
<td>-1d</td>
<td>HEAVY</td>
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**HEALING**

- *project clock*

**NOTES**

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**SLIDE**

**SPECIAL ABILITIES**

- **Rook’s Gambit:** Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.

- **Cloak & Dagger:** When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.

- **Ghost Voice:** You know the secret method to interact with a ghost or demon as if it was a normal human, regardless of how wild or feral it appears. You gain *potency* when communicating with the supernatural.

- **Like Looking into a Mirror:** You can always tell when someone is lying to you.

- **A Little Something on the Side:** At the end of each downtime phase, you earn +2 stash.

- **Mesmerism:** When you *Sway* someone, you may cause them to forget that it’s happened until they next interact with you.

- **Subterfuge:** You may expend your special armor to resist a consequence from suspicion or persuasion, or to *push yourself* for subterfuge.

- **Trust in Me:** You get +1d vs. a target with whom you have an intimate relationship.

- **Veteran:** Choose a special ability from another source.

---

**SLY FRIENDS**

- ▲ Bryl, a drug dealer
- ▲ Bazso Baz, a gang leader
- ▲ Klyra, a tavern owner
- ▲ Nyryx, a prostitute
- ▲ Harker, a jail-bird

**ITEMS**

- ▲ Fine clothes & jewelry
- ▲ Fine disguise kit
- ▲ Fine loaded dice, trick cards
- ▲ Trance powder
- ▲ A cane-sword
- ▲ Spiritbane charm

**GATHER INFORMATION**

- What do they intend to do?
- How can I get them to [X]?
- Are they telling the truth?
- What are they really thinking?
- What do they really care about?
- How can I blend in here?
- What’s really going on here?
### Special Abilities

- **Foresight**: Two times per score you can **assist** a teammate without paying stress. Tell us how you prepared for this.
- **Calculating**: Due to your careful planning, during **downtime**, you may give yourself or another crew member +1 **downtime action**.
- **Connected**: During downtime, you get **+1 result level** when you acquire an asset or reduce heat.
- **Functioning Vice**: When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.
- **Ghost Contract**: When you shake on a deal, you and your partner—human or otherwise—both bear a mark of your oath. If either breaks the contract, they take level 3 harm, "Cursed".
- **Jail Bird**: When incarcerated, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).
- **Mastermind**: You may expend your **special armor** to protect a teammate, or to **push yourself** when you gather information or work on a long-term project.
- **Weaving the Web**: You gain **+1d to Consort** when you gather information on a target for a score. You get **+1d to the engagement roll** for that operation.
- **Veteran**: Choose a special ability from another source.

### Shrewd Friends

- △ △ △ Salia, an information broker
- △ △ △ August, a master architect
- △ △ △ Jennah, a servant
- △ △ △ Riven, a chemist
- △ △ △ Jeren, a bluecoat archivist

### Items

- △ △ △ Fine cover identity
- △ △ △ Fine bottle of whiskey
- △ △ △ Blueprints
- △ △ △ Vial of slumber essence
- △ △ △ Concealed palm pistol
- △ △ △ Spiritbane charm

### Teamwork

- **Assist a teammate**
- **Lead a group action**
- **Protect a teammate**
- **Set up a teammate**

### Planning & Load

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

- **Assault**: Point of attack
- **Deception**: Method
- **Stealth**: Entry point
- **Transport**: Route
- **Occult**: Arcane power
- **Social**: Connection

### Gather Information

- What do they want most?
- What should I look out for?
- Where's the leverage here?
- How can I discover [X]?
- What do they intend to do?
- How can I get them to [X]?
- What's really going on here?
**WHISPER**

**AN ARCANE ADEPT AND CHANNELER**

**SPECIAL ABILITIES**

- **Compel**: You can *Compel* the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel (though your allies may be).
- **Ghost Mind**: You’re always aware of supernatural entities in your presence. Take +1d when you *gather info* about the supernatural.
- **Iron Will**: You’re immune to the terror that some supernatural entities inflict on sight. Take +1d to resistance rolls with this ability.
- **Occultist**: You know the secret ways to *Consort* with ancient powers, forgotten gods or demons. Once you’ve consorted with one, you get +1d to *command* cultists who worship it.
- **Ritual**: You can *Study* an occult ritual (or create a new one) to summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned.
- **Strangely Method**: When you invent or craft a creation with arcane features, take +1 *result level* to your roll. You begin with one arcane design already known.
- **Tempest**: You can *push yourself* to do one of the following: unleash a stroke of lightning as a weapon—summon a storm in your immediate vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).
- **Warped**: You may expend your special armor to resist a supernatural consequence, or to *push yourself* when you deal with arcane forces.
- **Veteran**: Choose a special ability from another source.

**Insight**

- **Hunt**: +1d for *resolve*.
- **Study**: +1d for *resolve*.
- **Survey**: +1d for *resolve*.
- **Tinker**: Choose one of the following:
  - **Finesse**: +1d for *resolve*.
  - **Prowl**: +1d for *resolve*.
  - **Skirmish**: +1d for *resolve*.
  - **Wreck**: +1d for *resolve*.

**Prowess**

- **Deception**: +1d to resistance rolls with this ability.

**Resolve**

- **ATTUNE**: +1d for *resolve*.
- **COMMAND**: +1d for *resolve*.
- **CONSORT**: +1d for *resolve*.
- **SWAY**: +1d for *resolve*.

**BONUS DIE**

- **Push Yourself** (take 2 stress) or accept a **Devil’s Bargain**.

**Characters**

- **Nyryx, a possessor ghost**
- **Scurlock, a vampire**
- **Setarra, a demon**
- **Quellyn, a witch**
- **Flint, a spirit trafficker**

**Items**

- **A Blade or Two**
- **A Pistol**
- **A 2nd Pistol**
- **A Large Weapon**
- **An Unusual Weapon**
- **Armor**
- **Burglary Gear**
- **Climbing Gear**
- **Arcane Implements**
- **Documents**
- **Subterfuge Supplies**
- **Demolition Tools**
- **Tinkering Tools**
- **Lantern**

**Notes**

- **Every time you roll a desperate action, mark xp in that action’s attribute.**
- At the end of each session, for each item below, mark 1xp (in your playbook or your attribute) or 2xp if that item occurred multiple times.
- You addressed a challenge with knowledge or arcane power.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

**Teamwork**

- **Assist a teammate**
- **Lead a group action**
- **Protect a teammate**
- **Set up a teammate**

**Planning & Load**

- **Choose a plan, provide the detail. Choose your load limit for the operation.**
  - **Assault**: Point of attack
  - **Occult**: Arcane power
  - **Deception**: Method
  - **Social**: Connection
  - **Stealth**: Entry point
  - **Transport**: Route

**Gather Information**

- **What is arcane or weird here?**
- **What echoes in the ghost field?**
- **What is hidden or lost here?**
- **What do they intend to do?**
- **What drives them to do this?**
- **How can I reveal [X]?**
- **What’s really going on here?**
**PLAYBOOK**

**SPECIAL ABILITIES**

- **INSIGHT**
  - HUNT
  - STUDY
  - SURVEY
  - TINKER

- **PROWESS**
  - FINESSE
  - PROWL
  - SKIRMISH
  - WRECK

- **RESOLVE**
  - ATTUNE
  - COMMAND
  - CONSORT
  - SWAY

- **BONUS DIE**
  - Push yourself (take 2 stress) or accept a devil's bargain.

**TEAMWORK**

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

**PLANNING & LOAD**

- Choose a plan, provide the detail. Choose your load limit for the operation.
  - Assault: Point of attack
  - Deception: Method
  - Stealth: Entry point
  - Occult: Arcane power
  - Social: Connection
  - Transport: Route

**GATHER INFORMATION**

- What do they intend to do?
- How can I get them to [X]?
- What are they really feeling?
- What should I lookout for?
- Where's the weakness here?
- How can I find [X]?
- What's really going on here?
**STANDARD ITEMS**

A **Blade or Two**: Perhaps you carry a simple fighting knife. Or two curved swords. Or a rapier and stiletto. Or a heavy butcher’s cleaver. [1 LOAD]

Your choice of blade might reflect your heritage:

*In the North (Akoros and Skovlan) blades tend to be broad, heavy, and single-edged.*

In Severos, the horse-lords favor spears in battle, but for personal combat they carry distinctive double-edged daggers with very wide blades, often intricately inscribed with family histories.

In the Dagger Isles, the corsairs often use narrow, light blades made for quick thrusts—such as the rapier and stiletto.

**Throwing Knives**: Six small, light blades. [1 LOAD]

A **Pistol**: A heavy, single-shot, breech-loading firearm. Devastating at 20 paces, slow to reload. [1 LOAD]

A **Large Weapon**: A weapon meant for two hands. A battle-axe, greatsword, warhammer, or pole-arm. A hunting rifle. A blunderbuss. A bow or crossbow. [2 LOAD]

An **Unusual Weapon**: A curiosity or tool turned into a weapon. A whip, a flail, a hatchet, a shovel, a length of chain, a razor-edged fan, steel-toed boots. [1 LOAD]

**Armor**: A thick leather tunic plus reinforced gloves and boots. [2 LOAD]

+**Heavy**: The addition of chain mail, metal plates, a metal helm. [3 LOAD] The load for heavy armor is in addition to normal armor—5 load total.

**Burglary Gear**: A set of lockpicks. A small pry-bar. Vials of oil to silence squeaky hinges. A coil of wire and fishing hooks. A small pouch of fine sand. [1 LOAD]

**Climbing Gear**: A large coil of rope. A small coil of rope. Grappling hooks. A small pouch of chalk dust. A climbing harness with loops and metal rings. A set of iron pitons and a small mallet. [2 LOAD]

**Documents**: A collection of slim volumes on a variety of topics, including a registry of the nobility, City Watch commanders, and other notable citizens. Blank pages, a vial of ink, a pen. A number of interesting maps. [1 LOAD]

**Arcane Implements**: A vial of quicksilver. A pouch of black salt. A spirit anchor in the form of a small stone. A spirit bottle. A vial of quicksilver. [1 LOAD]

**Subterfuge supplies**: A theatrical make-up kit. A selection of blank documents, ready for the forger’s hand. Costume jewelry. A reversible cloak and distinctive hat. A forged badge of office. [1 LOAD]

**Demolition tools**: A sledgehammer and iron spikes. Heavy drill. Crowbar. [2 LOAD]

**Tinkering Tools**: An assortment for detailed mechanist work: jeweler’s loupe, tweezers, a small hammer, pliers, screwdriver, etc. [1 LOAD]

**Lantern**: A simple oil lantern, a fancy electroplastic lamp, or other light source. [1 LOAD]

**Spiritbane Charm**: A small arcane trinket that ghosts prefer to avoid. [0 LOAD]

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**DUSKWALL: VICE PURVEYORS**

**FAITH**

* Mother Narya, House of the Weeping Lady, Six Towers.
* Iacille, the ruins of the Temple to forgotten gods, Coalridge.
* Nelsanne, The Church of the Ecstasy of the Flesh, Brightstone.
* Lord Penderyn, the Archive of Echoes, Charterhall.

**GAMBLING**

* Spogg’s dice game, Crow’s Foot.
* Grist, boxing, the Docks.
* Helene, Silver Stag casino, Silkshore.
* Master Vreen, hound racing, Nightmarket.
* Lady Dusk, the Dusk Manor Club, Whitecrown.
* Sergeant Velk, the fighting pits, Dunsloogh.

**LUXURY, PLEASURE**

* Singer, bath house, Crow’s Foot.
* Harvale Brogan, the Centuralia Club, Brightstone.
* Traven’s smoke shop, Coalridge.
* Eldrin Prichard, the Silver Swan pleasure barge, Brightstone canals.
* Jewel, Bird, and Shine, Catarawl Alley, the Docks.

**PLEASURE, STUPOR**

* Mardin Gull, the Leaky Bucket, tavern, Crow’s Foot.
* Pux Bolin, the Harping Monkey, tavern, Nightmarket.
* Helene, Silver Stag casino, Silkshore.
* Lady Freyla, the Emperor’s Cask, bar, Whitecrown.
* Avrick, powder dealer, Barrowleft.
* Rolan Volaris, the Veil, social club, Nightmarket.
* Madame Tesslyn, the Red Lamp, brothel, Silkshore.
* Traven’s smoke shop, Coalridge.

**WEIRD**

* “Salia,” a spirit of the Reconciled, which moves from body to body at their whim.
* Sister Thorn, deathlands scavenger gang, Gaddoc Station.
* Ojak, Tycherosi rooftop market vendor, Silkshore.
* Aranna the Blessed, cultist of a forgotten god, barge moored in Nightmarket.
CREW CREATION

1 Choose a crew type. The crew type determines the group's purpose, their special abilities, and how they advance. You begin at Tier 0, with strong hold and 0 REP. You start with 2 COIN.

2 Choose an initial reputation and lair. Choose how other underworld factions see you: Ambitious—Brutal—Daring—Honorable—Professional—Savvy—Subtle—Strange. Look at the map and pick a district in which to place your lair. Describe the lair.

3 Establish your hunting grounds. Look at the map and pick a district in which to place your hunting grounds. Decide how to deal with the faction that claims that area.

4 Choose a special ability. They’re in the gray column in the middle of the crew sheet. If you can't decide, choose the first ability on the list. It's placed there as a good first option.

5 Assign crew upgrades. Your crew has two upgrades pre-selected. Choose two more. If your crew has a cohort, follow the procedure to create it. Record the faction status changes due to your upgrades:

- One faction helped you get an upgrade. Take +1 status with them. Or spend 1 COIN for +2 status instead.
- One faction was harmed when you got an upgrade. Take -2 status with them. Or spend 1 COIN for -1 status instead.

6 Choose a favorite contact. Mark the one who is a close friend, long-time ally, or partner in crime. Record the faction status changes related to your contact:

- One faction is friendly with your contact. Take +1 status with them.
- One faction is unfriendly with your contact. Take -1 status with them.

At your option, increase the intensity of the factions' relationship with your contact and take +2 and -2 status, instead.

CREW UPGRADES

- **Boat House:** You have a boat, a dock on a waterway, and a small shack to store boating supplies. A second upgrade improves the boat with armor and more cargo capacity.

- **Carriage House:** You have a carriage, two goats to pull it, and a stable. A second upgrade improves the carriage with armor and larger, swifter goats. Horses are very rare in Doskvol—most carriages in the city use the large Akorosian goat as their draft animal.

- **Cohort:** A cohort is a gang or a single expert NPC who works for your crew. For all the details on cohorts, see page 96.

- **Hidden Lair:** Your lair has a secret location and is disguised to hide it from view. If your lair is discovered, use two downtime activities and pay COIN equal to your Tier to relocate it and hide it once again.

- **Mastery:** Your crew has access to master level training. You may advance your PCs' action ratings to 4 (until you unlock this upgrade, PC action ratings are capped at 3). This costs four upgrade boxes to unlock.

- **Quality:** Each upgrade improves the quality rating of all the PCs' items of that type, beyond the quality established by the crew's Tier and fine items. You can improve the quality of Documents, Gear (covers Burglary Gear and Climbing Gear), Arcane Implements, Subterfuge Supplies, Tools (covers Demolitions Tools and Tinkering Tools), and Weapons.

So, if you are Tier 0, with fine lockpicks (+1) and the Quality upgrade for gear (+1), you could contend equally with a Tier II quality lock.

- **Quarters:** Your lair includes living quarters for the crew. Without this upgrade, each PC sleeps elsewhere, and is vulnerable when they do so.

- **Secure Lair:** Your lair has locks, alarms, and traps to thwart intruders. A second upgrade improves the defenses to include arcane measures that work against spirits. You might roll your crew's Tier if these measures are ever put to the test, to see how well they thwart an intruder.

- **Training:** If you have a Training upgrade, you earn 2 xp (instead of 1) when you train a given xp track during downtime (Insight, Prowess, Resolve, or Playbook xp). This upgrade essentially helps you advance more quickly. See Advancement, page 48.

If you have Insight Training, when you train Insight during downtime, you mark 2 xp on the Insight track (instead of just 1). If you have Playbook Training, you mark 2 xp on your playbook xp track when you train.

- **Vault:** Your lair has a secure vault, increasing your storage capacity for COIN to 8. A second upgrade increases your capacity to 16. A separate part of your vault can be used as a holding cell.

- **Workshop:** Your lair has a workshop appointed with tools for tinkering and alchemy, as well as a small library of books, documents, and maps. You may accomplish long-term projects with these assets without leaving your lair.
### Assassins

**Assassins (2 free load of weapons or gear)**

**Ironhook Contacts (+1 Tier in prison)**

**Elite Skulks**

**Elite Thugs**

**Hardened (+1 trauma box)**

---

### Contacts

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### Hunting Grounds

- **Carriage**
- **Boat**
- **Hidden**
- **Quarters**
- **Secure**
- **Vault**
- **Workshop**

### Quality Upgrades

- **Documents**
- **Gear**
- **Implements**
- **Supplies**
- **Tools**
- **Weapons**

---

### Training

- **Insight**
- **Resolve**
- **Prowess**
- **Personal**
- **Mastery**
**Bravos Rigging** (2 free load of weapons or armor)

**Ironhook Contacts** (+1 Tier in prison)

**Elite Rovers**

**Elite Thugs**

**Hardened** (+1 trauma box)

---

**Meg**, a pit-fighter

**Conway**, a bluecoat

**Keller**, a blacksmith

**Tomas**, a physicker

**Walker**, a ward boss

**Lutes**, a tavern owner

---

**Dangerous**: Each PC may add +1 action rating to **Hunt**, **Skirmish**, or **Wreck** (up to a max rating of 3).

**Blood Brothers**: When you fight alongside your cohorts in combat, they get +1d for teamwork rolls (setup and group actions). All of your cohorts get the Thugs type for free (if they’re already Thugs, add another type).

**Door Kickers**: When you execute an assault plan, take +1d to engagement roll.

**Fiends**: Fear is as good as respect. You may count each wanted level as if it was turf.

**Forged in the Fire**: Each PC has been toughened by cruel experience. You get +1d to resistance rolls.

**Patron**: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?

**Veteran**: Choose a special ability from another crew.

---

**Execute a successful battle, extortion, sabotage, or smash & grab operation.**

**Contend with challenges above your current station.**

**Bolster your crew’s reputation or develop a new one.**

**Express the goals, drives, inner conflict, or essential nature of the crew.**

---

**Hunting Grounds**: **Battle—Extortion—Sabotage—Smash & Grab**

---

**Contacts**

- Meg, a pit-fighter
- Conway, a bluecoat
- Keller, a blacksmith
- Tomas, a physicker
- Walker, a ward boss
- Lutes, a tavern owner

**Crew Upgrades**

- Bravos rigging (2 free load of weapons or armor)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rovers
- Elite Thugs
- Hardened (+1 trauma box)

---

**Training**

- Insight
- Prowess
- Resolve
- Personal
- Mastery

---

**Cohorts**

- New Cohort: 2
- Add Type: 2
Cult Rigging (2 free load of documents or implements)

Ritual Sanctum in Lair

Elite Adepts

Elite Thugs

Ordained (+1 trauma box)

Gagan, an academic

Adikin, an occultist

Hutchins, an antiquarian

Moriya, a spirit trafficker

Mateas Kline, a noble

Bennett, an astronomer

Chosen: Each PC may add +1 action rating to Attune, Study, or Sway (up to a max rating of 3).

Anointed: You get +1d to resistance rolls against supernatural threats. You get +1d to healing rolls when you have supernatural harm.

Bound in Darkness: You may use teamwork with any cult member, regardless of the distance separating you. By taking 1 stress, your whispered message is heard by every cultist.

Conviction: Each PC gains an additional Vice: Worship. When you indulge this vice and bring a pleasing sacrifice, you don’t overindulge if you clear excess stress. In addition, your deity will assist any one action roll you make—from now until you indulge this vice again.

Sealed in Blood: Each human sacrifice yields -3 stress cost for any ritual you perform.

Zealotry: Your cohorts have abandoned their reason to devote themselves to the cult. They will undertake any service, no matter how dangerous or strange. They gain +1d to rolls against enemies of the faith.

Veteran: Choose a special ability from another crew.

Veteran:

Crew XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Advance the agenda of your deity or embody its precepts in action.
- Contend with challenges above your current station.
- Bolster your crew’s reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

Contacts

Contacts:

Sacred Sites: Acquisition—Augury—Consecration—Sacrifice

Training

Training:

Cohorts

Cohorts:

Upgrade Costs

Upgrade Costs:

Vault

Workshop

New Cohort: 2

Add Type: 2

Mastery
**Silver Tongues:** Each PC may add +1 action rating to Command, Consort, or Sway (up to a max rating of 3).

**Accord:** Sometimes friends are as good as territory. You may count up to three +3 faction statuses you hold as if they are turf.

**The Good Stuff:** Your merchandise is exquisite. The product quality is equal to your Tier+2. When you deal with a crew or faction, the GM will tell you who among them is hooked on your product (one, a few, many, or all).

**Ghost Market:** Through arcane ritual or hard-won experience, you have discovered how to prepare your product for sale to ghosts and/or demons. They do not pay in coin. What do they pay with?

**High Society:** It’s all about who you know. Take -1 heat during downtime and +1d to gather info for scores.

**Hooked:** Your gang members use your product. Add the savage, unreliable, or wild flaw to your gangs to give them +1 quality.

**Patron:** When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?

**Veteran:** Choose a special ability from another crew.

---

At the end of each session, for each item below, mark 1 xp (or instead mark 2 xp if that item occurred multiple times).

- Acquire product supply, execute clandestine/covert sales, or secure new territory.
- Contend with challenges above your current station.
- Bolster your crew’s reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

---

**Contacts**
- Rolan Wott, a magistrate
- Laroze, a bluecoat
- Lydra, a deal broker
- Hoxley, a smuggler
- Anya, a dilettante
- Marlo, a gang boss

**Crew Upgrades**
- Hawker’s rigging (1 carried item is concealed and has no load)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rooks
- Elite Thugs
- Composed (+1 stress box)

**Sales Territory:** Sale—Supply—Show of Force—Socialize
**SHADOWS**

**THIEVES, SPIES, AND SABOTEURS**

- **Everyone Steals**: Each PC may add +1 action rating to Prowl, Finess, or Tinker (up to a max rating of 3).
- **Ghost Echoes**: From weird experience or occult ritual, all crew members gain the ability to see and interact with the ghostly structures, streets, and objects within the echo of Doskvol that exists in the ghost field.
- **Pack Rats**: Your lair is a jumble of stolen items. When you roll to acquire an asset, take +1d.
- **Patron**: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?
- **Second Story**: When you execute a clandestine infiltration, you get +1d to the engagement roll.
- **Slippery**: When you roll entanglements, roll twice and keep the one you want. When you reduce heat on the crew, take +1d.
- **Synchronized**: When you perform a group action, you may count multiple 6s from different rolls as a critical success.
- **Veteran**: Choose a special ability from another crew.

**HUNTING GROUNDS**: BURGLARY—ESPIONAGE—ROBBERY—SABOTAGE

**Contacts**
- Dowler, an explorer
- Laroze, a bluecoat
- Amancio, a deal broker
- Fitz, a collector
- Adelaide Phroaig, a noble
- Rigney, a tavern owner

**Crew Upgrades**
- Thief Rigging (2 free load of tools or gear)
- Underground maps & passkeys
- Elite Rooks
- Elite Skulks
- Steady (+1 stress box)

**Lair**
- Carriage
- Boat
- Hidden
- Quarters
- Secure
- Vault
- Workshop

**Quality**
- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

**Training**
- Insight
- Prowess
- Resolve
- Personal
- Mastery

**Cohorts**
- New Cohort: 2
**SMUGGLERS**

**SUPPLIERS OF ILICIT GOODS**

- **Like Part of the Family:** Create one of your vehicles as a cohort (use the vehicle edges and flaws, below). Its quality is equal to your Tier +1.
- **All Hands:** During downtime, one of your cohorts may perform a downtime activity for the crew to acquire an asset, reduce heat, or work on a long-term project.
- **Ghost Passage:** From harsh experience or occult ritual, all crew members become immune to possession by spirits, but may choose to “carry” a second ghost as a passenger within their body.
- **Just Passing Through:** During downtime, take -1 heat. When your heat is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary citizens.
- **Leverage:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain +1 rep.
- **Reavers:** When you go into conflict aboard a vehicle, you gain +1 effect for vehicle damage and speed. Your vehicle gains armor.
- **Renegades:** Each PC may add +1 action rating to Finesse, Prowl, or Skirmish (up to a max rating of 3).
- **Veteran:** Choose a special ability from another crew.

**SPECIAL ABILITIES**

- Execute a successful smuggling or acquire new clients or contraband sources.
- Contend with challenges above your current station.
- Bolster your crew’s reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

### Vehicle Edges

**Nimble:** The vehicle handles easily. Consider this an assist for tricky maneuvers.

**Simple:** The vehicle is easy to repair. Remove all of its harm during downtime.

**Sturdy:** The vehicle keeps operating even when broken.

### Vehicle Flaws

**Costly:** The vehicle costs 1 coin per downtime to keep in operation.

**Distinct:** The vehicle has memorable features. Take +1 heat when you use it on a score.

**Finicky:** The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.

### Contacts

- Elynn, a dock worker
- Rolan, a drug dealer
- Sera, an arms dealer
- Nyelle, a spirit trafficker
- Decker, an anarchist
- Esme, a tavern owner

### Crew Upgrades

- Smuggler’s rigging (2 items carried are perfectly concealed)
- Camouflage (vehicles are perfectly concealed at rest)
- Elite Rovers
- Barge (+mobility for lair)
- Steady (+1 stress box)

### Cargo Types

-Arcane/Weird—Arms—Contraband—Passengers

---

**Crew Sheet**

- **Name:**
- **Reputation:**

---

**Lair**

- **Turf:**
- **Ancient Gate:** Safe passage in the Deathlands
- **Secret Routes:** +1d engagement for transport plans
- **Turf:**
- **Lair:**
- **Turf:**
- **Turf:**

---

**Heat XP**

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Execute a successful smuggling or acquire new clients or contraband sources.
- Contend with challenges above your current station.
- Bolster your crew’s reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

---

**Vehicle Enhancements**

- **Add Type:** 2
- **New Cohort:** 2

---

**Training:**

- **Insight**
- **Prowess**
- **Resolve**

**Cohorts:**

- **Upgrade Costs**
- **New Cohort:** 2
- **Add Type:** 2

---

**Quality**

- **Vehicle**
- **Documents**
- **Gear**
- **Hidden**
- ** Implements**
- **Quarters**
- **Supplies**
- **Secure**
- **Weapons**
- **Vault**
- **Workshop**

---

**Cargos**

- **Lair:**
- **Quality:**

---

**Vaults**

- **Safe Pathway**
- **Ancient Pathway**
- **Hidden Ruins**
- **Secret Tunnels**
- **Well-Worn Passageways**
- **Paved Streets**

---

**Key**

- **REP**
- **Turf**
- **HOLD**
- **WEAK**
- **STRONG**
- **TIER**
- **COIN**
- **VAILS**
- **WEAK**
- **WEAK**
- **WEAK**
- **WEAK**
- **WEAK**
- **WEAK**

---

**Lair Name**

- **Heat:**
- **Wanted Level:**
- **Coin:**

---

**Smugglers Lair Sheet**

- **Cohort:**
- **Gang:**
- **Expert:**
- **Weak:**
- **Impaired:**
- **Broken:**
- **Armor:**

---

**Lair**

- **Name:**
- **Description:**

---

**Cohort**

- **Name:**
- **Special Abilities:**

---

**Vehicle Edges**

- **Nimble:**
- **Simple:**
- **Sturdy:**

---

**Vehicle Flaws**

- **Costly:**
- **Distinct:**
- **Finicky:**

---

**Special Abilities**

- **Like Part of the Family:**
- **All Hands:**
- **Ghost Passage:**
- **Just Passing Through:**
- **Leverage:**
- **Reavers:**
- **Renegades:**
- **Veteran:**

---

**Contacts**

- **Elynn, a dock worker**
- **Rolan, a drug dealer**
- **Sera, an arms dealer**
- **Nyelle, a spirit trafficker**
- **Decker, an anarchist**
- **Esme, a tavern owner**

---

**Crew Upgrades**

- **Smuggler’s rigging**
- **Camouflage**
- **Elite Rovers**
- **Barge**
- **Steady**

---

**Cargo Types**

- Arcane/Weird
- Arms
- Contraband
- Passengers
At the end of each session, for each item below, mark 1 xp (or instead mark 2 xp if that item occurred multiple times).

- Execute a successful __________________________________ operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

Upon crew advance, each PC gets stash = Tier+2.
**Prison Claims**

- **Parole Influence**
  - Your prison terms are one level shorter

- **Guard Payoff**
  - Take +1d to incarceration rolls

- **Hardcase**
  - -2 coin cost to advance Tier

- **Smuggling**
  - +2 load while incarcerated

- **Allied Claim**
  - Take a non-turf claim from a different crew type

- **Cell Block Control**
  - You don’t take trauma from incarceration

Every time a member of your crew goes to prison, you have a chance to gain a prison claim. See *Incarceration*, page 148.

**Crew:**

- **Allied Claim**
  - One of your allies on the inside arranges for their faction to grant you a boon. Take a claim for your crew from a different crew type. You can’t take turf with this claim.

- **Cell Block Control**
  - Your crew has a cell block under their total control—guards and all. You never take trauma from incarceration.

- **Guard Payoff**
  - You claim several Ironhook prison guards on your payroll. Take +1d to your Tier roll when a member of your crew is incarcerated.

- **Hardcase**
  - Your reputation as a tough inmate bolsters your crew’s image in Duskwall. When your crew advances Tier, it costs 2 fewer coins than it normally would.

- **Smuggling**
  - You arrange smuggling channels inside. You have +2 load while incarcerated, (starting from zero as a prisoner). If you take this claim twice, you’ll have 4 load while you’re serving time in Ironhook. Also, you may choose to have 1 coin in place of a load item for purposes of bribes or acquiring assets while in prison. You may reset your prison load whenever your crew has downtime.

- **Parole Influence**
  - Political pressures of various sorts can be applied to the magistrates and warden who oversee sentences for crimes. With this claim, you’re always able to arrange for a shorter prison stay—as if your wanted level was 1 lower. So, if your wanted level was 3 when you went in, you’d spend only several months behind bars (equivalent to level 2) instead of a full year.
## War

When you’re at war with any number of factions (status -3), the following penalties apply:

- Lose 1 hold (temporarily, while the war persists). This may knock you down a Tier.
- PCs get only one free downtime action instead of two.
- Take +1 heat from each score.
- Your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).
**LANDMARKS**

1. **The Void Sea.** During the cataclysm, the oceans turned to black ink. Tiny points of light, arrayed like constellations of stars, can be seen far below the surface. Only the bravest or most desperate of captains dare to sail beyond sight of land, into a sea as black and dark as the sky above. The vengeful ghosts which plague the land tend to shun the open ocean, but there are more terrible things prowling the deeps.

2. **The Lost District.** A once wealthy area, ravaged by plague then abandoned to the Death Lands when the second lightning barrier was built. Contains many lost treasures for the foolhardy to seek out.

3. **Ironhook Prison.** A towering metal fortress, where the worst (or most unlucky) criminals are incarcerated. Many are forced into labor in the Southern fields and pit-mines of Dunslough. The condemned are sent to scavenge in the Death Lands.

4. **Gaddock Rail Station.** Electro-rail trains from across the Imperium arrive here daily with goods and passengers.

5. **Eeleries & Farms.** About half of Doskvol’s food needs are met by imports; the other half is gathered locally from eel farms, mushroom caverns, and crops nurtured by wondrous radiant energy lamps.

6. **Old North Port.** Before the deluge of the second century, the Dosk River delta was only a shallow bog surrounding a coal mining settlement. Ships used the Old North Port to dock and re-supply before crossing the open sea to Skovlan. The obsolete port was abandoned to the Death Lands when the second lightning barrier was built.

7. **The Death Lands.** Beyond the lightning barrier, the world is a barren wasteland of petrified trees, ash, and choking clouds of black miasma. Legions of restless ghosts ceaselessly search for the faintest spark of life essence upon which to prey.

**DISTRICTS**

**Whitecrown.** The sprawling estates of the Lord Governor, Hunter Commander, Master Warden, and Doskvol Academy.

**Brightstone.** The grand mansions and luxury shops of the wealthy elite.

**Charterhall.** The city’s civic offices and the hub for shops, artisans, and commerce.

**Six Towers.** A formerly rich district, now worn down and dilapidated.

**Silkshore.** The “red lamp district” and artist community.

**Nightmarket.** The trade center for exotic goods imported by rail. Many vendors also trade in illicit goods.

**Crow’s Foot.** A cramped neighborhood of multi-level streets, ruled by gangs.

**The Docks.** Rough taverns, tattoo parlors, fighting pits, and warehouses.

**Barrowcleft.** Residences and markets for the farmers who work the fields and eeleries.

**Coalridge.** The remnants of Doskvol’s original hilltop mining settlement, now home to laborers and industrial factories.

**Charhollow.** A maze of tenements and squalid row houses.

**Dunslough.** A labor camp served by convicts and a ghetto for the destitute poor.
doskvol
also known as duskwall, north hook
imperial province of akoros
circa 847 ac

the lost district

six towers

brightstone

crow's foot

the docks

the lost district

governor's stronghold

charhollow

charterhall

crow's foot

crow's hollow

bigstone

coalridge

nightmarket

dusky river

gaddoc rail station

ironhook

barrowcleft

silkshore

white crown

dusk river

silkshore

death lands

radiant energy farms & eeleries

old north port

ironhook prison

wightcrow
THE SHATTERED ISLES

AKOROS
A land of dark, petrified forests and rocky hills. The rich coastal cities get their wealth from leviathan hunting and from mining colonies deep inland. The Akorosi are sometimes called “Imperials” since the Imperium began there. They are generally fair-skinned and dark haired.

SEVEROS
A land of windswept plains, covered in dark scrub and thorny growths. Outside the Imperial cities on the coast, some native Serverosi still live in free tribes, scavenging the death-lands on their ghost-hunting horses. They are generally dark-skinned and dark haired.

IRUVIA
A land of black deserts obsidian mountains, and raging volcanoes. Some say that positions of power are openly held by demons in Iruvia. The people are generally dark-skinned and dark haired.

THE DAGGER ISLES
A tropical archipelago covered in dense jungle growth; now turned dark and twisted from the strange magic of the cataclysm. Some say that the people there live without lightning barriers. How do they manage that? Native islanders are generally copper-skinned and dark haired.

SKOVLAN
A ragged land of cold mountains and rough tundra. Skovlan was the last holdout against Imperial control. They are generally pale-skinned and fair haired or red haired.

TYCHEROS
A far off land, disconnected from the Empire. People say the Tycherosi (rudely called “Strangers”) have demon blood in their lineage.

A NOTE ABOUT THE WORLD
The shattered isles have wildly different climates due to magical forces left over from the cataclysm. The “water” of the Void Sea seems to be composed of opaque black ink, but it’s possible to see constellations of shimmering stars far below the surface. The sun is a dim ember, providing only meager twilight at dawn and dusk; leaving the world in darkness otherwise.

This was once a storybook fantasy world of magic and wonders, which was destroyed and an industrial civilization was built on top of the ruins.

Don’t expect scientific realism here.
**RULES REFERENCE 1**

### ACTION ROLL

- **1d** for each Action rating dot.
  - **+1d** if you have Assistance.
- **+1d** if you push yourself - or - you accept a Devil’s Bargain.

#### CONTROLLED

*You act on your terms. You exploit a dominant advantage.*

**Critical:** You do it with increased effect.

- **6:** You do it.
- **4/5:** You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor complication occurs, you have reduced effect, you suffer lesser harm, you end up in a risky position.
- **1-3:** You falter. Press on by seizing a risky opportunity, or withdraw and try a different approach.

#### RISKY

*You go head to head. You act under fire. You take a chance.*

**Critical:** You do it with increased effect.

- **6:** You do it.
- **4/5:** You do it, but there’s a consequence: you suffer harm, a complication occurs, you have reduced effect, you end up in a desperate position.
- **1-3:** Things go badly. You suffer harm, a complication occurs, you end up in a desperate position, you lose this opportunity.

#### DESPERATE

*You overreach your capabilities. You're in serious trouble.*

**Critical:** You do it with increased effect.

- **6:** You do it.
- **4/5:** You do it, but there’s a consequence: you suffer severe harm, a serious complication occurs, you have reduced effect.
- **1-3:** It's the worst outcome. You suffer severe harm, a serious complication occurs, you lose this opportunity for action.

Each time you roll a desperate action, mark a tick of XP for that attribute.

The GM sets the consequences according to the situation. You may suffer one, some, or all of the listed consequences. You may attempt to avoid or reduce a consequence with a resistance roll.

### RESISTANCE ROLL

- **1d** for each Attribute dot.
  
  You reduce or avoid the consequence and take 6 stress minus your highest die result. *When you roll a critical on resistance, clear 1 stress.*

### TEAMWORK

- **Assist**
  
  Take 1 stress to give another player +1d. You might also suffer consequences from the roll. Only one person may assist a roll.

- **Lead a Group**
  
  Lead a group action. Roll for each character who participates in the group action. The best single roll counts as the action result, which applies to every character that rolled.

- **Protect**
  
  Face danger for a teammate. Step in to suffer a consequence in their place. You may roll to resist as normal, if you wish.

- **Set Up**
  
  Set up another character with your action. If you achieve it, any team members who follow up get +1 effect or improved position.

### ACTIONS

- **Attune** to spirits and the ghost field; channel electroplasmic energy; perceive and communicate with ghosts; understand spectrology.
- **Command** obedience with your force of personality; intimidate or threaten; lead an action with one of the crew’s gangs.
- **Consort** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- **Finesse** an item from someone’s pocket; employ subtle misdirection or sleight-of-hand; handle a vehicle or a mount.
- **Hunt** a target; gather information about its location and movements; attack with precision shooting from a distance.
- **Prowl** about unseen and traverse obstacles; climb, swim, run, jump, and tumble. Ambush with close violence—a backstab, throat cutting, black-jack, etc.
- **Skirmish** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- **Study** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.
- **Survey** a location or situation to understand what’s going on; sense trouble before it happens; gather information about opportunities or exploits.
- **Sway** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- **Tinker** with mechanisms to create, modify, disable, or repair; disable a trap, pick a lock, or crack a safe. Use the ubiquitous clockwork and electroplasmic devices around the city to your advantage.
- **Wreck** a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force; create distractions and chaos.
**1. PAYOFF**

The crew earns 2 REPUTATION points per score by default. If the target of the score is higher Tier, take +1 REPUTATION per Tier higher. If the target of the score is lower Tier, you get -1 REPUTATION per Tier lower (minimum zero). (If you keep the job, completely quiet you earn zero REPUTATION instead).

You also earn a COIN reward based on the nature of the operation (see list at right).

**2 COIN:** Minor job; several full purses.

**4 COIN:** Small job; a strongbox.

**6 COIN:** Standard score; decent loot.

**8 COIN:** Big score; serious loot.

**10+ COIN:** Major score; impressive loot.

Subtract coin equal to your Tier +1 if you pay a tithe to a ward boss or larger organization.

**3. ENTANGLEMENTS**

After the payoff, roll dice equal to your WANTED LEVEL, and read the result according to your HEAT.

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<td>1-3 Gang Trouble or Questioning</td>
<td>1-3 Flipped or Interrogation</td>
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<tr>
<td>4/5 Rivals or Unquiet Dead</td>
<td>4/5 Reprisals or Unquiet Dead</td>
<td>4/5 Demonic Notice or Show of Force</td>
</tr>
<tr>
<td>6 Cooperation</td>
<td>6 Show of Force</td>
<td>6 Arrest</td>
</tr>
</tbody>
</table>

**ARREST.** An Inspector presents a case file of evidence to a magistrate, to begin prosecution of your crew. The Bluecoats send a detail to arrest you. Pay them off with COIN (Wanted Level +3), hand someone over for arrest (this clears your heat), or try to evade capture.

**COOPERATION.** A +3 status faction asks you for a favor. Agree to do it or forfeit 1 REPUTATION per Tier of the friendly faction or lose 1 status with them. If you don’t have a +3 status faction, you avoid entanglements right now.

**DEMONIC NOTICE.** A demon approaches the crew with a dark offer. Accept, hide until it loses interest (forfeit 3 REPUTATION), or deal with it another way.

**FLIPPED.** One of your contacts, patrons, clients, or a group of your customers switches allegiances due to the heat on you. They’re loyal to another faction now.

**GANG TROUBLE.** One of your gangs (or other cohorts) causes trouble due to their flaw(s). Lose face (forfeit REPUTATION equal to your Tier +1), make a check to avoid entanglements, or face reprisals from the wronged party. If you lack a gang or other cohort with a flaw, there’s no entanglement.

**INTERROGATION.** The Bluecoats round up one of the PCs to question them about the crew’s crimes. How did they manage to capture you? Try to evade capture. Pay them off with 3 COIN, or they beat you up (level 2 harm) and you tell them what they want to know (0 REPUTATION).

You can **resist** each of those consequences separately.

**Questioning.** The Bluecoats grab an NPC member of your crew or one of the crew’s contacts, to question them about your crimes. *Who do the Bluecoats think is most vulnerable?* Make a fortune roll to see how much they talk (1-3: +2 REPUTATION, 4/5: +1 REPUTATION), or pay the Bluecoats off with 2 COIN.

**Reprisals.** An enemy faction makes a move against you (or a friend, contact, or vice purveyor). Pay them (1 REPUTATION and 1 COIN) per Tier of the enemy as an apology, allow them to mess with you or yours, or fight back and show them who’s boss.

**RIVALS.** A neutral faction throws their weight around. They threaten you, a friend or contact, or one of your vice purveyors. Pay them (1 REPUTATION and 1 COIN) per Tier of the rival, or stand up to them and lose 1 STATUS with them.

**SHOW OF FORCE.** A faction with whom you have a negative status makes a play against your holdings. Give them 1 CLAIM or go to war (drop to -3 status). If you have no claims, lose 1 HOLD instead.

**UNQUET DEAD.** A rogue spirit is drawn to you (perhaps it’s a past victim?). Acquire the services of a Whisper or Rail Jack to attempt to destroy or banish it, or deal with it yourself.

**THE USUAL SUSPECTS.** The Bluecoats grab someone in the periphery of your crew. One player volunteers a friend or vice purveyor as the person most likely to be taken. Make a fortune roll to find out if they resist questioning (1-3: +2 REPUTATION, 4/5: level 2 harm), or pay the Bluecoats off with 1 COIN.

**2. HEAT**

After a score or conflict with an opponent, the crew takes HEAT. Add +1 HEAT for a high-profile or well-connected target. Add +1 HEAT if the situation happened on hostile turf. Add +1 HEAT if you’re at war. Add +2 HEAT if killing was involved.

**0 HEAT:** Smooth & quiet; low exposure.

**2 HEAT:** Contented; standard exposure.

**4 HEAT:** Loud & chaotic; high exposure.

**6 HEAT:** Wild; devastating exposure.

*Plus any additional heat from complications or devil’s bargains during the session.*

**3. DOWNTIME**

When you’re at liberty between scores and find some respite from peril, you may pursue two downtime activities from the list below. You also recover all of your armor uses. During downtime, you may perform additional activities from the list by spending 1 COIN or 1 REPUTATION for each.

For any downtime roll, add +1d to the roll if you get help from a friend or contact. After the roll, you may increase the result level by one for each COIN spent, by hiring assistance, paying a bribe, etc. (so, a 1-3 result becomes a 4/5, 4/5 becomes 6, 6 becomes CRITICAL).

**ACQUIRE ASSET.** Acquire temporary use of an asset. Roll the crew’s TIER. The result indicates the quality of the asset (1-3: Inferior (Tier -1), 4/5: Standard (Tier), 6: Fine (Tier +1), CRIT: Exceptional (Tier +2)). You may spend coin to bump this result beyond exceptional, to reach higher quality Tiers, but it costs 2 coin per level to do so.

**LONG TERM PROJECT.** Work on a Long Term Project, if you have the means. Roll a trait and mark 1 segment on the project clock per level (1-3: one, 4/5: two, 6: three, CRIT: five).

**RECOVER.** Get treatment to tick your healing clock (like a long-term project). When you fill a clock, each harm is reduced by one level.

**REDUCE HEAT.** Say how you reduce HEAT on the crew and roll your ACTION. Reduce heat according to the result level (1-3: one, 4/5: two, 6: three, CRIT: five).

**TRAIN.** Mark 1 XP for an attribute or your playbook (+1 XP if you have the appropriate crew training upgrade). You can train a given XP track only once per downtime.

**INDULGE VICE.** Visit a purveyor of your vice and roll dice equal to your lowest attribute. Clear stress equal to your highest die roll. If you clear more stress levels than you marked, you overindulge (see below). If you do not or cannot indulge your vice during downtime, you take stress equal to your TRAUMA.

**OVERINDULGE.** You make a bad call because of your vice—in acquiring it or while under its influence. What did you do?

**ATTRACT TROUBLE:** Select or roll an additional entanglement.

**Brag bout your exploits. +2 HEAT.**

**LOST:** Play a different character until this one returns from their bender.

**TAPPED.** Your current purveyor cuts you off. Find a new source for your vice.
GM GOALS
Play to find out what happens. Bring Doskvol to Life. Convey the world honestly.

GM PRINCIPLES
Be a fan of the PCs. Let everything flow from the fiction. Hold on tightly. Address the characters. Address the players. Paint the world w/ a haunted brush. Surround them w/ industrial sprawl. Consider the risk.

GM ACTIONS
When things are getting started:
• What’s your goal?
• What plan did you make? (and what’s the detail?)

And when things are underway:
• How do you do that? (which action do you use?)
• What’s your goal? (what’s the effect?)

Cut to the moment of crisis. Telegraph trouble before it strikes. Tell them the consequences and ask.

Offer a devil’s bargain. Make a progress clock or tick one. Ask the players. Actions ripple through the network. Think off-screen.

What do you do?

GM REFERENCE


LOOKS
Man, Woman, Ambiguous, Concealed.
Affable Athletic Plump.
Brooding Stout Squat.
Bright Scared Weathered.
Dark Rough Cold.
Fair Striking Sad.
Worn Lovely Stern.
Lean Handsome Open.
Wiry Slim Languid.
Huge Delicate Calm.
Chiseled Bony Fierce.

Tricorn Hat Fitted Dress.
Long Coat Heavy Cloak.
Hood & Veil Thick Greatcoat.
Short Cloak Soft Boots.
Knit Cap Loose Silks.
Slip Jacket Sharp Trousers.
Hooded Coat Wax Coat.
Tall Boots Long Scarf.
Work Boots Leathers.
Mask & Robes El-skin Bodsuit.
Suit & Vest Hides & Furs.
Collared Shirt Scavenged Uniform.
Suspenders Threadbare Tatters.
Skirt & Blouse Fitted Leggings.

CITY DESCRIPTORS
soot-choked, cobblestones, dim, ink-dark, cooking-smells, oily puddles, silver moonlight, fog-shrouded, damp, chill, wind-swept, shadowy, brick walls, echoes, chimneys, gas-lights, electro-lights, carriages, clocktowers, lanterns, pipe-smoke, canals, gondolas, rain-slick, gargoyles, ruins, steeples, bridges, walkways, scaffolds, alleys, cisterns, sewers, clanking machinery, ironwork.

Doskvol notables
Lyssa, a crime boss. Cold and calculating. Killed her former boss, Boris.
The Dimmer Sisters. People say they’re witches who bathe in fresh blood. Never seen outside their home.
Ulf Ironhorn, a brutal Skovlaner; craves power.
Mylera Kler, leader of the Red Sathe gang. Art collector.
Basso Baz, leader of the Lamplights. Loves whisky.
Merrul Brime, secrets broker; owns the Hooded Fox.
Lady Drake, a magistrate on the payroll of criminals.
The Tower, anonymous leader of The Unseen. The Star, chief lieutenant. Grull, a mid-level thug with ambitions.
Mordis, a merchant of the night market. A fence. Hides his true appearance under a robe and hood.
Taffir, a merchant of the night market. A cultist.
Jira, a merchant of the night market. A smuggler.
Elstera Arvath, resident diplomat of Irivia.
Bryrna Skyrkallan, resident diplomat of Skovlan.
Tyrson Nil, resident diplomat of Severos.
Andris, a spy and informant with flexible loyalties.
Krop, a constable of the watch. Refuses bribes.
Lewit, Jol, Cindy, Reyf, bluecoats of the watch.
Alon Helker, a judge-inspector. Rooting out corruption.
Casslyn Mora, a judge with family ties to criminals.
Belindra, a jailor of Ironhook Prison.
Ereth Skane, an advocate with unseemly vices.
Denirk Sol, an advocate with concerning scruples.
Polix, attaché to the Lord Governor of Doskvol. A secret spiritualist and rune-binder.
Nyryx and Hoxan, rogue spirits possessing the bodies of streetwalkers, looking for a whisper to serve.
Levyra, a spirit medium.
Kember, a distiller of essences and potions, proprietor of the Devil’s Tooth.
Raffello, a master painter obsessed w/ the unnatural.
Lannic, an expert art forger.

Districts
Whitecrown
Brightstone
Six Towers
Charterhall
Nightmarket
Silkshore

Locations
Undercross
Echo Gardens
The Night Market
The Canals
Chalk Street Bridge
Candle Street Bridge
Gaddoc Rail Station
Heartbreak Square
The Anvilworks
The Black Circle
Belweather
Crematorium
Ironhook Prison
The Blood Pits
The Lost Ward
Razor Hill

Public Houses
The Hooded Fox
The Hook & Line
The Leaky Bucket
The Devil’s Tooth
The Black Tree
The Cat & Candle
The Broken Anchor
The Red Lamp
The Nail & Bottle
The Six Arms
The Old Rasp
The Moon’s Daughter
The Sexton
Hazelwood
Quinn’s

Flashback Stress Costs
0 Stress for a normal action for which you had easy opportunity.
1 Stress for a complex action or unlikely opportunity.
2+ Stress for an elaborate action which involved several special opportunities or contingencies.

Insight
Prowess
Resolve
Hunt
Finesse
Attune
Study
Prowl
Command
Survey
Skirmish
Consort
Tinker
Wreck
Sway

Engagement Roll
• Start with +1d for sheer luck.
• Is this operation particularly bold or daring? Take +1d. Is this operation overly complex or contingent on many factors? Take -1d.
• Does the plan’s detail expose a vulnerability of the target or hit them where they’re weakest? Take +1d. Is the target strongest against this approach, or do they have particular defenses or special preparations? Take -1d.
• Can any of your friends or contacts provide aid or insight for this operation? Take +1d. Are any enemies or rivals interfering in the operation? Take -1d.
• Are there any other elements that you want to consider? Tier, location, etc.
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BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK


You have an intense NEED: life essence. To satisfy this need, possess a living victim and consume their spirit energy (this may be a downtime action). When you do so, clear half your DRAIN (round down).

HARM

CHAOTIC—DESTRUCTIVE—FURIOUS—OBSESSIVE—TERRITORIAL—SAVAGE

GHOST TRAITS

- **GHOST FORM:** You are now a concentration of electroplasmic vapor which resembles your living body and clothes. You may weakly interact with the physical world and vice versa. You’re vulnerable to arcane powers and electroplasmic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small openings as a vapor. You chill the area around you and are terrifying for the living to behold. You are affected by spiritbane charms (take 2 drain to overcome the repulsion). Whenever you would take stress, take **drain** instead. When you would take trauma, take **gloom** instead.

- **DISSIPATE:** You can disperse the electroplasmic vapor of your ghostly form in order to pass through solid objects for a moment. Take 1 drain when you dissipate, plus 1 drain for each feature: *It lasts longer* (a minute—an hour—a day)—you also become invisible—anything that passes through your form becomes dangerously electrified or frozen.

- **MANIFEST:** Take 1 drain to flow through the electroplasmic pathways of the ghost field in order to instantly travel to any place you knew intimately in life, or to answer the summoning call of a **compel**.

- **POLTERGEIST:** Take 1 drain to strongly interact with the physical world for a few moments (as if you had a normal body). Extend the reach and magnitude of your interaction to include telekinetic force and electroplasmic discharges by taking more drain (2-6).

- **POSSESS:** You may **attune** to the ghost field in order to take control of a living body. When your control is challenged, you must re-attune (risking electroplasmic harm) or leave the body. Your control is challenged when: *you consume spirit energy from the host—when arcane powers act against you—when the host’s will is driven to desperation.* You may easily and indefinitely possess a **hull** or **hollow** which has been ritually prepared for you (change your playbook to Hull or Vampire, respectively).

- **VETERAN:** Choose a special ability from another source.

**TEAMWORK**

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

**PLANNING & LOAD**

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

- **Assault:** Point of attack
- **Occult:** Arcane power
- **Deception:** Method
- **Social:** Connection
- **Stealth:** Entry point
- **Transport:** Route

**GATHER INFORMATION**

- What do they intend to do?
- How can I get them to [X]?
- What are they really feeling?
- What should I look out for?
- Where’s the weakness here?
- How can I find [X]?
- What’s really going on here?
You struggled with issues from your wear during the session.

Feature options for any frame:

- Levitation
- Reflexes
- Life-Like Appearance
- Spider Climb
- Interior Chamber
- Plating
- Phonograph
- Sensors
- Smoke Projectors
- Spring-Leaf Pistons

You may swap out your features with a downtime activity.

GHOST SPECIAL ABILITIES (TRANSFERRED FROM ORIGINAL PLAYBOOK)

Small: (cat size, -1 scale): A wild cat, 3 drain
Medium: (human size): A man, 3 drain
Heavy: (wagon size, +1 scale): A hulking metal giant, 5 drain

Whenever you would take stress, take drain instead.

- Choose three (at left). You may be rebuilt if damaged or destroyed. If your soul vessel is shattered, you are freed from servitude and become a Ghost.
- Take 1 drain for each level of magnitude.
- You are attuned to the local electroplasmic power field to control it or something connected to it (including another hull).
- You may release some of your plasmic energy as an electrical shock around you or as a directed beam. You may also use this ability to create a lightning barrier to repel or trap a spirit.
- Choose an additional frame and its starting feature. You may transfer your consciousness between your frames at will.
- Choose an additional frame feature.

Teamwork:

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

Planning & Load:

- Choose a plan, provide the detail. Choose your load limit for the operation.
- Assault: Point of attack
- Deception: Method
- Stealth: Entry point
- Occupation: Arcane power
- Social: Connection
- Transport: Route

Gain Information:

- What do they intend to do?
- How can I get them to [X]?
- What are they really feeling?
- What should I look out for?
- Where’s the weakness here?
- How can I find [X]?
- What’s really going on here?
You displayed your dominance or slewed without mercy. Your 

Vice is life essence, consumed from a living human. Use 1 downtime activity to hunt prey and indulge your vice. Also, when you feed, erase all level 1 harm and mark 4 ticks on your healing clock. This is the only way you can heal. How do you feed? What telltale sign do you leave on your victims?

What's really going on here?

Where's the weakness here?

What's their motive?

What are they really feeling?

What do they intend to do?

How can I find [X]?

What are they really feeling?

What should I lookout for?

Harm

Needing Help: +1d

Armor Uses:

Armored

Heavy

Less Effect

Special

Ghost Special Abilities (From Original Playbook)

Strictures

When you gain a new vampire trait (except veteran), add a stricture.

Slumber: In downtime, you must spend one activity resting in a dark, silent place (or else suffer 3 stress).

Forbidden: You cannot enter a private residence without permission from the owner.

Repelled: Spiritbane charms can hold you at bay. (Take 2 stress to resist the repulsion.)

Bestial: When you suffer physical harm or overindulge your vice, your body twists into a horrific bestial form until you next feed without overindulging.

Bound: Your spirit must remain in this body, or be destroyed.

Dark servants (You start with two)

Rutherford, a butler.

Lyllandra, a consort.

Kira, a bodyguard.

Otto, a coachman.

Edrik, an envoy.

Dark servants

Items

Load

Fine clothes and accoutrements

Fine personal weapon

Fine shadow cloak

Demonbane charm

Spiritbane charm

Every time you roll a desperate action, mark xp in that action's attribute.

At the end of each session, for each item below, mark 1xp (in your playbook or spirit playbook)

A Pistol

A 2nd Pistol

A Large Weapon

An Unusual Weapon

Armor +Heavy

Burglary Gear

Climbing Gear

Arcane Implements

Documents

Subterfuge Supplies

Demolition Tools

Tinkering Tools

Lantern

Gather information

What do they intend to do?

How can I get them to [X]?

What are they really feeling?

What should I look out for?

Where's the weakness here?

How can I find [X]?

What's really going on here?