## Assassins

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

**Crow’s Veil:** Due to hard-won experience or occult ritual, your activities are hidden from the notice of the death-seeker crows. You don’t take extra heat when killing is involved on a score.

**Emberdeath:** Due to hard-won experience or occult ritual, you know the arcane method to destroy a living victim’s spirit at the moment you kill them. Take 3 stress to channel electroplasmic energy from the ghost field to disintegrate the spirit and dead body in a shower of sparking embers.

**No Traces:** When you keep an operation quiet or make it look like an accident, you get half the rep value of the target (round up) instead of zero. When you end downtime with zero heat, take +1 rep.

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

**Predators:** When you use stealth or subterfuge to commit murder, take +1d to the engagement roll.

**Vipers:** When you acquire or craft poisons, you get +1 result level to your roll. When you employ a poison, you are specially prepared to be immune to its effects.

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

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**Special Abilities**

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**NAME**

**REPUTATION**

**LAIR**

**TRAINING ROOMS**

+1 scale for your Skulks cohorts

**VICE DEN**

(Tier roll) - Heat = coin in downtime

**FIXER**

+2 coin for lower-class targets

**INFOMANTS**

+1d gather info for scores

**HAGFISH FARM**

Body disposal, +1d to reduce heat after killing

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**TURF**

**HOLD**

**WEAK**

**STRONG**

**TIER**

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**VICTIM TROPHIES**

+1 rep per score

**PROTECTION RACKET**

(Tier roll) - Heat = coin in downtime

**INFIRMARY**

+1d to healing rolls

**ENVOY**

+2 coin for high-class targets

**COVER IDENTITIES**

+1d engagement for deception and social plans

**COVER OPERATIONS**

-2 heat per score

**CITY RECORDS**

+1d engagement for stealth plans

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**HEAT**

**WANTED LEVEL**

**COIN**

**VAULTS**

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

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**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 accident, disappearance, murder, or ransom 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.

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**CONTACTS**

- Trev, a gang boss
- Lydra, a deal broker
- Irimina, a vicious noble
- Karlos, a bounty hunter
- Exeter, a spirit warden
- Sevoy, a merchant lord

**CREW UPGRADES**

- Assassin rigging (2 free load of weapons or gear)
- Ironhook Contacts (+1 Tier in prison)
- Elite Skulks
- Elite Thugs
- Hardened (+1 trauma box)

**HUNTING GROUNDS:** ACCIDENT—DISAPPEARANCE—MURDER—RANSOM