You are invisible to spirits and may not be planning to resist the repulsion. (Take 2 stress when you suffer harm.) When you suffer a hit in this body, or be destroyed. 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.

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 1 xp (in your playbook or in your notebook):

**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**

**A Blade or Two**

**Throwing Knives**

**VAMPIRE**

**VAMPIRE TRAITS**

- **Undead:** You are a spirit which animates an undead body. Your trauma is maxed out. Choose four trauma conditions which reflect your vampiric nature. Arcane attacks are potent against you. If you suffer fatal harm or trauma, your undead spirit is overwhelmed. You take level 3 harm: “Incapacitated” until you feed enough to recover. If you suffer arcane harm while in this state, you are destroyed utterly. Your XP tracks are longer (you now advance more slowly). You have more stress boxes.

- **Terrible Power:** Take 1 stress to perform a feat of superhuman strength or speed (run faster than a carriage, break stone with bare hands, leap onto the roof of a building, etc.). This factors into effect.

- **Arcane Sight:** Take 1 stress to sense beyond human limits. “Hear” a subject’s true thoughts or feelings, see in pitch darkness, sense the presence of invisible things, intuit the location of a hidden object, etc.

- **A Void in the Echo:** You are invisible to spirits and may not be harmed by them. Take 2 stress to cause living things to avert their gaze and fail to observe you for a few moments.

- **Dark Talent:** Choose Insight, Prowess, or Resolve. Your max rating for actions under that attribute becomes 5. When you take this ability, add +1 dot to the resistance rating of the attribute you’ve chosen.

- **Sinister Guile:** During downtime, choose one: Get a free additional downtime activity, or take +1d to all downtime activity rolls.

- **Dark Servants:** (You start with two)
  - Rutherford, a butler.
  - Lylandra, a consort.
  - Kira, a bodyguard.
  - Otto, a coachman.
  - Edrik, an envoy.

**GHOST SPECIAL ABILITIES (FROM ORIGINAL PLAYBOOK)**

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.

**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?