

DEEP CUTS



NAME / ALIAS / PRONOUNS

HERITAGE / BACKGROUND

LOOK & STYLE

STRESS **TRAUMA**

COLD | HAUNTED | OBSESSED | PARANOID | RECKLESS | SOFT | VICIOUS

HARM ARMOR HEAVY SPECIAL

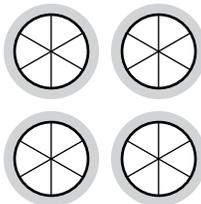
HEALING 4	3
	2

EDGE 1

XP Clocks: Attribute/Action: 1 per new rating. | Special Ability: 2 | Veteran Ability: 3

Mark xp when you make a desperate roll and when Harm or Trauma impedes you. At end of session, for each item below, mark 1 xp (or 2 xp if that item occurred multiple times).

- You embodied a core nature of your playbook.
- You expressed your beliefs, heritage, or background.
- You struggled because of your vice or ambitions.



LOAD Discreet: 4 (no heavy items) | Conspicuous: 6

- A Blade or Two
- Thrown Weapon
- Pistol
- Slugger Pistol
- An Unusual Weapon
- _____
- Arcane Implements
- Burglary Gear
- Documents
- Subterfuge Supplies
- Tinkering Tools
- _____

HEAVY ITEMS

- Armor +Heavy
- Climbing Gear
- Demolition Tools
- Large Weapon
- Slugger Rifle
- _____

COIN **STASH** **LIFESTYLE** **VICE & PURVEYOR** **DEBT**

<input type="radio"/>				
<input type="radio"/>				
<input type="radio"/>				
<input type="radio"/>				

DEBT COIN:

CUTTER

COERCION & VIOLENCE

- 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 **gather information** to anticipate possible threats in the current situation, you get detailed answers to these questions: *Is anyone here a threat to us? What do they intend to do? What's our best escape route?.* When you protect or cover someone, take +1d to your rolls.
- FEARSOME ASPECT:** When you intimidate, threaten, or commit violence, you're terrifying. Ask the GM who flees or surrenders, who backs off slowly, and who hesitates.
- GHOST FIGHTER:** You may imbue your hands, melee weapons, or tools with spirit energy. Add +1d when you make a roll 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.
- LIKE HARDENED STEEL:** Permanently fill one segment of your healing clock. When you fight unarmed, your body is a **fine** weapon.
- MULE:** Your load limits are higher. Conspicuous: 8. Discreet: 6. You're encumbered at 9 load and can carry a maximum of 10 load.
- 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—fight a battle as if your scale was equal to a small gang.*
- VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

CUTTER ITEMS

- Fine hand Weapon** Scary Weapon or Tool *Manacles & Chain* *Arclighter & Glimmer*
- Fine Heavy Weapon** *Rage Essence Vial* *Spiritbane Charm* Prichard Camera

NOTES, SCARS, & VETERAN ABILITIES **TEAMWORK** **ASSIST**

+1d, + effect / position, reduced consequence, better gather info.

COVER

Ally doesn't face a threat.

COORDINATE

Group Action / Divide & Conquer

INSIGHT

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	HUNT
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	STUDY
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SURVEY
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	TINKER

PROWESS

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	FINESSE
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	PROWL
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	SKIRMISH
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	WRECK

RESOLVE

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	ATTUNE
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	COMMAND
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	CONSORT
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SWAY

DANGEROUS FRIENDS

CHAEL <i>a vicious thug</i>	▲ ▼
GRACE <i>an extortionist</i>	▲ ▼
MARLANE <i>a pugilist</i>	▲ ▼
MERCY <i>a cold killer</i>	▲ ▼
SAWTOOTH <i>a physicker</i>	▲ ▼

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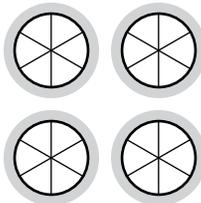
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	2	2

EDGE	1

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|---|--|--|
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| <input type="checkbox"/> Thrown Weapon | <input type="checkbox"/> Burglary Gear | <input type="checkbox"/> Climbing Gear |
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| <input type="checkbox"/> An Unusual Weapon | <input type="checkbox"/> Tinkering Tools | <input type="checkbox"/> Slugger Rifle |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

COIN	STASH	LIFESTYLE	VICE & PURVEYOR	DEBT
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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>

LEECH

TECHNICAL SKILL & MAYHEM

- ALCHEMIST:** When you invent or craft a creation with alchemical features, you get +1 **Quality level**. 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, you get +1 **Quality level**. 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 alchemicals.
- GHOST WARD:** You know how to **Wreck** an area with arcane substances so it is either anathema or enticing to spirits (your choice).
- PHYSICKER:** You can **TINKER** with bones, blood, and bodily humours to treat wounds. You can attempt to stabilize someone who just suffered a mortal injury. You may **STUDY** a poison, malady or corpse. In **downtime**, use the **recover** activity to act as a Physicker for those who recover (including yourself) with **Quality** equal to your **TINKER** rating. *If you have level 3 or 4 Harm, you must recover before you use this ability in downtime.*
- 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. You can take this special ability more than once.

LEECH ITEMS

- Fine Tinkering Tools** *Blowgun & Darts, Syringes*
- Fine Wrecking Tools** *Arclighter & Glimmer*
- Gadgets Prichard Camera

NOTES, SCARS, & VETERAN ABILITIES

INSIGHT

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	HUNT
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	STUDY
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<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	TINKER

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	FINESSE
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RESOLVE

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SWAY

CLEVER FRIENDS

- STAZIA** *an apothecary*
- VELDREN** *a psychonaut*
- ECKERD** *a corpse thief*
- JUL** *a blood dealer*
- MALISTA** *a priestess*

ALCHEMICALS

- Bandolier / Uses:
- Bandolier / Uses:
- Alcahest Quicksilver
- Binding Oil Skullfire Poison
- Drift Oil Smoke Bomb
- Drown Powder Spark (drug)
- Eyeblind Poison Standstill Poison
- Fire Oil Trance Powder
- Grenade _____

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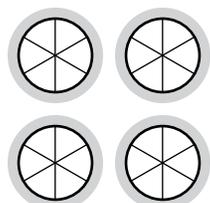
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| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

HEAVY ITEMS

COIN	STASH	LIFESTYLE	VICE & PURVEYOR	DEBT
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>

SLIDE

DECEPTION & INFLUENCE

- ROOK'S GAMBIT:** Take 2 **Stress** to use your best action rating while performing a different action. Describe how you adapt your skill to this use.
- CLOAK & DAGGER:** When you use a disguise or other form of covert misdirection, you get +1 **Rank** 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 +1 **Rank** when you deceive or influence supernatural beings.
- 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:** When you deceive or influence a target with whom you have an intimate relationship, they're especially vulnerable to you. Also, add +1d if you need to make a Threat Roll against them.
- VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

SLIDE ITEMS

- A Cane Sword *Fine Clothes & Jewelry* *Trance Powder* *Arclighter & Glimmer*
- Fine Disguise Kit *Fine Loaded Dice & Trick Cards* *Spiritbane Charm* Prichard Camera

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	ASSIST
	+1d, + effect / position, reduced consequence, better gather info.
	COVER
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	COORDINATE
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RESOLVE

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	COMMAND
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CONSORT
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SWAY

SLY FRIENDS

BRYL <i>a drug dealer</i>	▲ ▼
BAZSO BAZ <i>a gang leader</i>	▲ ▼
KLYRA <i>a tavern owner</i>	▲ ▼
NYRYX <i>a lark (sex worker)</i>	▲ ▼
HARKER <i>a jail-bird</i>	▲ ▼

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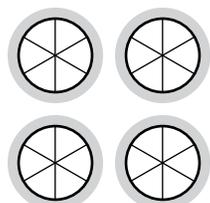
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HEAVY ITEMS

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>

SPIDER

CALCULATION & CONSPIRACY

- FORESIGHT:** Twice per score, describe how your careful preparations add +1d to a teammate's roll, or invoke a **flashback** without paying Stress.
- CALCULATING:** Due to your careful planning, during downtime, you may give yourself or another crew member +1 downtime activity.
- CONNECTED:** Make a 6-clock called "Favor." During downtime, tick this clock in place of spending **Coin** or taking **Heat**, 1-for-1. When the clock fills, one of your friends or allies calls on the crew for help with something. When you help them, clear the clock.
- FUNCTIONING VICE:** When you indulge with a companion, your 1 **Coin** expenditure covers their Vice cost as well. When you overindulge, instead of a reaction, you may reset to 2 **Stress**.
- 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 use logic or strategy.
- WEAVING THE WEB:** You gain +1d to any rolls you make when gathering 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. You can take this special ability more than once.

SPIDER ITEMS

- Blueprints *Fine Cover Identity* *Vial of Slumber Essence* *Arclighter & Glimmer*
- Fine Bottle of Whiskey** *Concealed Palm Pistol* *Spiritbane Charm* Prichard Camera

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SWAY

SHREWD FRIENDS

- SALIA** *an information broker*
- AUGUS** *a master architect*
- JENNAH** *a servant*
- RIVEN** *a chemist*
- JEREN** *a bluecoat archivist*

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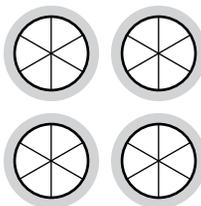
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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>

STRANGER

CURIOSITY & SECRECY

● **FRACTURED:** You have traveled through a fracture: an unstable portal from another world. Add an action dot for your background and one for your heritage (as usual). Then distribute four dots among your actions (max rating 2). Depending on the nature of the other world and your past (determined by you and the GM), choose one of the following:

- You know how to handle yourself. You gain **BATTLEBORN** or **BODYGUARD** from the **Cutter**.
- You have endured great suffering. You gain **TOUGH AS NAILS** from the **Hound**.
- You are driven to uncover the truth of what's happened to you. You gain **ANALYST** from the **Leech**.
- The fracture changed you. You gain **GHOST VEIL** from the **Lurk**.
- You blend in. You have acquired clothes and accessories to pass as a local and can suppress any accent or unusual idioms. You gain **SUBTERFUGE** from the **Slide**.
- You are familiar with the occult and supernatural. You gain **GHOST MIND** or **IRON WILL** from the **Whisper**.
- You're specially trained. Add 1 dot to an action (max rating 3), -OR- gain **ALCHEMIST**, **ARTIFICER**, or **PHYSICKER** from the **Leech**.

○ **ASSIMILATED:** Switch to a new playbook and its xp triggers, to reflect your new life in this world. You keep your current action ratings (don't add the starting playbook dots) and special abilities.

○ **VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

STRANGER ITEMS

- A Strange Weapon
- A Strange Tool or Item
- Strange Luxury Item*
- Strange Clothes*
- Strange Documents*

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COVER

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INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
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UNCERTAIN FRIENDS

"ARDEN"
 a stranger

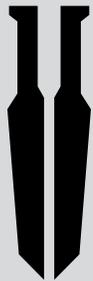
TESSA
 an ink rake

ANSON
 a sparkrunner

BULL
 a rail jack

HOPPER
 a drugged seer

DEEP CUTS



NAME / ALIAS / PRONOUNS

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LOOK & STYLE
Your clockwork body runs on **electroplasm**. Recharge your capacitors by connecting to an industrial-grade generator (downtime action). When you do this, clear **5 drain**.

DRAIN **WEAR**
CLANKING | LEAKING | FIXATED | SMOKING | SPARKING | UNSTABLE

HARM ARMOR HEAVY SPECIAL

HEALING	4	3
	2	2

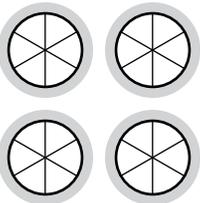
EDGE

	1
---	---

XP Clocks: Attribute/Action: 1 per new rating. | Special Ability: 2 | Veteran Ability: 3

Mark xp when you make a desperate roll and when Harm or Trauma impedes you. At end of session, for each item below, mark 1 xp (or 2 xp if that item occurred multiple times).

- You fulfilled your functions despite difficulty or danger.
- You suppressed or ignored your former human nature.
- You struggled because of your wear.



FUNCTIONS
TO ACQUIRE — TO DESTROY — TO DISCOVER — TO GUARD — TO LABOR AT ... THAT WHICH MY MASTER COMMANDS.

LOAD Discreet: 4 (no heavy items) Conspicuous: 6	HEAVY ITEMS
<input type="checkbox"/> A Blade or Two <input type="checkbox"/> Thrown Weapon <input type="checkbox"/> Pistol <input type="checkbox"/> 2nd Pistol <input type="checkbox"/> Slugger Pistol <input type="checkbox"/> An Unusual Weapon <input type="checkbox"/> _____	<input checked="" type="checkbox"/> Armor <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Heavy <input type="checkbox"/> <input type="checkbox"/> Climbing Gear <input type="checkbox"/> <input type="checkbox"/> Demolition Tools <input type="checkbox"/> <input type="checkbox"/> Large Weapon <input type="checkbox"/> <input type="checkbox"/> Slugger Rifle <input type="checkbox"/> <input type="checkbox"/> _____
<input type="checkbox"/> Arcane Implements <input type="checkbox"/> Burglary Gear <input type="checkbox"/> Documents <input type="checkbox"/> Subterfuge Supplies <input type="checkbox"/> Tinkering Tools <input type="checkbox"/> _____	

HULL

A SPIRIT ANIMATING A SPARKCRAFT FRAME

- **AUTOMATON:** You are a spirit animating a sparkcraft body. You have human-like strength and senses, by default. Your hull has natural **armor** (this doesn't count for your **load**). Your former human feelings, interests, and connections are only dim memories. You now exist to fulfill your functions. Choose three (lower left). You may be rebuilt if damaged or destroyed. If your soul vessel is shattered, you are freed from servitude and become a Ghost. *Whenever you would take stress, take **drain** instead.*
- **OVERCHARGE:** Take **1 drain** to perform a feat of extreme strength or speed (run faster than a horse, rend metal with bare hands, etc.). This factors into effect.
- **COMPARTMENTS:** Your items are built into your frame and may recess beneath panels out of sight. Your load limits are **3 higher** and you may choose heavy items even with discreet load.
- **ELECTROPLASMIC PROJECTORS:** You may create an electric shock, directed beam, or a lightning barrier around your nearby area, all at magnitude 2. **Push yourself** to increase the magnitude.
- **INTERFACE:** You may **Attune** to the local electroplasmic power field to control it or something connected to it (including another hull).
- **SECONDARY HULL:** Choose an additional frame and its starting feature. You may transfer your consciousness between your frames at will.
- **FRAME UPGRADE:** Choose an additional frame feature. You may take this trait multiple times.

FRAME Choose your frame size and one starting feature.

- **SMALL** (cat size): A metal orb, a mechanical doll, a clockwork spider. *Levitation—Reflexes*
- **MEDIUM** (human size): A metal mannequin, a clockwork animal. *Life-Like Appearance—Spider Climb*
- **HEAVY** (wagon size): A hulking giant, a self-driving vehicle. *Interior Chamber—Plating (special armor)*

NOTES, SCARS, & VETERAN ABILITIES	TEAMWORK	ASSIST
		+1d, + effect / position, reduced consequence, better gather info.
		COVER
		Ally doesn't face a threat.
		COORDINATE
		Group Action / Divide & Conquer

INSIGHT

<input type="checkbox"/>	HUNT				
<input type="checkbox"/>	STUDY				
<input type="checkbox"/>	SURVEY				
<input type="checkbox"/>	TINKER				

PROWESS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FINESSE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PROWL
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SKIRMISH
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	WRECK

RESOLVE

<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ATTUNE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	COMMAND
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CONSORT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SWAY

FEATURES

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

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____

HUNTING GROUNDS: ACCIDENT | DISAPPEARANCE | MURDER | RANSOM

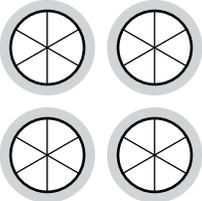
REP TURF **HOLD**

HEAT WANTED LVL STRONG ○ WEAK ○

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3 **TIER** ○ ○ ○ ○

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

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



COIN	VAULTS	BANK	WARD BOSS	DEBT
○○○○	○○○○○	○○○○○○○○		⊗
○○○○	○○○○○	○○○○○○○○		

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Assassin Rigging	6	<input type="checkbox"/> Carriage	Rank 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> Hardened	8	<input type="checkbox"/> Boat	■ Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Ironhook Contacts	8	<input type="checkbox"/> Hidden	■ Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Elite Cohort Upgrade	6	<input type="checkbox"/> Quarters	<input type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
<input type="checkbox"/> Cohort (2xp clocks)		<input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
		<input type="checkbox"/> Vault	Rank 4 Instructor:	<input type="checkbox"/> Weapons
		<input type="checkbox"/> Workshop	■ Mastery	

NOTES

ASSASSINS

MURDERERS FOR HIRE

COHORT HARM

COHORT HARM

COHORT HARM

COHORT HARM

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

- **DEADLY:** Each PC may add +1 action rating to **Hunt**, **Prowl**, or **Skirmish** (up to a max rating of 3).
- **CROW'S VEIL:** Use a **Downtime activity** and spend 2 **Coin** to perform this occult ritual to consecrate a member of the crew. Until their next Downtime, any killings they commit will be hidden from the notice of the Deathseeker Crows. *If there are no witnesses, these killings don't add extra Heat to the crew.*
- **EMBERDEATH:** When you perform the **CROW'S VEIL** ritual, you may spend +4 **Coin** on rare arcane materials to create an empowered weapon which causes a named victim and their spirit to disintegrate in a shower of sparking embers at the time of death. This empowerment lasts until your next downtime.
- **NO TRACES:** When you take Heat in Downtime, reduce the total by 1. When you end downtime with zero **Heat**, take +1 **Rep**.
- **PATRON:** You have a benefactor that helps your crew in Downtime by reducing one crew upgrade cost by 2 -OR- reducing your Heat by 2. They also count as **turf**. *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 **Quality level**. When you employ a poison, you are specially prepared to be immune to its effects.
- **VETERAN:** Choose a special ability from another crew. You can take this special ability more than once.

CLAIMS

<input type="checkbox"/> TRAINING ROOMS +1 scale for your Skulks cohorts	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> FIXER +2 Coin for lower-class targets	<input type="checkbox"/> INFORMANTS +1 tick when you work on an investigation project	<input type="checkbox"/> HAGFISH FARM Body disposal + counts as turf
<input type="checkbox"/> VICTIM TROPHIES +1 rep per score	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> COVER OPERATION -2 heat per score
<input type="checkbox"/> PROTECTION RACKET (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> INFIRMARY +1 tick to healing clock in downtime	<input type="checkbox"/> ENVOY +2 Coin for high-class targets	<input type="checkbox"/> COVER IDENTITIES +1d engagement for deception / social plans	<input type="checkbox"/> CITY RECORDS +1d engagement for stealth plans

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____ (CHOOSE 2): ALLURING, CRUEL, FEROCIOUS, MONSTROUS, RADIANT, SINISTER, SERENE, TRANSCENDENT

DEITY _____

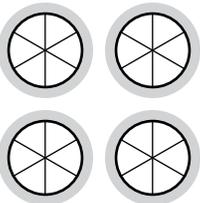
SACRED SITES: ACQUISITION | AUGURY | CONSECRATION | SACRIFICE

REP TURF HOLD

HEAT WANTED LVL

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3

- At end of session, for each item below, mark 1 xp or 2 xp 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 nature of the crew.



COIN VAULTS BANK _____ WARD BOSS _____ DEBT

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Cult Rigging	6	<input type="checkbox"/> Carriage	Rank 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> Ordained	8	<input type="checkbox"/> Boat	<input type="checkbox"/> Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Ritual Sanctum in Lair	8	<input type="checkbox"/> Hidden	<input type="checkbox"/> Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Elite Cohort Upgrade	6	<input type="checkbox"/> Quarters	<input checked="" type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
<input type="checkbox"/> Cohort (2xp clocks)		<input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
		<input type="checkbox"/> Vault	Rank 4 Instructor:	<input type="checkbox"/> Weapons
		<input type="checkbox"/> Workshop	<input type="checkbox"/> Mastery	

NOTES _____

CULT

ACOLYTES OF A FORGOTTEN GOD

- CHOSEN:** Each PC may add +1 action rating to **Hunt**, **Skirmish**, or **Wreck** (up to a max rating of 3).
- ANOINTED:** Choose a type of supernatural being: ghost, vampire, or demon —you now bear a ritual tattoo of warding against those beings. When you suffer Harm from a creature of that type, reduce its level by one.
- BOUND IN DARKNESS:** When you begin a score, each PC that has not lost favor with your deity gains **1 Edge**. You may transfer **Edge** to another cult member without needing to take any action to help them. By taking **1 Stress**, your whispered message is heard by every cult member.
- CONVICTION:** Each cult member gains an additional **Vice: Worship**. When you indulge this vice and bring a pleasing sacrifice, you can't overindulge and your deity grants you **1 Edge**.
- GLORY INCARNATE:** Your deity sometimes manifests in the physical world. This can be a great boon, but the priorities and values of a god are not those of mortals. You have been warned.
- 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. You can take this special ability more than once.

COHORT HARM

ADEPTS _____

COHORT HARM

COHORT HARM

COHORT HARM

CONTACTS

- GAGAN**
an academic
- ADIKIN**
an occultist
- HUTCHINS**
an antiquarian
- MORIYA**
a spirit trafficker
- MATEAS KLINE**
a noble
- BENNETT**
an astronomer

CLAIMS

<input type="checkbox"/> CLOISTER +1 scale for your Adept cohorts	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> OFFERTORY +2 Coin for occult operations	<input type="checkbox"/> ANCIENT OBELISK -1 stress cost for arcane powers & rituals	<input type="checkbox"/> ANCIENT TOWER +1d to Consort w/ arcane entities on site
<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> SPIRIT WELL +1d to Attune on site.	<input type="checkbox"/> ANCIENT GATE Safe passage in the Deathlands	<input type="checkbox"/> SANCTUARY +1d to Command and Sway on site.	<input type="checkbox"/> SACRED NEXUS +1 tick to healing clock in downtime	<input type="checkbox"/> ANCIENT ALTAR +1d engagement for occult plans

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____

SALES TERRITORY: SALE | SUPPLY | SHOW OF FORCE | SOCIALIZE

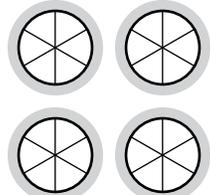
REP TURF HOLD

HEAT WANTED LVL STRONG WEAK

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3 TIER

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

- Acquire product, execute clandestine 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 nature of the crew.



COIN	VAULTS	BANK	WARD BOSS	DEBT
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input checked="" type="radio"/>
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input type="radio"/>

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Hawkers Rigging	6	<input type="checkbox"/> <input type="checkbox"/> Carriage	Rank 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Composed	8	<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Ironhook Contacts	8	<input type="checkbox"/> Hidden	<input type="checkbox"/> Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Elite Cohort Upgrade	6	<input type="checkbox"/> Quarters	<input checked="" type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
<input type="checkbox"/> Cohort (2xp clocks)		<input checked="" type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
		<input type="checkbox"/> <input type="checkbox"/> Vault	Rank 4 Instructor:	<input type="checkbox"/> Weapons
		<input type="checkbox"/> Workshop	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

NOTES

HAWKERS

VICE DEALERS

- 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. During Downtime, name a member of the city's elite: If they have a positive opinion of you, take -1 **Heat**. If not, ask the GM: *Who are they connected to, and what's the nature of the relationship? What scandal, rumor, meeting, or liaison do they wish we didn't know about? Is there a way for us to profit from them?*
- HOOKED:** Your gang members use your product. Add the *savage, unreliable, or wild* flaw to your gangs to give them +1 **quality**.
- PATRON:** You have a benefactor that helps your crew in Downtime by reducing one crew upgrade cost by 2 -OR- reducing your Heat by 2. They also count as **turf**. *Who is your patron? Why do they help you?*
- VETERAN:** Choose a special ability from another crew. You can take this special ability more than once.

COHORT HARM

COHORT HARM

COHORT HARM

COHORT HARM

CONTACTS

- ROLAN WOTT**
a magistrate
- LAROZE**
a bluecoat
- LYDRA**
a deal broker
- HOXLEY**
a smuggler
- ANYA**
a dilettante
- MARLO**
a gang boss

CLAIMS

<input type="checkbox"/> TURF	<input type="checkbox"/> PERSONAL CLOTHIER +1d engagement roll for social plans	<input type="checkbox"/> LOCAL GRAFT +2 Coin for show of force or socialize	<input type="checkbox"/> LOOKOUTS +1d to Survey or Hunt on your turf	<input type="checkbox"/> INFORMANTS +1 tick when you work on an investigation project
<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> LUXURY VENUE +1d to Consort and Sway on site
<input type="checkbox"/> FOREIGN MARKET (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> SURPLUS CACHES +2 Coin for sale or supply	<input type="checkbox"/> COVER OPERATION -2 Heat per score	<input type="checkbox"/> LOVER IDENTITIES +1d engagement for deception or transport plans

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____

HUNTING GROUNDS: BURGLARY | ESPIONAGE | ROBBERY | SABOTAGE

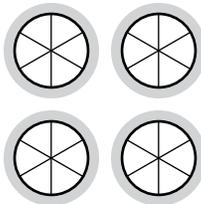
REP **TURF** **HOLD** STRONG WEAK

HEAT **WANTED LVL** **TIER**

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3

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

- Execute a successful espionage, sabotage, or theft 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 nature of the crew.



COIN	VAULTS	BANK	WARD BOSS	DEBT
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input checked="" type="radio"/>

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Thief Rigging	6	<input type="checkbox"/> <input type="checkbox"/> Carriage	Rank 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Steady	8	<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Underground maps & passkeys	6	<input checked="" type="checkbox"/> Hidden	<input checked="" type="checkbox"/> Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Elite Cohort Upgrade	6	<input type="checkbox"/> Quarters	<input type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
		<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
<input type="checkbox"/> Cohort (2xp clocks)		<input type="checkbox"/> <input type="checkbox"/> Vault	Rank 4 Instructor:	<input type="checkbox"/> Weapons
		<input type="checkbox"/> Workshop	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

NOTES

SHADOWS

THIEVES, SPIES, AND SABOTEURS

- EVERYONE STEALS:** Each PC may add +1 action rating to **Prowl**, **Finesse**, 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 goods. Once per Downtime, **Acquire** an item with Quality equal to your Tier+1 without spending Coin or using a Downtime activity.
- SECOND STORY:** When you execute a clandestine infiltration, you get +1d to the engagement roll.
- SLIPPERY:** Your effective Wanted Level is one less than its actual value (and may go up to 5). When you suffer an entanglement, reduce any Coin, Heat, or Rep cost you pay by one.
- SYNCHRONIZED:** When you execute a coordinated maneuver as a team, any 6s rolled by any team member can be freely distributed to teammates to use on their rolls.
- PATRON:** You have a benefactor that helps your crew in Downtime by reducing one crew upgrade cost by 2 -OR- reducing your Heat by 2. They also count as **turf**. *Who is your patron? Why do they help you?*
- VETERAN:** Choose a special ability from another crew. You can take this special ability more than once.

CLAIMS

<input type="checkbox"/> INTERROGATION CHAMBER +1d to Command and Sway on site	<input type="checkbox"/> TURF	<input type="checkbox"/> LOYAL FENCE +2 Coin for burglary or robbery	<input type="checkbox"/> GAMBLING DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> TAVERN +1d to Consort and Sway on site
<input type="checkbox"/> DRUG DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> INFORMANTS +1 tick when you work on an investigation project	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> LOOKOUTS +1d to Survey or Hunt on your turf
<input type="checkbox"/> HAGFISH FARM Body disposal + counts as turf	<input type="checkbox"/> INFIRMARY +1 tick to healing clock in downtime	<input type="checkbox"/> COVERT DROPS +2 Coin for espionage or sabotage	<input type="checkbox"/> TURF	<input type="checkbox"/> SECRET PATHWAYS +1d engagement for stealth plans

COHORT HARM

COHORT HARM

COHORT HARM

COHORT HARM

CONTACTS

DOWLER
an explorer

LAROZE
a bluecoat

AMANCIO
a deal broker

FITZ
a collector

ADELAIDE PHROAIG
a noble

RIGNEY
a tavern owner

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____

HUNTING GROUNDS: BURGLARY | ESPIONAGE | ROBBERY | SABOTAGE

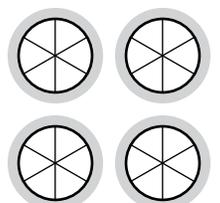
REP TURF HOLD

HEAT WANTED LVL STRONG WEAK

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3 TIER

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

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



COIN	VAULTS	BANK	WARD BOSS	DEBT
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input type="radio"/>
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input type="radio"/>

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Smuggler's Rigging	6	<input type="checkbox"/> Vehicle	Rank 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> Steady	8	<input type="checkbox"/> Vehicle	<input type="checkbox"/> Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Camouflage	6	<input type="checkbox"/> Hidden	<input type="checkbox"/> Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Barge	10	<input type="checkbox"/> Quarters	<input type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
<input type="checkbox"/> Elite Cohort Upgrade	6	<input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
<input type="checkbox"/> Cohort (2xp clocks)		<input type="checkbox"/> Vault	Rank 4 Instructor:	<input type="checkbox"/> Weapons
		<input type="checkbox"/> Workshop	<input type="checkbox"/> Mastery	

NOTES

SMUGGLERS

THIEVES, SPIES, AND SABOTEURS

COHORT HARM

COHORT HARM

COHORT HARM

COHORT HARM

CONTACTS

- ELYNN**
a dock worker
- ROLAN**
a drug dealer
- SERA**
an arms dealer
- NYELLE**
a spirit trafficker
- DECKER**
an anarchist
- ESME**
a tavern owner

- LIKE PART OF THE FAMILY:** Create one of your vehicles as a cohort (use the edges and flaws, below) with **quality** equal to your **Tier +1**.
EDGES: **Nimble:** The vehicle handles easily. +1d to Threat Rolls when appropriate. **Simple:** The vehicle is easy to repair. Remove all of its Harm in downtime. **Sturdy:** The vehicle keeps operating even when *broken*.
- FLAWS:** **Costly:** 1 Coin per downtime for upkeep. **Distinct:** +1 Heat when used on a score. **Finicky:** Only one person understands the vehicle's quirks. When operated without them reduce its quality by 1.
- ALL HANDS:** During downtime, one of your cohorts may perform an additional downtime activity to **Acquire** or **Work**.
- 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**.
- REEVERS:** When you go into conflict aboard a vehicle, you add **+1 Quality** to the vehicle's damage and speed. The vehicle also gains **+1 armor** to represent skillful maneuvering.
- 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. You can take this special ability more than once.

CLAIMS

<input type="checkbox"/> TURF	<input type="checkbox"/> SIDE BUSINESS (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> LUXURY FENCE +2 Coin for high-class targets	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> TAVERN +1d to Consort and Sway on site
<input type="checkbox"/> ANCIENT GATE Safe passage in the Deathlands	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> SECRET ROUTES +1d engagement for transport plans	<input type="checkbox"/> INFORMANTS +1 tick when you work on an investigation project	<input type="checkbox"/> FLEET Your cohorts have their own vehicles	<input type="checkbox"/> COVER OPERATION -2 Heat per score	<input type="checkbox"/> WAREHOUSE +1 Acquire activity each downtime

