	AS / PRONOUNS BACKGROUND		0	COERCION & COERCION & BATTLEBORN: You may expend your special armor to reduce h from an attack in combat or to push yourself during a fight. BODYGUARD: When you gather information to anticipate poss threats in the current situation, you get detailed answers to t questions: <i>Is anyone here a threat to us? What do they intend to What's our best escape route?</i> . When you protect or cover some	sible hese o do?	INSIGHT HUNT STUDY SURVEY FROWESS FINESSE
HARM HEALING C EDGE A XP Clocks: Attribu Mark xp when you mak Trauma impedes you. A	ITED OBSESSED PARANO ARMOR 3 2	em below,	0	 take +1d to your rolls. FEARSOME ASPECT: When you intimidate, threaten, or conviolence, you're terrifying. Ask the GM who flees or surrender who backs off slowly, and who hesitates. GHOST FIGHTER: You may imbue your hands, melee weapons, or with spirit energy. Add +1d when you make a roll in combat vs supernatural. You may grapple with spirits to restrain and capture the LEADER: When you Command a cohort in combat, they cont to fight when they would otherwise break (they're not taken when they suffer level 3 harm). They gain +1 effect and 1 arm LIKE HARDENED STEEL: Permanently fill one segment of y healing clock. When you fight unarmed, your body is a fine weat 9 MULE: Your load limits are higher. Conspicuous: 8. Discrete You're encumbered at 9 boxes of load and can carry a maximu 10 load. Carrying heavy items doesn't affect your speed or agil NOT TO BE TRIFLED WITH: You can push yourself to do or 	tools . the hem. inue out or. your pon. et: 6. m of ity. he of	 SKIRMISH WRECK RESOLVE ATTUNE ATTUNE COMMAND CONSORT CHAEL vicious thug GRACE an extortionist MARLANE pugilist V
You struggled because	nature of your playbook. eliefs, heritage, or background e of your vice or ambitions. avy items) Conspicuous: 6			the following: <i>perform a feat of physical force that verges or</i> <i>superhuman—fight a battle as if your scale was equal to a small g</i> VETERAN: Choose a special ability from another source. You take this special ability more than once.	ang.	MERCY a cold killerSAWTOOTH a physicker
 □ A Blade or Two □ Thrown Weapon □ Pistol □ 2nd Pistol □ Slugger Pistol □ An Unusual Weapon □ Spiritbane Charm □ Arclighter & Glimmer 	 Arcane Implements Burglary Gear Documents Subterfuge Supplies 	Harrison Harris		I Fine hand Weapon □ Scary Weapon or Tool Manacles & Ch □ Fine Heavy Weapon Rage Essence Vial □TES, SCARS, & VETERAN ABILITIES	ain	0 00
COIN STASH O<	0000	YOR DEBT COIN:				

	5			J	HOUN	ID	TRACKING & VIOLENCE	INSIGHT
	NAME / ALIAS / PRONOUNS				make a ranged attac	k at extreme distance	to do one of the following: beyond what's normal for re to suppress the enemy.	• • • • STUDY • • • • SURVEY • • • • TINKER
	HERITAGE / BACKGROUND			0	FocuseD: You ma consequence of sur track of someone) or	ay expend your sp o prise or mental harn to push yourself for n	ecial armor to resist a n (fear, confusion, losing ranged combat or tracking	PROWESS FINESSE PROWL
STRESS	LOOK & STYLE COLD HAUNTED OBSESSED PARA		•		GHOST HUNTER: Ye grants you +1d to role gains an arcane ability	s when tracking or figh ity: ghost-form, mind-	bued with spirit energy. It nting the supernatural, and <i>link, or arrow-swift</i> . Take	SKIRMISH SKIRMISH RESOLVE
HARM HEALING	4	IOR HEAVY S	PECIAL	0	SCOUT: When you detailed answers to	gather information these questions: <i>Wha</i>	arcane ability for your pet. to locate a target, you get <i>t signs do I find that show</i> <i>o them, cut them off, or set</i>	ATTUNE COMMAND CONSORT SWAY
	2	2				l? When you hide in a d to any rolls you mal	prepared position or use	DEADLY FRIENDS
EDGE	1			0	SURVIVOR: From h immune to the poise	hard won experience	or occult ritual, you are deathlands and are able to	STEINER an assassin
XP Clocks: Attribute/Action: 1 per new rating. Special Ability: 2 Veteran Ability: 3				subsist on the strang	CELENE <i>a sentinel</i>			
Trauma	when you make a desperate roll and v impedes you. At end of session, for ea	ch item below,	\bigcirc		When you suffer a mortal wound, you may mark 3 Stress to stabilize it and stay alive.O VENGEFUL: You gain an additional xp trigger: <i>You got payback</i>			MELVIR a physicker
Vou e	xp (or 2 xp if that item occurred multiple embodied a core nature of your playbook.	\frown			against someone wh your crew helped yo	no harmed you or some ou get payback, also m	<i>meone you care about.</i> If nark crew xp.	VELERIS a spy
	expressed your beliefs, heritage, or backgro truggled because of your vice or ambition		\bigotimes	0	VETERAN: Choose a take this special abil		another source. You can	CASTA <i>a bounty hunter</i>
	viscreet: 4 (no heavy items) Conspicuous				UND ITEMS	_		
□ Throw	de or TwoArcane Implementsvn WeaponBurglary Gear2nd PistolDocumentser PistolSubterfuge Supplies	Climbing Gea	r pols	-	Fine Pair of Pistols □ Fine Long Rifle TES, SCARS, & VETER	Electroplasmic Ar Trained Hunting Pet		0 00
□ An Un □ Spirith	husual Weapon	□ □ □ Large Weapor □ □ □ □ Slugger Rifle □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □			, , , , , , , , , , , , , , , , , , , ,			
COIN S	TASH LIFESTYLE VICE & PU	RVEYOR	DEBT					
			COIN:					

DEEP CUTS										ECHNICAL MAYHEM	SKILL	INSIGHT	HUNT
	NAME / ALIA	s / pronot	JNS				ALCHEMIST: When	you inve Qualit	ent or craft a creation t y level . You begin	n with alcł			STUDY SURVEY TINKER
	HERITAGE / 1		ND				ANALYST: During do any long term project a new formula or des	owntime ct clocks sign plar		gation or le	earning		FINESSE PROWL
STRESS	LOOK & STYL		$\nu \nu \nu$	TRAUMA		1			nt or craft a creation evel. You begin with o				SKIRMISH WRECK
HARM HEALING	·	TED OBSES		ID RECKLESS SOFT			consequence of fatig yourself when workin GHOST WARD: You	ue, weal ng with t know	end your special a kness, or chemical e technical skill or hand how to Wreck an a tema or enticing to spi	ffects, or t dling alche area with	to push emicals. arcane		ATTUNE COMMAND CONSORT SWAY
\smile	2		2			0	PHYSICKER: You ca	an Tini	KER with bones, bl	ood, and	bodily	CLEVER F	RIENDS
			1	humours to treat wounds. You can attempt to stabilize some who just suffered a mortal injury. You may STUDY a poison, ma or corpse. In downtime , use the recover activity to act as a Physi					an apothecary				
XP Clocks: Attribute/Action: 1 per new rating. Special Ability: 2 Veteran Ability: 3			1	for those who recover (including yourself) with Quality equal to your TINKER rating. <i>If you have level 3 or 4 Harm, you must recove</i> <i>before you use this ability in downtime.</i>				qual to	VELDRI a psycho				
Trauma in	when you make mpedes you. At o (or 2 xp if that	end of sess	ion, for each it	tem below,	\bigotimes	0	SABOTEUR: When you Wreck, the work is much quieter than it should be and the damage is hidden from casual inspection.					ECKERI a corpse	
-	nbodied a core n		-		$\mathbf{\Theta}$	O VENOMOUS: Choose a drug or poison (from your bandolier stock) to which you have become immune. You can push yourself to secrete					JUL a blood d	lealer	
	cpressed your bei ruggled because				()	i	it through your skin	or saliva	a or exhale it as a vap ability from another	or.		MALIST a priestes	
LOAD Dis	screet: 4 (no hea		-	HEAVY ITEMS		1	take this special abili	ty more	than once.				
A Blade		□ Arcane I □ Burglary		Armor D-D-Climbing Con	•		CH ITEMS				ALCHEN		
	2nd Pistol	Docume		Climbing Gear			Fine Tinkering Tools		□□□ Gadgets				s: 0 0 0
Slugger		□ Subterfu		Large Weapon			☐ Fine Wrecking Too	ols	Blowgun & Darts, Sy	vringes			000
	usual Weapon ane Charm			Slugger Rifle		NOT	'ES, SCARS, & VETERA	N ABILI	TIES		Alcahest		uicksilver kullfire Poison
	ter & Glimmer	□									Binding (Drift Oil		moke Bomb
COIN ST/		1	VICE & PURVE	YOR	DEBT COIN:	-					Drown P		park (drug)
	000000										Eyeblind	Poison St	tandstill Poison
0 0	000000	0000									Fire Oil Grenade		rance Powder

DEEP CUTS				١		CALTH &	INSIGHT
Ι	NAME / ALIAS / PRONOUNS				INFILTRATOR: You are not affected by quality or bypass security measures.	Tier when you	HUNT STUDY SURVEY TINKER
U	HERITAGE / BACKGROUND				CONTORTIONIST: You can twist and fold your b impossibly small and tight spaces. DAREDEVIL: You get +1d for desperate rolls, but tak push yourself to avoid or reduce the consequence.	PROWESS FINESSE PROWL SKIRMISH	
STRESS	COLD HAUNTED OBSESSED PAR. ARM	IOR 🗌 HEAVY 🗌 SP	VICIOUS	0	THE DEVIL'S FOOTSTEPS: When you push yours of the following additional benefits: <i>perform a feat</i> <i>verges on the superhuman—maneuver to confuse y</i> <i>they mistakenly attack each other</i> .	of athletics that	WRECK RESOLVE ATTUNE
HEALING	4 2	2		0	EXPERTISE: Choose one of your Actions. When you action using that Action, you and your allies ge yourself rolls.		COMMAND CONSORT SWAY
EDGE	1			0	GHOST VEIL: You may push yourself to shift partiall field, becoming shadowy and insubstantial for as lo your breath. Take 1 Stress for each extra feature: <i>y rather than shadowy</i> — <i>you may float through the ai</i>	ong as you hold ou are invisible	TELDA an beggar
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).					REFLEXES: When there's a question about who acts f is you (two characters with Reflexes act simultaneous SHADOW: You may expend your special armor to resiss from detection or security measures, or to push your	usly). at a consequence fr self for a feat of	a bluecoat FRAKE a locksmith ROSLYN KELLIS
You e: You st	mbodied a core nature of your playbook. xpressed your beliefs, heritage, or backgro truggled because of your vice or ambition	s.	\square		athletics or stealth or to activate a special ability (like VETERAN: Choose a special ability from another s take this special ability more than once.		a noble
	iscreet: 4 (no heavy items) Conspicuous le or Two Arcane Implements				RK ITEMS Fine Shadow Cloak	e Potion Vial	
□ Throw	n Weapon 🛛 Burglary Gear	Climbing Gear			Dark Sight Goggles Fine Lockpicks		D-D
🗖 Spiritb	er Pistol □ Subterfuge Supplies nusual Weapon □ Tinkering Tools pane Charm □ Prichard Camera ter & Glimmer □	□ Large Weapon □ □ Slugger Rifle		NO	TES, SCARS, & VETERAN ABILITIES		
COIN ST	TASH LIFESTYLE VICE & PU	RVEYOR	DEBT				
0 0 0 0							

DEEP CUT	5				SLID	E	DECEPTION & INFLUENCE	INSIGHT
	NAME / ALIAS / PRONOUNS				Rook's Gambit	Take 2 Stress to use y	our best action rating while e how you adapt your skill	• • • • STUDY • • • • SURVEY • • • • TINKER
	HERITAGE / BACKGROUND			0	CLOAK & DAGGE misdirection, you suspicion. When	u get +1d on rolls wi you throw off your dis	guise or other form of covert nen you confuse or deflect guise, the resulting surprise	PROWESS FINESSE PROWL SKIRMISH
STRESS	LOOK & STYLE	TRAUMA	VICIOUS	0	GHOST VOICE: Yo or demon as if it	was a normal human	thod to interact with a ghost , regardless of how wild or	RESOLVE
HARM	ARM	OR HEAVY SP			feral it appears. Yo supernatural bein		nen you deceive or influence	• • • • ATTUNE • • • • COMMAND
HEALING	· · · · · · · · · · · · · · · · · · ·	5		0	LIKE LOOKING IN is lying to you.	NTO A MIRROR: You ca	an always tell when someone	• • • • CONSORT • • • • SWAY
EDGE	2	2		0	A LITTLE SOMET phase, you earn +		At the end of each downtime	SLY FRIENDS
\bigcap	1			0		hen you Sway someor opened until they next	ne, you may cause them to	a drug dealer
ХР	Clocks: Attribute/Action: 1 per new rating	g. Special Ability: 2 Vetera	n Ability: 3	0	SUBTERFUGE: Y	ou may expend your	special armor to resist a sion, or to push yourself for	BAZSO BAZ a gang leader
	when you make a desperate roll and impedes you. At end of session, for ea	when Harm or	\bigcirc	acts of subterfuge or to activate a special ability. O TRUST IN ME: When you deceive or influence a target with whom				KLYRAa tavern owner
mark 1 :	xp (or 2 xp if that item occurred multiple embodied a core nature of your playbook.				you have an intin you. Also, add +1	NYRYX <i>a lark (sex worker)</i>		
	expressed your beliefs, heritage, or backgro struggled because of your vice or ambition		()	0		se a special ability fro bility more than once	m another source. You can	HARKER a jail-bird
LOAD I	Discreet: 4 (no heavy items) Conspicuous			SL	IDE ITEMS			
□ Throw	de or TwoImage: Arcane Implementswn WeaponImage: Burglary GearImage: Image: DecumentsImage: Decuments	Climbing Gear	·		A Cane Sword Fine Disguise Kit	Fine Clothes & Jewelt Fine Loaded Dice & 2	-	0 0-0
🗖 Slugg		Demolition Too	ols	NC	ITES, SCARS, & VET	ERAN ABILITIES		
🗖 Spirit	bane Charm	□•□ Slugger Rifle						
COIN S		RVEYOR	DEBT					
			COIN:					

DEEP CU	rs						INSIGHT
						LCULATION & NSPIRACY	
	NAME / ALIAS / PRONOUNS				FORESIGHT : Twice per score, describe how your care add +1d to a teammate's roll, or invoke a flashback Stress.		• • • STUDY • • • SURVEY • • • TINKER
	HERITAGE / BACKGROUND				CALCULATING: Due to your careful planning, during may give yourself or another crew member +1 dow	ntime activity.	PROWESS FINESSE PROWL
STRESS	LOOK & STYLE			0	CONNECTED: Make a 6-clock called "Favor." During this clock in place of spending Coin or taking Heat the clock fills, one of your friends or allies calls on the with something. When you help them, clear the clo	, 1-for-1. When he crew for help	• • • • SKIRMISH • • • • WRECK RESOLVE
HARM HEALIN	ARMO	DR HEAVY SPI			FUNCTIONING VICE: When you indulge with a co 1 Coin expenditure covers their Vice cost as w overindulge, instead of a reaction, you may reset to	ell. When you	 ATTUNE COMMAND CONSORT
EDGE	2 2			0	GHOST CONTRACT: When you shake on a deal, partner—human or otherwise—both bear a mark either breaks the contract, they take level 3 harm, "	of your oath. If	SHREWD FRIENDS
\bigcirc)			0	JAIL BIRD: When incarcerated, your wanted level of your Tier as 1 more, and you gain +1 faction status you help on the inside (in addition to your incarcer	s with a faction	AUGUS a master architect
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,				MASTERMIND: You may expend your special arm teammate, or to push yourself when you use logic of WEAVING THE WEB: You gain +1d to any rolls y	JENNAH <i>a servant</i>		
You	xp (or 2 xp if that item occurred multiple t embodied a core nature of your playbook.				gathering information on a target for a score. You engagement roll for that operation.	a chemist	
	expressed your beliefs, heritage, or backgrou struggled because of your vice or ambitions.		()	0	VETERAN: Choose a special ability from another s take this special ability more than once.	ource. You can	JEREN <i>a bluecoat archivist</i>
LOAD	Discreet: 4 (no heavy items) Conspicuous:	6 HEAVY ITEMS		SP	IDER ITEMS		
□ Thre	ade or TwoImage: Arcane Implementswn WeaponImage: Burglary GearolImage: 2nd PistolImage: Documents	□ Armor □ □ □ □ □ □ □ □ □ □ □ □ Climbing Gear			Blueprints Fine Cover Identity Vial of Fine Bottle of Whiskey Concealed Palm Pistol		0 0+0
□ Slug □ An V □ Spiri	and Piston Documents ger Piston Subterfuge Supplies Jnusual Weapon Tinkering Tools tbane Charm Prichard Camera ghter & Glimmer	Demolition Too Large Weapon Slugger Rifle	bls	NO	TES, SCARS, & VETERAN ABILITIES		
COIN	STASH LIFESTYLE VICE & PUR	VEYOR	DEBT				
0 0							

DEEP CUTS NAME / ALIAS / PRONOUNS		• COMPEL: You can Attune to appear and obey a comman torrified by a gheat you guest	to the ghost field to fo nd you give it. You a	are not supernaturally	INSIGHT HUNT STUDY SURVEY INKER
HERITAGE / BACKGROUND	AUMA	 terrified by a ghost you summ GHOST MIND: You're alwa presence. When you gather i you get detailed answers to the are here? What should I do to a recent spirit traces of living bein sense who they are and where IRON WILL: You're immun 	ays aware of superna information about sp ese questions: What kin avoid / neutralize / cor ngs here, what do I see to they went, or are they	atural entities in your pirits or the ghost field, nd of supernatural forces ntrol them? If I sense the them doing? Can I easily obscured in some way?	PROWESS FINESSE PROWL SKIRMISH WRECK RESOLVE
HARM ARMOR HEALING 4 3	HEAVY SPECIAL	 entities inflict. Add +1d wl OCCULTIST: You know th powers, forgotten gods or d you get +1d to Command 	hen you roll against ne secret ways to C lemons. Once you've	t fear or hesitation. Consort with ancient e consorted with one,	 ATTUNE COMMAND CONSORT SWAY
		O RITUAL: You can Study an a supernatural effect or be			STRANGE FRIENDS
		perform ritual sorcery. You			NYRYX <i>a possessor ghost</i>
		O STRANGE METHODS: Wharcane features, take +1 res			
XP Clocks: Attribute/Action: 1 per new rating. Special	l Ability: 2 Veteran Ability: 3	arcane design already know		ii. Tou begin with one	a vampire
Mark xp when you make a desperate roll and when Hart Trauma impedes you. At end of session, for each item be mark 1 xp (or 2 xp if that item occurred multiple times).	• TEMPEST: You can push yo a stroke of lightning as a weak vicinity (torrential rain, roari	setarra a demon			
 You embodied a core nature of your playbook. You expressed your beliefs, heritage, or background. 	$\bigcirc \bigcirc \bigcirc$	O WARDED: You may expend y consequence, or to push yo a special ability, like TEMPH	urself against arcan		QUELLYN a witch
You struggled because of your vice or ambitions.		O VETERAN: Choose a speci	ial ability from ano	ther source. You can	FLINT <i>a spirit trafficker</i>
	AVY ITEMS	take this special ability mo	ore than once.		
	□ Armor □+□+□+Heavy □ Climbing Gear	WHISPER ITEMS Image: Fine Spirit Mask	Spirit Bottles (2)	Ghost Key	
□ Pistol □ 2nd Pistol □ Documents	Demolition Tools	_	Electroplasm Vials	,	0 0-0
□ Ani Onusuar Weapon □ Trinkering Tools □ Spiritbane Charm □ Prichard Camera □ Arclighter & Glimmer □	□ Large Weapon □ Slugger Rifle □	NOTES, SCARS, & VETERAN ABI	*		
COIN STASH LIFESTYLE VICE & PURVEYOR	DEBT				
0 000000000 0 0 0000000000 0 0 0000000000 0 0 00000000000 0					

	STRANGER SECR
NAME / ALIAS / PRONOUNS HERITAGE / BACKGROUND	• FRACTURED: You have traveled through a fracture portal from another world. Add an action dot for you and one for your heritage (as usual). Then distribute for your actions (max rating 2). Depending on the natur world and your past (determined by you and the GM
LOOK & STYLE	of the following: You know how to hanlde yourself. You gain BAT BODYGUARD from the Cutter.
STRESS Image: Construction of the second	 You have endured great suffering. You gain Tous from the Hound. You are driven to uncover the truth of what's hap
$\frac{\text{HEALING}}{2} \frac{4}{2}$	 You gain ANALYST from the Leech. The fracture changed you. You gain GHOST VEIL fr You blend in. You have acquired clothes and access
	as a local and can suppress any accent or unusua gain SUBTERFUGE from the Slide .
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	GHOST MIND or IRON WILL from the Whisper. ☐ You're specially trained. Add 1 dot to an action (max gain Alchemist, Artificer, or Physicker from the Statement of the statement o
Trauma impedes you. At end of session, for each item below, mark 1 xp (or 2 xp if that item occurred multiple times).	O Assimilated: Switch to a new playbook and its x reflect your new life in this world. You keep your c ratings (don't add the starting playbook dots) and spe
 You expressed your beliefs, heritage, or background. You struggled because of your vice or ambitions. 	O VETERAN: Choose a special ability from another source take this special ability more than once.
LOAD Discreet: 4 (no heavy items) Conspicuous: 6 HEAVY ITEMS A Blade or Two Arcane Implements Image: Climbing Gear Thrown Weapon Burglary Gear Image: Climbing Gear Pistol 2nd Pistol Documents	STRANGER ITEMS A Strange Weapon A Strange Tool or Item
□ Pistol □ Documents □ Slugger Pistol □ Subterfuge Supplies □ An Unusual Weapon □ Tinkering Tools □ Spiritbane Charm □ Prichard Camera □ Arclighter & Glimmer □	NOTES, SCARS, & VETERAN ABILITIES
COIN STASH LIFESTYLE VICE & PURVEYOR DEBT	
0 0000000000 COIN: 0 00000000000 COIN: 0 00000000000 COIN:	

INSIGHT **CURIOSITY & SECRECY** • • • HUNT • • • • STUDY have traveled through a fracture: an unstable • • • • SURVEY world. Add an action dot for your background • • • • TINKER itage (as usual). Then distribute four dots among PROWESS cating 2). Depending on the nature of the other (determined by you and the GM), choose one • • • • FINESSE PROWL to hanlde yourself. You gain BATTLEBORN or • • • • SKIRMISH • • • • WRECK red great suffering. You gain **Tough as NAILS** RESOLVE • • • • ATTUNE to uncover the truth of what's happened to you. • • • • COMMAND CONSORT nged you. You gain GHOST VEIL from the Lurk. • • • • SWAY ou have acquired clothes and accessories to pass **UNCERTAIN FRIENDS** an suppress any accent or unusual idioms. You "ARDEN" a stranger V ar with the occult and supernatural. You gain TESSA an ink rake rained. Add 1 dot to an action (max rating 3), -OR-ST, ARTIFICER, or PHYSICKER from the Leech. ANSON a sparkrunner itch to a new playbook and its xp triggers, to fe in this world. You keep your current action BULL ne starting playbook dots) and special abilities. a rail jack V a special ability from another source. You can HOPPER a drugged seer A Strange Tool or Item Strange Luxury Item Strange Clothes Strange Documents

AN ABILITIES

	GHOST A SPIRIT WITHOUT A BODY
NAME / ALIAS / PRONOUNS HERITAGE / BACKGROUND	• GHOST FORM: You are 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 power
LOOK & STYLE Your vice is life essence. To satisfy this need, possess a living victim and consume their spirit energy (this may be an action, risking electroplasmic backlash, or the Vice downtime pursuit). When you do so, clear all of your drain.	and electroplasmic effects. You move about by floating and may f swiftly without tiring. You may slowly flow through small opening 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 overcome the repulsion). Whenever you would take stress, take draw instead. When you would take trauma, take gloom instead.
DRAIN GLOOM CHAOTIC DESTRUCTIVE FURIOUS OBSESSIVE TERRITORIAL SAVAGE HARM ARMOR HEALING 4	O DISSIPATE: You can disperse the electroplasmic vapor of you ghostly form in order to slowly pass through solid matter. Tal 1 drain for each additional feature: <i>you do it instantly rather tha slowly — anything that passes through your form becomes dangerous</i>
2 2	electrified or frozen — you shift fully into the ghost field and vanish. you choose to vanish, you remain fully in the ghost field until you' Compelled or return through a spirit well.
EDGE 1 XP Clocks: Attribute/Action: 1 per new rating. Special Ability: 2 Veteran Ability: 3	○ MANIFEST: Take 1 drain to flow through the electroplasm pathways of the ghost field to instantaneously travel to one of th following: anywhere within 100 paces — the closest spirit well (white may or may not be geographically close in the physical world) — an place you knew intimately in life.
 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 exacted vengeance upon those whom you deem deserving. You expressed your your outrage or anger, or settled scores. You struggled because of your vice or ambitions. 	○ POLTERGEIST: Take 1 drain to strongly interact with the physic world for a few minutes (as if you had a normal body). Take 1 drai for each extra feature: <i>The effect persists for a few hours</i> — <i>You proje</i> <i>telekinetic force equal in strength to a small gang</i> — <i>You chann</i> <i>damaging electroplasmic energy all around you</i> — <i>You emit horrifyin</i> <i>sounds and chilling fog to terrify those around you</i> .
NOTES, SCARS, & VETERAN ABILITIES	• 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-attur (risking electroplasmic harm) or leave the body. Your control challenged when: you consume spirit energy from the host—where arcane powers act against you—when the host's will is driven desperation. You may easily and indefinitely possess a hull or hollo which has been ritually prepared for you (change your playbook Hull or Vampire, respectively).
COINSTASHOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	O VETERAN: Choose a special ability from another source. You catake this special ability more than once.

GHOST	A SPIRIT WITHOUT A BODY	INSIGHT
GHOST FORM: You are a concentration of electrosembles your living body and clothes. You resche physical world and vice versa. You're vuln and electroplasmic effects. You move about swiftly without tiring. You may slowly flow that a vapor. You chill the area around you are iving to behold. You are affected by spiritbane overcome the repulsion). Whenever you wou instead. When you would take trauma, take g	nay weakly interact with herable to arcane powers by floating and may fly through small openings ad are terrifying for the e charms (take 2 drain to <i>ld take stress, take drain</i> <i>loom instead.</i>	STODY SURVEY TINKER PROWESS SKIRMISH SKIRMISH WRECK
DISSIPATE: You can disperse the electrop ghostly form in order to slowly pass thro I drain for each additional feature: <i>you do</i> slowly — anything that passes through your for electrified or frozen — you shift fully into the you choose to vanish, you remain fully in the Compelled or return through a spirit well.	ugh solid matter. Take <i>it instantly rather than</i> <i>rm becomes dangerously</i> <i>ghost field and vanish</i> . If	 ATTUNE COMMAND CONSORT SWAY
MANIFEST: Take 1 drain to flow throu pathways of the ghost field to instantaneous following: <i>anywhere within 100 paces</i> — <i>the</i> <i>may or may not be geographically close in the</i> <i>place you knew intimately in life.</i>	sly travel to one of the closest spirit well (which	
POLTERGEIST: Take 1 drain to strongly into world for a few minutes (as if you had a norr for each extra feature: <i>The effect persists for a telekinetic force equal in strength to a sma</i> <i>damaging electroplasmic energy all around yo</i> <i>counds and chilling fog to terrify those around</i>	nal body). Take 1 drain few hours — You project ll gang — You channel u — You emit horrifying	GHOSTLY ITEMS
Possess: You may Attune to the ghost field of a living body. When your control is challen (risking electroplasmic harm) or leave the challenged when: you consume spirit energy arcane powers act against you—when the desperation. You may easily and indefinitely p which has been ritually prepared for you (cl Hull or Vampire, respectively).	in order to take control ged, you must re-attune body. Your control is <i>ty from the host—when host's will is driven to</i> possess a hull or hollow	
VETERAN: Choose a special ability from an area when this special ability more than once.	nother source. You can	

	NAME / ALIAS	s / pronouns			HULL A SPIRIT ANIMATING A SPARKCRAFT FRAME	INSIGHT HUNT STUDY
		E ody runs on electroplas i	n . Recharge your capacitors by connecting e action). When you do this, clear 5 drain .	_	 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. <i>Whenever you would take stress, take drain instead.</i> OVERCHARGE: Take 1 drain to perform a feat of extreme strength 	 SURVEY TINKER PROWESS FINESSE PROWL SKIRMISH WRECK
DRAIN	CLANKING L	EAKING FIXATED	SMOKING SPARKING UNSTABLE		or speed (run faster than a horse, rend metal with bare hands, etc.). This factors into effect.	ATTUNE COMMAND
HARM HEALING	4	ARM	IOR HEAVY SPECIAL	0	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.	CONSORT SWAY
EDGE	2		2	0	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.	O LevitationO ReflexesO Life-Like Appearance
\bigcirc	1				INTERFACE: You may Attune to the local electroplasmic power field to control it or something connected to it (including another hull).	O Spider ClimbO Interior Chamber
Trauma i	when you make mpedes you. At	Action: 1 per new rating a desperate roll and end of session, for ea item occurred multiple	ch item below,		 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. 	 O Plating O Phonograph O Sensors O Smoke Projectors
You fuYou su	lfilled your funct	ions despite difficulty o red your former humar	r danger.		 RAME Choose your frame size and one starting feature. SMALL (cat size): A metal orb, a mechanical doll, a clockwork spider. Let 	O Spring-Leap Pistons
FUNCTION	IS				MEDIUM (human size): A metal mannequin, a clockwork animal. Life- <i>Lil</i>	
			er — to guard — to labor at		HEAVY (wagon size): A hulking giant, a self-driving vehicle. Interior Chan	iber—Plating (special armor)
		TER COMMANDS.		N	DTES, SCARS, & VETERAN ABILITIES	
		vy items) Conspicuous		L		
□ Pistol	n Weapon □ 2nd Pistol	 Arcane Implement Burglary Gear Documents 	□ Climbing Gear □ □ Demolition Tools			
□ Slugge □ An Un □		□ Subterfuge Suppli □ Tinkering Tools □	es □H□ Large Weapon □H□ Slugger Rifle □H□			

DEEP CUTS NAME / ALIAS / PRONOUNS HERITAGE / BACKGROUND LOOK & STYLE STRESS COLD HAUNTED OBSESSED PARANOID RUTHLESS SECRETIVE VICIOUS HARM ARMOR HEAVY SPECIAL HEALING 4 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).	 UNDEAD: You are a spirit which animates trauma is maxed out. Choose four trauma playbook which reflect your vampiric nature boxes (12). Arcane attacks are potent agains Harm or further trauma, you survive, but While overwhelmed, you are acutely vulne can destroy you utterly. To recover from th (and you automatically overindulge). O ARCANE SENSES: You can see in pitch darkmed to the set of the set of	conditions from your e. You have more stress t you. If you suffer fatal e you're overwhelmed. erable — arcane Harm is state, you must feed ess and can concentrate 1 stress to activate an <i>a subject's true thoughts</i> <i>ive the trails left through</i> <i>dead.</i> becially robust — when y by one level. You are e Cutter ability) without o further increase your a get 2 additional free spirits and may not be ng things to avert their ents. or Resolve. Your max mes 5. When you take ttribute you've chosen.	O INSIGHT • •
LOAD Discreet: 4 (no heavy items) Conspicuous: 6 HEAVY ITEMS	VAMPIRE ITEMS	STRICTURES Add 1 whe	
A Blade or Two Arcane Implements Thrown Weapon Burglary Gear Pistol Documents Slugger Pistol Documents An Unusual Weapon Tinkering Tools Spiritbane Charm Prichard Camera Arclighter & Glimmer VICE & PURVEYOR O O	Fine Weapon Demonbane Charm Fine Shadow Cloak VETERAN ABILITIES	 BESTIAL: When you your vice, you chang you next feed withou BOUND: Your spir body, or be destroyed FORBIDDEN: You home without perm REPELLED: Spiritbe bay. (Take 2 stress to SLUMBER: In downthe destroyed) 	suffer harm or overindulge e into a bestial form until ut overindulging. it must remain in this ed. cannot enter a private hission from the owner. ane charms hold you at

DEEP CUTS			INSIGHT
NAME / ALIAS / PRONOUNS HERITAGE / BACKGROUND			HUNT STUDY STUDY SURVEY FINKER PROWESS FINESSE PROWL
LOOK & STYLE			• • • • SKIRMISH
STRESS COLD HAUNTED OBSESSED PARAM	IOID RECKLESS SOFT VICIOUS		RESOLVE
HEALING 4 3	DR 🗌 HEAVY 🗌 SPECIAL 🗌		• • • • • • • • • • • • • • • • • • •
			FRIENDS & RIVALS
			•
XP Clocks: Attribute/Action: 1 per new rating.	Special Ability: 2 Veteran Ability: 3		▼
Mark xp when you make a desperate roll and wh Trauma impedes you. At end of session, for each mark 1 xp (or 2 xp if that item occurred multiple t	nen Harm or item below,		
 You embodied a core nature of your playbook. You expressed your beliefs, heritage, or backgrou You struggled because of your vice or ambitions. 	\bigcirc \bigcirc		
LOAD Discreet: 4 (no heavy items) Conspicuous: 6	6 HEAVY ITEMS	PLAYBOOK ITEMS	
A Blade or TwoArcane ImplementsThrown WeaponBurglary GearPistolDocumentsSlugger PistolSubterfuge SuppliesAn Unusual WeaponTinkering ToolsSpiritbane CharmPrichard CameraArclighter & Glimmer	 Armor +Heavy Climbing Gear Demolition Tools Large Weapon Slugger Rifle 	□ □ □+□ □+□ Notes, scars, & veteran abilities	
COIN STASH LIFESTYLE VICE & PURY			
0 000000000 0 0 0000000000 0 0 0000000000 0 0 00000000000 0			

					ASS	ASSI		IURDERERS OR HIRE	COHO	RT HARM	
NAME		REPUTATION			Skirmish (up to	PC may add +1 act a max rating of 3).	C		COHOI		
LAIR HUNTING GROUN	NDS: ACCIDENT 1	DISAPPEARANCE MU	·	0	perform this occ their next Down the notice of the	Use a Downtime a cult ritual to consecutivitime, any killings the Deathseeker Crows d extra Heat to the cr	ate a member of the ey commit will be h s. <i>If there are no wit</i>	e crew. Until idden from	COHOI	RT HARM	
REP HEAT VID XP Clocks: Cohort: 2			URF HOLD STRONG O WEAK O TIER O O O O	0	you may spend empowered wea to disintegrate in	When you perfor +4 Coin on rare upon which causes a n a shower of sparking thent lasts until your	arcane materials to named victim and ng embers at the tir	o create an their spirit	COHOI		
At end of session, for each ite				0		nen you take Heat in l		ne total by 1.	CONTA	CTS	
item occurred multiple times <i>Execute a successful accide</i>		murder, or ransom.	$\mathbf{b} (\mathbf{b})$	0	•	lowntime with zero I ave a benefactor that	-	Downtime	TRE a gan	r g boss	
 Contend with challenges a Bolster your crew's reputa 	,	/				e crew upgrade cost ur patron? Why do th		g your Heat	LYDI a dea	RA l broker	
Express the goals, drives, i	inner conflict, or no	ature of the crew.		0		hen you use stealth o	or subterfuge to com	mit murder,	IRIM	INA ous noble	
COIN VAULTS	BANK	WARD BOSS	DEBT		take +1d to the e	00			KAR		
00 0000 000			\bigotimes	0	When you emplo	ou acquire or craft po oy a poison, you are s				nty hunter	
UPGRADES COIN / BOX	LAIR, TRAINING	G, & QUALITY (10 CO	IN PER BOX)		to its effects.					it warden	
Assassin Rigging 6	□ □ Carriage □ □ Boat	Quality 3 Instructor: ■ Insight	□ Documents □ Gear	0		ose a special ability fr ty more than once.	rom another crew. Y	ou can take	SEVC a met	Y rchant lord	
☐ Ironhook Contacts 8	☐ Hidden	Prowess	☐ Implements	C	LAIMS						
Elite Skulks10Elite Thugs10	Quarters	 Resolve Personal Quality 4 Instructor: 	☐ Supplies □ Tools		TRAINING ROOMS	VICE DEN (Tier roll) - Heat =	FIXER +2 Coin for lower-	INFORMAN +1 tick wh	en	HAGFISH F	
\Box Cohort (2xp clocks)	☐ Workshop	DHDHDH Mastery	□ Weapons		+1 scale for your Skulks cohorts	Coin in downtime	class targets	you work or investigation p		counts as t	
NOTES											
					VICTIM TROPHIES +1 rep per score	TURF	LAIR	TURF		COVER OPERATION -2 heat per s	DN
					PROTECTION RACKET (Tier roll) - Heat = Coin in downtime	INFIRMARY +1 tick to healing clock in downtime	ENVDY +2 Coin for high-class targets	COVER IDENTITI +1d engageme deception / socia	nt for	CITY RECORD +1d engager for stealth p	nent

					BRA	VOS		NARIES, & KILLERS	соно) Тнис	RT HARM	סםנ
NAME		REPUTATION			Dangerous: Ea		action rating to Hun t	t, Skirmish,	COHO		ס∣םנ
LAIR HUNTING GROUN	NDS: BATTLE EXT	FORTION SABOTAGE	SMASH & GRAB	0	combat, they the battle may redu	row themselves wil	ght alongside your dly into the fray. An er by marking it on type for free.	y PC in the	COHO	RT HARM	ס∣םנ
		VANTED LVL	URF HOLD STRONG O WEAK O		the engagement	roll.	ite an assault plan, t		COHO		ס∣םנ
XP Clocks: Cohort: 2	Special Ability: 2	Veteran Ability: 3	TIER 0 0 0 0		level as if it was	turf.	t. You may count ea				
At end of session, for each it		xp or 2 xp if that		0			r member has been vhen you push your		CONTA		
item occurred multiple times <i>Execute a successful battle,</i>		e, or smash & grab.	\mathbb{R}		physical harm.	nce. 10u get +1 u w	men you push you r	sen agamst	MEG <i>a pit</i>	fighter	
 Contend with challenges a Bolster your crew's reputa 	,		\square	0			t helps your crew in		CON a blu		
Express the goals, drives, i	1		$\bigcirc \bigcirc \bigcirc$			ir patron? Why do t	t by 2 -OR- reducing hey help you?	gyour meat	KELI a bla	L ER cksmith	
COIN VAULTS	BANK	WARD BOSS	DEBT	0			3 faction status), you wo downtime activi		TOM	AS sicker	
00 0000 000			\bigotimes		of just one.	u anu PCs still get t	wo downtime activi	lies, ilisteau	WAL		
UPGRADES COIN / BOX	LAIR, TRAINING	G, & QUALITY (10 CO	IN PER BOX)		VETERANCHO	an a special ability	from another crow V	You can taka		rd boss	
00 0	□ □ Carriage □ □ Boat	Quality 3 Instructor:	□ Documents □ Gear			ty more than once.	from another crew. Y	ou can take	LUTI a tav	E S ern owner	
☐ Ironhook Contacts 8	□ Hidden	Prowess	☐ Implements	0	CLAIMS						
Elite Rovers 10	□ Quarters □ □ Secure	□ Resolve □ Personal						INFORMAN	ITS		ION
Elite Thugs 10	$\Box \Box$ Secure Vault	Quality 4 Instructor:	□ Tools		BARRACKS +1 scale for your	TURF	CITIZENS +2 Coin for battle or	+1 tick wh you work or	en	RACKE (Tier roll) - I	T
Cohort (2xp clocks)	U Workshop	D-D-D-D Mastery	□ Weapons		Thug cohorts		extortion	investigation p		Coin in dow	
NOTES				1							
				-	FIGHTING PITS (Tier roll) - Heat = Coin in downtime	TURF	LAIR	TURF		TURF	
					INFIRMARY +1 tick to healing clock in downtime	BLUECOAT INTIMIDATION -2 Heat per score	STREET FENCE +2 Coin for lower-class targets	Gain +1 Acq activity per dow	uire	BLUECO CONFEDER +1d engage for assault p	ement

DEEP CUTS						CULT	Γ	ACOLYT FORGOT	ES OF A TEN GOD	COHO Adei	RT HARM	
	NAME		REPUTATION				PC may add +1 act	ion rating to Attune	, Study , or	COHO	RT HARM	סםו
			ING, CRUEL, FEROCIO		0	or demon —you	1 now bear a ritual	rnatural being: ghos tattoo of warding ag n a creature of that ty	ainst those	СОНО	RT HARM	
REP			SERENE, TRANSCENDE		0	not lost favor wi to another cult r	th your deity gains nember without ne	begin a score, each H 1 Edge . You may tra eding to take any act pered message is hea	nsfer Edge ion to help	COHO	RT HARM	סםו
HEAT	Clocks: Cohort: 2		VANTED LVL	WEAK 0 TIER 0000	0	When you indul		ins an additional Vic ng a pleasing sacrific rou 1 Edge .		CONT	ACTS	
	session, for each it	em below, mark 1			0	GLORY INCARN	ATE: Your deity som	letimes manifests in t it the priorities and		GAG an ac	AN cademic	
	rred multiple times the agenda of your		s precepts in action.	\mathcal{D}		god are not thos	se of mortals. You h	ave been warned.		ADI an oc	KIN ccultist	
	nd with challenges a r your crew's reputa			\mathbb{R}		any ritual you po	erform.	acrifice yields -3 stro			CHINS 1tiquarian	
-	ss the goals, drives, i	inner conflict, or no	ature of the crew.	DEBT		themselves to th	ne cult. They will ur	ndoned their reason dertake any service	no matter	MOR a spin	RIYA rit trafficker	
000	000 000	000	WAND DOD			of the faith.		in +1 d to rolls again		MAT a nol	EAS KLINE	
O O O UPGRADE	0 0 0 0 0 0 0 5 coin / box	, I	G, & QUALITY (10 CO	IN PER BOX)			ty more than once.	from another crew. Ye	ou can take		NETT stronomer	
Cult R		\Box \Box Carriage \Box \Box Boat	Quality 3 Instructor:	Documents	C	CLAIMS						
	Sanctum in Lair 8 depts 10	☐ Hidden ☐ Quarters ☐ ☐ Secure ☐ ☐ Vault	 Prowess Resolve Personal Quality 4 Instructor: 	□ Gear □ Implements □ Supplies □ Tools		CLOISTER +1 scale for your Adept cohorts	VICE DEN (Tier roll) - Heat = Coin in downtime	OFFERTORY +2 Coin for occult operations	ANCIEN OBELISH -1 stress cos arcane powe rituals	K t for	ANCIENT TO +1d to Conso arcane entities	ort w/
	t (2xp clocks)		D-D-D-D Mastery	□ Weapons								
NOTES						TURF	TURF	LAIR	TURF		TURF	
						SPIRIT WELL +1d to Attune on site.	ANCIENT GATE Safe passage in the Deathlands	SANCTUARY +1d to Command and Sway on site.	SACRED NE +1 tick to healin in downtin	g clock	ANCIENT AI +1d engager for occult p	ment

					HAW	/KER	S VICE DI	EALERS	COHO	RT HARM	
NAME		REPUTATION			Consort, or Swa	es: Each PC may add ay (up to a max ratir	ng of 3).		СОНО	RT HARM	סםו
LAIR				0		times friends are as g action statuses you	'				
	Y: SALE SUPPLY	SHOW OF FORCE SC		0	quality is equal to the GM will tell	UFF: Your merchan o your Tier+2 . When you who among th	you deal with a crev	v or faction,	СОНО	RT HARM	
			URF HOLD STRONG O WEAK O	0	you have discov	T: Through arcane red how to prepare	your product for sa	le to ghosts	СОНО	RT HARM	
XP Clocks: Cohort: 2 At and of accession for each it				0	HIGH SOCIETY	<i>They do not pay in c</i> : It's all about who	you know. During	Downtime,	CONT	ALTS	
At end of session, for each it item occurred multiple times Acquire product, execute cla 	s.		\mathbb{R}		of you, take -1	r of the city's elite: I Heat. If not, ask the ne nature of the relat	e GM: Who are the	v connected	ROL	AN WOTT gistrate	
Contend with challenges aBolster your crew's reputat	/					on do they wish we di			LAR a blu		
 Express the goals, drives, i COIN VAULTS 	nner conflict, or no	ature of the crew.		0		gang members use <i>Id</i> flaw to your gang	/ I	0	LYD a dea	RA al broker	
CON VADITS 00 0000 000 00 0000 000	000	WARD DUSS		0		ave a benefactor that e crew upgrade cost				uggler	
UPGRADES COIN / BOX	LAIR, TRAINING	 G, & QUALITY (10 CO	IN PER BOX)		•	<i>ur patron? Why do th</i> ose a special ability fr		Ou can take	ANY. a dile	A ettante	
Hawkers Rigging 6	□ □ Carriage □ □ Boat	Quality 3 Instructor:	□ Documents □ Gear			ty more than once.	ioni another crew. 1	ou can take	MAR a gar	a LO 1g boss	
□ Ironhook Contacts 8 □ Elite Rooks 10	☐ Hidden □ Quarters	ProwessResolve	□ Implements	C	LAIMS		_	_		_	
Elite Thugs 10	$\blacksquare \square Secure$ $\Box \square Vault$	PersonalQuality 4 Instructor:	□ Supplies □ Tools		TURF	PERSONAL CLOTHIER	LOCAL GRAFT +2 Coin for show of	LOOKOUT +1d to Surve		+1 tick wh	
Cohort (2xp clocks)	U Workshop	CHCHCHC Mastery	□ Weapons		TON	+1d engagement roll for social plans	force or socialize	Hunt on your	*	you work of investigation p	
NOTES											
					TURF	TURF	LAIR	TURF		LUXURY VE +1d to Conso Sway on s	ort and
					FOREIGN MARKET (Tier roll) - Heat = Coin in downtime	VICE DEN (Tier roll) - Heat = Coin in downtime	SURPLUS CACHES +2 Coin for sale or supply	COVER OPERATIO -2 Heat per so	JN	+1d engager for deceptio transport p	ment on or

				(SHA	DOW	S THIEVI AND SA	ES, SPIES, ABOTEURS	COHO		ס םנ
NAME		REPUTATION		0		ALS: Each PC may ker (up to a max rat		ng to Prowl ,	СОНО		ס םנ
LAIR HUNTING GROUT	NDS: BURGLARY	ESPIONAGE ROBBER	Y SABOTAGE	0	members gain	s: From weird expe the ability to see ts, and objects within d.	and interact with	the ghostly	соно	RT HARM	ס םנ
			URF HOLD STRONG O WEAK O		Downtime, Acc without spendin	our lair is a jumb quire an item with ng Coin or using a I	Quality equal to y Downtime activity.	our Tier+1	СОНО	RT HARM	ס םנ
XP Clocks: Cohort: 2	Special Ability: 2	Veteran Ability: 3	TIER 0 0 0 0		get +1d to the end	: When you execut ngagement roll.	e a clandestine infil	tration, you			
At end of session, for each it	tem below, mark 1	xp or 2 xp if that	T	0	SLIPPERY: Your	r effective Wanted I	Level is one less that	an its actual	CONT	ACTS	
item occurred multiple time <i>Execute a successful espio</i>		theft operation.	$\mathbb{A} \otimes \mathbb{A}$		value (and may	y go up to 5). Whe n, Heat, or Rep cost	n you suffer an ent			v LER cplorer	
 Contend with challenges a Bolster your crew's reputa 	,			0) Synchronizei	D : When you execut	te a coordinated ma		LAR a blu	OZE ecoat	
Express the goals, drives,	-		$\bigcirc \bigcirc \bigcirc$		•	lled by any team mo use on their rolls.	ember can be freely	distributed		NCIO Il broker	
COIN VAULTS	BANK	WARD BOSS	DEBT	0	PATRON: You ha	ave a benefactor tha	t helps your crew ir	n Downtime	FITZ		
			(\bigcirc)			e crew upgrade cos		g your Heat		lector	
UPGRADES COIN / BOX		 G, & QUALITY (10 CO	DIN PER BOX)		, ,	ır patron? Why do t	, <u>,</u> ,		a nol	LAIDE PHR ble	
Thief Rigging 6	□ □ Carriage □ □ Boat	Quality 3 Instructor:		0		ose a special ability f ity more than once.	rom another crew.	You can take	RIG <i>a tav</i>	NEY ern owner	
Underground maps/keys 6	Hidden	Prowess	Gear	0							
Elite Rooks 10	□ Quarters	□ Resolve	☐ Implements	Г	٦						
Elite Skulks 10		Personal	□ Supplies □ Tools		INTERROGATION CHAMBER		LOYAL FENCE	GAMBLING		TAVERI	
Cohort (2xp clocks)	□ □ Vault □ Workshop	Quality 4 Instructor:	U Weapons		+1d to Command and Sway on site	TURF	+2 Coin for burglary or robbery	(Tier roll) - H Coin in down		+1d to Consc Sway on s	
NOTES											
					DRUG DEN (Tier roll) - Heat = Coin in downtime	INFORMANTS +1 tick when you work on an investigation project	LAIR	TURF		LOOKOU +1d to Surv Hunt on you	vey or
					HAGFISH FARM Body disposal + counts as turf	INFIRMARY +1 tick to healing clock in downtime	COVERT DROPS +2 Coin for espionage or sabotage	TURF		SECRE PATHWA +1d engages for stealth p	YS ment

				S	MU	GGLE		PLIERS OF CIT GOODS	COHO	RT HARM	
NAME		REPUTATION		(us	se the edges an	nd flaws, below) wit	one of your vehicles h quality equal to yo lles easily. +1d to T	our Tier +1.	СОНО		
LAIR				all ev	l of its Harm i ven when <i>brok</i>	in downtime. Sturc en.	hicle is easy to repa ly: The vehicle keep	s operating	СОНО	RT HARM	
CARGO TYPES: A	ARCANE/WEIRD A	RMS CONTRABAND	URF HOLD STRONG O	wl ve	hen used on a chicle's quirks. V	score. Finicky: Or When operated with	he for upkeep. Distin Ily one person unde Jout them reduce its o He of your cohorts m	rstands the quality by 1.	СОНО	RT HARM	
HEAT Clocks: Cohort: 2	Special Ability: 2	VANTED LVL Veteran Ability: 3	WEAK 0 TIER 0000	an O Gi	additional do HOST PASSAG	wntime activity to E: From harsh expe		ial, all crew			
At end of session, for each	item below, mark 1	xp or 2 xp if that		to	"carry" a seco	nd ghost as a passe	nger within their bo	dy.	CONT	ACTS	
item occurred multiple time <i>Execute a successful smugglit</i>	es.			yo	our heat is 4 or	less, you get +1d to	downtime, take -1 h o deceive people whe		ELYN a doc	NN :k worker	
Contend with challengesBolster your crew's reputa	,		\mathbb{R}	O LE	e verage: You		traband for other fac r you gain rep, gain ·		ROL a dru	AN ıg dealer	
Express the goals, drives,	inner conflict, or no	ature of the crew.			•		flict aboard a vehicl	-	SERA	4 rms dealer	
COIN VAULTS	BANK	WARD BOSS	DEBT				nd speed. The vehicl		NYE		
			\bigotimes	O Re	enegades: Ea		action rating to Fine	esse, Prowl,		rit trafficker	
UPGRADES COIN / BOX	LAIR, TRAINING	G, & QUALITY (10 CO	IN PER BOX)			to a max rating of		1		<i>archist</i>	
Smuggler's Rigging 6	■ □ Vehicle □ □ Vehicle	Quality 3 Instructor:	□ Documents □ Gear			ty more than once.	rom another crew. Y	ou can take	ESM <i>a tav</i>	E ern owner	
Camouflage 6 Barge 10	□ Hidden	Prowess	☐ Implements	CLAI	MS						
Elite Rooks 10	Quarters	□ Resolve □ Personal									
Elite Thugs 10 Cohort (2xp clocks)	□ □ Secure - □ □ Vault □ Workshop	Quality 4 Instructor:	□ Tools □ Weapons		TURF	SIDE BUSINESS (Tier roll) - Heat = Coin in downtime	LUXURY FENCE +2 Coin for high-class targets	VICE DE (Tier roll) - H Coin in down	Ieat =	TAVERN +1d to Consor Sway on si	ort and
NOTES		/	1								
				Safe	NCIENT GATE e passage in the Deathlands	TURF	LAIR	TURF		TURF	
				+1	CRET ROUTES Id engagement transport plans	+1 tick when you work on an investigation project	FLEET Your cohorts have their own vehicles	COVER OPERATION -2 Heat per s	DN	WAREHOL +1 Acquire ac each downt	ctivity

FACTIONS OF DOSKVOL

UNDERWORLD	TIER	HOLD	STATUS
The Unseen	IV	s	
The Hive	IV	s	
The Circle of Flame	III	s	
The Silver Nails	III	s	
Lord Scurlock	III	s	
The Crows	II	w	
The Lampblacks	II	w	
The Red Sashes	II	w	
The Dimmer Sisters	II	s	
The Grinders	II	w	
The Billhooks	II	w	
The Gray Cloaks	II	s	
Tangletown	II	s	
The Wraiths	II	w	
Ulf Ironborn	Ι	s	
The Fog Hounds	I	w	
The Lost	I	w	

INSTITUTIONS	TIER	HOLD	STATUS
Imperial Military	VI	s	
Covenant	VI	s	
City Council	v	s	
Ministry of Preservation	v	s	
Leviathan Hunters	v	w	
Unity Commission	v	s	
Ironhook Prison	IV	s	
Rowan House	IV	s	
Sparkwrights	IV	s	
Spirit Wardens	IV	s	
Bluecoats	ш	s	
Inspectors	ш	s	
Iruvian Consulate	ш	s	
Skovlan Consulate	ш	w	
Strangford House	ш	w	
The Brigade	II	w	
Severosi Consulate	I	s	
Dagger Isles Consulate	I	s	

LABOR & TRADE	TIER	HOLD	STATUS
The Foundation	IV	s	
Dockers	III	s	
Gondoliers	III	s	
Sailors	III	w	
Laborers	III	s	
Cabbies	II	s	
Cyphers	II	s	
Ink Rakes	II	w	
Ironworks Labor	II	s	
Rail Jacks	II	w	
Servants	II	w	
Void Divers	II	s	

Brightstone

Charterhall

Six Towers

Silkshore

Nightmarket

THE FRINGE	TIER	HOLD	STATUS
The Church of Ecstasy	IV	s	
The Horde	III	s	
The Path of Echoes	III	s	
The Forgotten Gods	III	w	
The Reconciled	III	s	
Skovlander Refugees	III	s	
Deathlands Scavengers	II	w	
Ragskulla	II	s	
The Weeping Lady	II	s	
Sparkrunners	I	s	
Strangers	0	w	
The Unchained	I	S	

NOBILITY/BOSSES	TIER	HOLD	STATUS		TIER	HOLD	STATUS
Whitecrown	v	s		Crow's Foot	II	s	
Brightstone	IV	s		The Docks	IV	s	
Charterhall	IV	s		Barrowcleft	IV	s	
Six Towers	III	w		Coalridge	III	s	
Silkshore	II	s		Charhollow	II	s	
Nightmarket	II	s		Dunslough	II	s	
CITIZENS	TIER	HOLD	STATUS		TIER	HOLD	STATUS
Whitecrown	III	s		Crow's Foot	I	s	

III S

III S

II W

II S

II S

The Docks

Barrowcleft

Coalridge

Charhollow

Dunslough

OTHERS	TIER	HOLD	STATUS	TIER	HOLD	STATUS

DEEP CUTS

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