

ACTION ROLL FLOWCHART

1. Player(s) state their goal and choose the action.

2. How dangerous is the action? GM decides.

DESPERATE You're in serious trouble... Mark XP, hooray!	RISKY Most actions.	CONTROLLED You have an advantage or a safety net
--	-------------------------------	--

You may sacrifice your Position for increased Effect or vice-versa.

3. How effective will the action be? GM decides.

LIMITED	STANDARD	GREAT
----------------	-----------------	--------------

Consider Threat or Potency, Quality/Tier and Scale

4. **Push Self** for 2 stress or 2 essence, or take a **Mask Bargain** to gain **+1d or +effect**

5. Roll dice, GM interprets result, states any consequences

1. Resist? Roll attribute -> 6: 1 stress; 4/5: 2 stress 1-3: 3 stress

TEAMWORK ACTIONS

ASSIST: One other player suffers 1 Stress to give +1 die.

LEAD: Everyone rolls, take best roll, Leader takes stress per failure.

SET UP: If success, follow-ups gain better **Position** or **Effect**.

PROTECT: Suffer consequences for someone else. Resist roll.

ESSENCE

Spend 1 essence whenever you use a **mask ability**

Spend 2 essence for **+1d or +effect**

ACTION RESULT

CONTROLLED

6: You do it.

4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a **minor complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky position**.

1-3: You falter. Press on by seizing a **risky opportunity**, or by having a **complication occur**, or **withdraw and try a different approach**

RISKY

6: You do it.

4/5: You do it, but there's a consequence: you **suffer harm**, a **complication occurs**, you have **reduced effect**, you end up in a **desperate position**.

1-3: Things go badly. You take one or two consequences: **suffer harm**, a **complication occurs**, you end up in a **desperate position**, you **lose this opportunity**.

DESPERATE

6: You do it.

4/5: You do it, but there's a consequence: you **suffer severe harm**, a **serious complication** occurs, you have **reduced effect**.

1-3: It's the worst outcome. You take up to three consequences: **severe harm**, a **serious complication** occurs, you **lose this opportunity** for action.

MASK BARGAINS

Tie narratively to the **goals** and **emotions** of the mask, what does the mask want the brigand to do right now?

- Offer a **minor complication**, tick a clock, add heat, reduce effect, spend load, or reduce the brigand's position.
-

GATHER INFORMATION FLOWCHART

Player asks a question and makes action or fortune roll

GREAT (Crit): You get exceptional details. The information is complete and follow-up questions may expand into related areas or reveal more than you hoped for.

STANDARD (4-6): You get good details. Clarifying and follow-up questions are possible.

LIMITED (1-3): You get incomplete or partial information. More information gathering will be needed to get all the answers.

PLANNING

Players determine goal, opportunity, select an approach, provide the detail

DRAMATIC

Sow chaos and reap the rewards of confusion
How will you command attention?

SUBTLE

Remain unnoticed, slip past suspicion.
How will you remain unnoticed?

TACTICAL

Gain and hold an advantage, ambush cleverly.
How will you gain an advantage?

RAPID

Move quickly, before your opportunity passes.
How will you strike quickly?

CAUTIOUS

Plan in meticulous detail, be ready for anything.
How will you prepare?

CHARISMATIC

Win allies or demoralize your foes.
How will you rally others to your cause?

GAINING ESSENCE

- If you swear an **oath**, roll dice equal to your **current oaths** and gain Essence accordingly. 1-3: 2, 4/5: 4, 6: 5, Crit: 6
- When you fulfill an **pact**, gain an **oath**. If you fail to fulfill an **oath** you have pledged, **lose an oath**. Essence accordingly. 1-3: 2, 4/5: 4, 6: 5, Crit: 6

GAIN +EFFECT

- If a mask special ability gives +Effect
- Spend a charge of contraband
- If the brigands are fighting an enemy with melee weapons and have *Steel*
- If a brigand has an action rating on their sheet that overlaps with a **Mask Action** for the mask they're wearing, the brigand can choose to roll the **lower of the two action ratings** to gain +Effect
- If a brigand was **set up** for their current action
- A brigand may **push themselves** or take a **Mask Bargain** to gain either +Effect or +1d.

ENGAGEMENT ROLLS

At the start of a Foray, roll for engagement.

- Start with **1d** for Pure Luck.
- Consider the land, is the **territory** particularly seditious or friendly? **take +1d**. Is the vampire presence strong here? **lose -1d**.
- Is your **approach** something your enemies are particularly weak against? **Take +1d**. Are your enemies strong against your chosen approach? **Lose -1d**.
- Are any of your **associates** able to help you in this foray? Gain **+1d** and mark that **associate** off.
- Is your **fae** particularly helpful against this enemy, can they provide counsel, advice, or intelligence of particular use? If so, **take +1d**.
- Have any **recent entanglements** or **bans** interfered with your ability to act? If so, **lose -1d**.
- Have you conducted a foray at this location recently? If so, the local guards are likely watchful for you. **Take -1d**.
- What are your orders for your **cohorts** and **experts**? Do you want to dispatch or lead any of them on any missions before the foray? Are any available to help you? If so, gain **+1d**.
- Does your average **load** affect your **approach**? Are you trying to sneak in somewhere with a **heavy load**? If so, **take -1d**. Are you at an average of a **light** load while trying to infiltrate a location? **Take +1d**.
- Are you spending any extra resources to gain an advantage on your engagement roll? If so, **take +1d**.

RESOURCES

Resources can be spent to grant special bonuses on Forays.

Supplies can be spent to provide additional downtime activities.

Blood Sterling is the dire currency of the Bloody Isles, and while you may find it distasteful, it does have it's uses.

- Blood Sterling may be spent to gain **+1d** on an engagement roll, usually by paying some sort of bribe.
- Blood Sterling may be exchanged for supplies during Payoff.

Black Powder is a combustible substance used to fire pistols and rifles with great force and to detonate large explosions, and may be spent on the following

- Spend 1 black powder to receive 3 *charges* of black powder. These charges may be spent to reload rifles and pistols.
- Upgrading the effect of a detonation or explosion.
- A unit of black powder may also be used to temporarily give a cohort the *Powder* trait for a single foray, making them more effective at causing explosions, sieging walls, and firing guns.
- A unit of black powder may be used to give a village or town (spend 2 black powder for a town) **+1d** during a Siege.
- A unit of black powder may be spent to gain **+1d** on an engagement roll, usually by blowing something up.

Ashwood is gathered from the fallen branches of **Ashen** trees, a special tree that grows only in forests home to the Fae.. Ashwood may be spent on the following:

- Spend 1 ashwood to gain 3 *charges* of ashwood. These charges can be spent to upgrade the effect of a weapon or attack that uses ashwood against a vampire, such as firing a bow or staking a vampire.
- Upgrading the effect of any effort to avoid the detection of a vampire, by burning ashwood in a censer.
- A unit of ashwood may also be used to temporarily give a cohort the *Ashwood* trait for a single foray, making them more effective in fighting vampires and evading their detection.

COHORTS

Cohorts can be:

- Once per downtime, dispatched by themselves or led by a brigand on actions to raise sedition, gather supplies, thwart vampiric interference, defend settlements, raise your reputation, attack enemies, or anything else relevant to their type.
- Kept on stand-by for a foray, providing assistance to the brigands.

RECRUITMENT

- Recruit as part of a Foray:
 - GM decides which Tier, edges, and flaws cohort has.
- Fill a 4-clock “Recruit” project:
 - Tier 0, choose their type, assign the “green” flaw.

TRAINING

- To **Raise Tier**, create a clock with ticks equal to:
 - 2 x the next Tier (ie 2 for Tier 1, 4 for Tier 2) +4 ticks
- To **remove a Flaw** or **add an Edge**, fill a 6-tick Project. This may only occur once per Cohort. You may not remove an **inherent flaw** from a cohort.

ARMING

- You may arm one Cohort with Steel, giving them the *Steel* edge, whenever you fill the the Steel clock.

COSTS

- Supply equal to their Tier for each “extra” action per downtime.
- Space equal to the Cohort’s Tier in the Refuge.

EDGES AND FLAWS

Edges: Hardened, Armored, Veterans, Archers, Fusiliers, Skirmishers, Melee, Stealthy, Careful, Defensive, Entrenching, Persuasive, Popular, Resourceful, Diplomatic

Flaws: Green, Shaken, Haunted, Unpopular, Loud, Slow, Reckless

MECHANICS

Determine the cohort’s **strength** at the current task: Start with their **Tier** if action is relevant to their **Type**, otherwise, use 0.

+1 for each relevant Edge -1 for each relevant Flaw

When **leading** a cohort, roll a **teamwork action**, with the cohort rolling dice equal to their strength.

When **dispatching** a cohort, roll fortune with dice equal to their strength.

Outcomes:

Crit: Great effect, 6: Standard effect; 4,5: Standard effect with consequences; 1-3: limited effect w/ consequences

TYPES

Fighters: Capable warriors and guerilla fighters, able to take the fight to the enemy, ambush forces, and defend the populace.

Rogues: Thieves, brigands, assassins and spies, able to assassinate key figures, thwart vampiric schemes, steal resources, and investigate plots.

Envoys: Diplomats, advisors, and revolutionaries, able to bolster morale, boost your reputation, aid allies, and spread sedition.

EXPERTS

If at the **Refuge**, an Expert can grant **+1d** to any action relevant to their skills taking place in the refuge, **including downtime actions**.

An Expert in the Refuge takes up 1 Size worth of space.

If deployed to a location, an Expert grants a wide range of benefits related to that location, such as **+1d** to any **engagement roll**, additional **payoff** to scores, **+1d** to any gather information, **+1d** to any long-term projects, and anything else that seems relevant to their talents.

RECRUITMENT

Recruit as part of a Foray, or:
Create a 8(+2 for every current Expert of the same type) project

DOWNTIME PAYOFF

Faction Strength:

- **1 tick:** A minor objective, set-up for a future operation.
- **2 ticks:** A small objective accomplished, reconnaissance, gaining information, gathering resources.
- **3 ticks:** An objective accomplished, a minor raid, an attack on a shared enemy, acquiring something valuable.
- **4 ticks:** A major objective accomplished, a devastating raid, ending a threat to the ally, acquiring the last piece needed to finish the goal.

Sedition:

- **1 tick:** Mildly seditious activities such as making contacts.
- **2 ticks:** Easily seditious activities, such as ambushing a guard or two, or setting up a cache of supplies.
- **4 ticks:** Moderately seditious activities, such as creating a cell of agents, stockpiling weapons, assassinating a collaborator, ambushing a patrol.
- **6 ticks:** Majorly seditious activities, such as destroying a guard post, assassinating an official, attacking the vampire lord's servants, or staking a vampire.
- **+1** each if you aided a community by filling a need, learning something new about them, or making a sacrifice for them.

Note: Remember to tick any temporary reputation penalties or bonuses back towards equilibrium.

Blood Sterling:

- **2** – A minor foray; several purses.
- **4** – A small attack; a strongbox.
- **6** – A standard foray; decent loot.
- **8** – A big ambush; serious loot.

Bartering:

You may **trade** and/or **redistribute** up to a total amount of Blood Sterling equal to a community's **Sedition + Sedition Level**.

For each blood sterling you **trade**, gain **1 supply**.

For each blood sterling you **redistribute**, gain **1 sedition**. This does not raise the cap on the sterling you can use during this barter phase.

Note, any Blood Sterling you are not able to add to your stockpile is lost only *after* this bartering phase is concluded. Give to the poor.

Contraband:

- **2** – An opportunity to acquire contraband was seized.
- **4** – The operation was devoted (in part) to seizing contraband.
- **6** – Contraband: The operation was devoted entirely to seizing contraband.

Heat:

- **0** heat: Smooth & quiet; low exposure.
- **2** heat: Contained; standard exposure.
- **4** heat: Loud & chaotic; high exposure.
- **6** heat: Wild; devastating exposure.
- Add **+1** heat for a high-profile or well-connected target. Add **+1** heat if the foray or conflict took place in a high-security location. Add **+2** heat if a vampire noble (loan-fang or higher) was killed.

DOWNTIME ACTIONS

- Each PC gets 2 Downtime actions. May spend Supplies for Extra Downtime actions.

LONG-TERM PROJECT Spend your downtime working on a long-term project. 1-3: one segment, 4/5: two segments, 6: three segments, critical: five segments	REDUCE HEAT Say what your character does to reduce the heat level of the crew and make an action roll. Reduce heat according to the result of the roll: 1-3: one, 4/5: two, 6: three, critical: five
RECONNECT Spend time aiding others. Unmark your associates.	RECOVER Spend 1 supplies and receive aid. Remove highest ban.
REST Spend time Resting to relieve stress. Remove stress indicated by Rep.	

DISENGAGEMENT ROLL

A disengagement roll can be made when running short on time for a Foray or when the group wants to abstract their exit strategy.

Once the brigands have accomplished their **goal** for a foray, if nothing is standing between them leaving, it is often best for the GM to narratively wrap things up and get the fiction to **downtime**.

If something stands between the brigands and escape, they have yet to accomplish their goal but time is running short, or they wish to cut and run on a foray before accomplishing their goal, use this mechanic.

Start with 1d for pure luck.

Add +1d for each ally, associate, cohort, or expert that can aid your escape. **Mark** any associate you invoke for this.

Add +1d for each advantage you establish to aid your escape. This is a good chance for flashbacks or flash-forwards to set up escape routes, find secret exits, or sabotage pursuers.

Add +1d if you are in seditious territory, subtract -1d if the vampire presence is strong here.

Subtract -1d if you have not yet accomplished your main goal.

Subtract -1d for each “side objective” you would like to *still try to get on* your way out. This covers quickly grabbing things you don’t already have, not “getting away with the loot.” We assume you brought enough bags.

Subtract -1d for each brigand that has been **taken out** by their stress bar.

Roll fortune dice and adjudicate the result:

- Crit:** A clean get-away, with everything you tried for, and a bit extra. Maybe you snag a bit of extra reputation or lose some heat.
- 6:** A good get-away. You get everything you tried for and everyone gets home safe.
- 4,5:** A messy escape: You get away, but there are consequences. Maybe you take additional heat as you are chased across Cardenfell. Maybe a brigand or two takes **harm** holding back enemies while retreating. Maybe something important is left behind, or a side goal left unaccomplished.
- 1-3:** The skin of your teeth: You escape, but only barely. Everyone takes harm, you move up a “level” of heat, or you leave behind something of vital importance.
- Remember:** Any consequences gained from this roll can be **resisted**, harm can be **canceled by armor**, and brigands can **protect** their allies.
- IMPORTANT:** A brigand *cannot* die or suffer permanent harm (unless they choose to do so) during an escape. Do not threaten permanent consequences, and do not *subvert the foray* by canceling out / rendering moot their main goal with a consequence.