BIG !	SAD WIC	KED ONE	BRAINS SMARTS, AWARENESS, INSIGHT	BRUTE	Powerful & Intimidating * Brawlers •
NAME	RACE & LOOK		□ □ □ SCAN/perceptively □ □ □ TINKER/cleverly □ □ □ □ TRICK/slyly	RAGE: You can spend stress to throwing a large boulder, tackling larger foe on equal footing.	perform an incredible feat of strength, like g a charging horse, or facing off against a much
		VELRY: CRAVING - DRINKING - GAMBLING CULT - VIOLENCE - WORSHIP	MUSCLES STRENGTH, AGILITY, SPEED	you can also (choose one): cleave armor - send them flying.	eckoned with. On a success in close combat, e into a nearby enemy - destroy their shield or
GEAR		STRESS WHEN THE CLOCK IS FULL, YOU GO FERAL. RESISTANCE ROLLS	SKULK/sneakily SMASH/powerfully	lash out. On a critical, you clear 1 O LIVING WEAPON: Your body is a	r humiliation, you take +1d if you immediately I stress. a deadly weapon and has edges (choose two): g - ranged - pulverizing - terrifying. How did you
		FAILURE: PARTIAL RESIST, TAKE 3 STRE MIXED: PARTIAL RESIST, TAKE 2 STRES SUCCESS: FULL RESIST, TAKE 1 STRESS CRITICAL: FULL RESIST, CLEAR 1 STRES	GUTS PERSONALITY, METTLE, MAGIC	O MENACE: You put the torment of	of others over your own safety. You take +1d or humiliate someone. On a critical, you clear
SUPPLY		RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE DEFENSES	☐ ☐ ☐ INVOKE/magically ☐ ☐ ☐ THREATEN/forcefully		immense amount. You gain two gear slots, a upply slot. Where do you keep all of that extra
			BLOODIED DARK HEARTS ASSIST: GIVE + SEFFECT, BUT OPEN TO CONSEQUENCE	resisting physical attacks and sp your hide so tough?	otects you from harm. You take +1d when bend 1 less stress when you do so. What makes
DOWNTIME PROJECT • BREW POTIONS AND AL		GOLD 0000	GO HARD: TRADE +EFFECT FOR -POSITION TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS. DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE DARK HEART: TAKE + ID ON A ROLL	minions or sacrifice to have m paying them gold.	ime action which you can only use to recruit ninions perform a downtime action without
BUILD LOCKS, TRAPS, T CONTACT VILE FRIENDS CRAFT AN ITEM, EDGE, INCANT A RITUAL.	FRICKS, AND ROOMS. S, NPCS, OR FACTIONS.		SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR	O FLEXIBILITY:	
 RECRUIT A PACK OF MI TORTURE A PRISONER. 		PROJECT CLOCKS	DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE. GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.	You can flashback to things such or acquiring just the right weapon	h as torturing a prisoner, threatening violence, n.
MINION PACK	MORALE ☐ BLOODIED <	MINION PACK	MORALE BLOODIED MINION PACK	MORALE BLOODIED	WICKED XP TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION:

MINION PACK	MORALE BLOODIED 🔷
# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
□□ SCAN	O ADEPT □
□□TINKER	COMPANION
□ □ TRICK	O EQUIPPED
☐ ☐ FINESSE	○ EXPENDABLE
□□skulk	○ FLUENT
□ □ SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	OTRAINED
□□THREATEN	○ VERSATILE
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL

# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
□□SCAN	O ADEPT □
□□TINKER	COMPANION
□ □ TRICK	O EQUIPPED
☐ ☐ FINESSE	EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	VERSATILE
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL
	DICTED - AGGRESSIVE - DISLOYAL T - LAZY - MOODY - SUPERSTITIOUS

# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
□□SCAN	○ ADEPT □
□□TINKER	COMPANION
□ □ TRICK	O EQUIPPED
☐ ☐ FINESSE	EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	◯STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	VERSATILE
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS

WICKED XP

POWERFUL & INTIMIDATING BRAWLERS

- YOU MADE PROGRESS ON YOUR MASTER PLAN.
- * YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- YOU ACTED LIKE A MONSTER.
- * YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK I XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING FERAL THIS SESSION.

YOU	ONE	YES	GO	EAI
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

BIG BAD WICKED ONE

TO TO TAKE	D AAT CTZTA			/ nercentively	COLATATA TOTAL	MASTERMINDS
NAME	RACE & LOOK			R/cleverly	STRINGS: You can spend stress to h head, allowing them to reroll a failt heart. What criticism or advice did you	ave an ally remember your voice in their ure. If they roll a success, you gain a dark ou previously impart on them?
DARK IMPULSE: BIGMOUTH - CRUEL - FICKLE - OBSESSED - PARANOID - REC		NG - DRINKING - GAMBLING NCE - WORSHIP	MUSCLES STRENGT	H, AGILITY, SPEED		k to you. You can spend stress to establish must be a reasonable emotion for them to t on that knowledge.
GEAR		N THE CLOCK IS FULL,	FINES		O MASTERFUL LIAR: You excel at lyin	g when you go all in on a falsehood. You e. On a success, you gain a dark heart.
	RESIST	GO FERAL. CANCE ROLLS	□□□□ SMASI	H /powerfully		u get two ticks which can be distributed to llies. What errors do you point out in their
	MIXED: SUCCES	E: PARTIAL RESIST, TAKE 3 STF PARTIAL RESIST, TAKE 2 STRE SS: FULL RESIST, TAKE 1 STRES: AL: FULL RESIST, CLEAR 1 STRI	GUTS PERSONALITY, M			oll when acting immediately after an ally rerage their failure to your own advantage?
SUPPLY	RESIST FAILUR	TING DEATH E: YOU DIE KNOCKED OUT OF THE SCEN	□ □ □ INVOI	KE /magically		Tongue, albeit with a strong, monstrous rou even learn to speak the language of
	DEFE	NSES	BLOODIED DAR	ATEN/forcefully	O WEAVING THE WEB: On a success of interact with contacts, you gain a dawhich you can only use to contact a	during a flashback or downtime action to rk heart. You also gain a downtime action yile friend, faction, or other NPC.
			ASSIST: GIVE +EFFECT, BUT O GO HARD: TRADE +EFFECT FG TEAM UP: TAKE THE HIGHEST	PEN TO CONSEQUENCE DR -POSITION	O WORDPLAY: On a success when resi	isting with BANTER, THREATEN , or TRICK , ame - plant a false idea - have the GM reveal
DOWNTIME PROJECTS • BREW POTIONS AND ALCHEMICAL • BUILD LOCKS, TRAPS, TRICKS, ANI		00000	WITH A MIXED OR FAILURE T DARK BARGAIN: TRADE + ID I DARK HEART: TAKE + ID ON A	AKES STRESS. OR A CONSEQUENCE	O FLEXIBILITY:	
CONTACT VILE FRIENDS, NPCS, OF CRAFT AN ITEM, EDGE, OR CONTR INCANT A RITUAL.	R FACTIONS.		SHOCK: TAKE -ID ON NEXT R BLOODIED: TAKE SHOCK TO A CLEARS WHEN ALL SHOCK IS	ALL ATTRIBUTES, AND		
RECRUIT A PACK OF MINIONS. TORTURE A PRISONER.	PRO	JECT CLOCKS	DEATH KNELL: TAKE A FINAL DARK HEART LEFT WHEN YOU GO FERAL: IMMEDIATELY COLUMN USED DURING THIS ACTION (J DIE. MPELLED; ABILITIES	You can flashback to things such as contingency plans, or acquiring info	
MINION PACK MOR	ALE BLOODIED	MINION PACK	MORALE ☐ BLOODIED ♦	MINION PACK		VICKED XP
# RACE J	JOB	# RACE	JOB	# RACE	JOB *	AKE AN ABILITY WHEN FULL. MARK I XP FOR EACH OU DID THIS SESSION: YOU MADE PROGRESS ON YOUR MASTER PLAN.
ACTIONS UPGRADES SCAN OADEPT DITINKER OCOMPAN TRICK OEQUIPPE	IION	□□SCAN O. □□TINKER O	GRADES (I GOLD EACH) ADEPT □ COMPANION EQUIPPED □	ACTIONS SCAN STINKER STINKER	OADEPT OCOMPANION	YOU JUMPED INTO A MINION PACK'S DOWNTIM ACTION. YOU ACTED LIKE A MONSTER. YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS

BRAINS SMARTS, AWARENESS, INSIGHT

MINION PACK	MORALE BLOODIED 🔷
# RACE	JOB
ACTIONS	upgrades (1 gold each)
□□SCAN	○ ADEPT □
□□TINKER	COMPANION
TRICK	O EQUIPPED
☐ FINESSE	○ EXPENDABLE
□ □ SKULK	FLUENT
□ □ SMASH	MINDSET
BANTER	○STRAPPED □
□ □ INVOKE	OTRAINED
□□THREATEN	○ VERSATILE
DARK IMPULSE: AD	DICTED - AGGRESSIVE - DISLOYAL
	T - LAZY - MOODY - SUPERSTITIOUS

MINION PACK	MORALE BLOODIED
# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
□□SCAN	○ ADEPT □
□□TINKER	COMPANION
□□TRICK	O EQUIPPED
☐ ☐ FINESSE	EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	VERSATILE
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS

# RACE	JOB	
ACTIONS	UPGRADES (I GOLD EACH)	
□□SCAN	O ADEPT □	
□□TINKER	COMPANION	
□ □ TRICK	O EQUIPPED	
☐ ☐ FINESSE	EXPENDABLE	
□□skulk	FLUENT	
□□SMASH	MINDSET	
□□BANTER	○STRAPPED □	
□□INVOKE	TRAINED	
□□THREATEN	VERSATILE	
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL	
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS	

MANIPULATIVE & CONTROLLING

- LAN.
- DOWNTIME
- ATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK I XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING FERAL THIS SESSION.

YOU	ONE	YES	GO	EAT	
ME	TWO	NO	DO	GIVE	
us	THREE	MAYBE	STOP	GET	
IT	MORE	NOW	KILL	GOLD	

RIG RYD M	/ICI	CED ONE	BRAINS SMARTS, AWARENESS, INSIGHT SCAN/perceptively	CRAFTER	CLEVER & CURIOUS -
NAME RAG	CE & LOOK		☐ ☐ ☐ TINKER/cleverly ☐ ☐ ☐ TRICK/slyly	♠ INGENUITY: You can spend stress to pe like mixing concoctions on the fly to creat together a temporary simple contraption science creations.	e a powerful combined effect, slapping
DARK IMPULSE: BIGMOUTH - CRUEL - DERANGED FICKLE - OBSESSED - PARANOID - RECKLESS - VENGI		STRESS WHEN THE CLOCK IS FULL, YOU GO FERAL.	MUSCLES STRENGTH, AGILITY, SPEED	 BREWMASTER: When you make a conceeven on a failure. You gain a downtime a concoctions. CREATIVE FRENZY: On a success whi project, the downtime action isn't consumption of the co	action which you can only use to brew le working on a crafting downtime
SUPPLY		RESISTANCE ROLLS FAILURE: PARTIAL RESIST, TAKE 3 STRESS MIXED: PARTIAL RESIST, TAKE 2 STRESS SUCCESS: FULL RESIST, TAKE 1 STRESS CRITICAL: FULL RESIST, CLEAR 1 STRESS RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE		 MONSTER SCIENCE: You fully believe it you go hard with a concoction or co consequences from the roll. On a critical PRIDE: You instill a deep sense of yourse or someone else rolls a critical using so heart. PROTOTYPE: Start a single tier 2 or 3 co 	entraption, but you can't resist any l, you clear 1 stress. If into anything you create. When you mething you crafted, you gain a dark
DOWNTIME PROJECTS • BREW POTIONS AND ALCHEMICALS. • BUILD LOCKS, TRAPS, TRICKS, AND ROOMS. • CONTACT VILE FRIENDS, NPCS, OR FACTIONS. • CRAFT AN ITEM, EDGE, OR CONTRAPTION. • INCANT A RITUAL. • RECRUIT A PACK OF MINIONS. • TORTURE A PRISONER.	GO	DEFENSES D D D D D D D D D D D D D D D D D D	BLOODIED DARK HEARTS ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE GO HARD: TRADE +EFFECT FOR -POSITION TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS. DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE DARK HEART: TAKE +ID ON A ROLL SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.	this unfinished contraption as normal. A it ticks the crafting clock once. When the and you start a new clock. Scrutiny: You can spend stress to est machinery you can see. You take +1d who signature Elixir: You have a stead concoction and you gain 2 supply slots where the start of the supply slots where the start of the start of the start of the supply slots where the start of t	Any time you make a dire roll using it, e clock is full, the contraption is made rablish a flaw in a structure or some en you act on that knowledge. y supply of a single specific tier 2 which you can only use for it.
MINION PACK MORALE BI	LOODIED	MINION PACK	GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS. MORALE BLOODIED MINION PACK	TAKE A	XED XP AN ABILITY WHEN FULL. MARK I XP FOR EACH ID THIS SESSION:

RACE JOB ACTIONS UPGRADES (1 GOLD EACH) ○ADEPT □ □□ SCAN □□TINKER COMPANION □□ TRICK OEQUIPPED EXPENDABLE ☐ ☐ FINESSE □□skulk O FLUENT □ □ SMASH MINDSET □□BANTER ○STRAPPED □ □□ INVOKE TRAINED □□THREATEN VERSATILE DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

# RACE	JOB
ACTIONS	UPGRADES (1 GOLD EACH)
□□SCAN	○ ADEPT □
□□TINKER	COMPANION
□□TRICK	O EQUIPPED
☐ ☐ FINESSE	EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	VERSATILE
DARK IMPLIESE: ADD	ICTED - AGGRESSIVE - DISLOYAL

RACE	JOB
ACTIONS	UPGRADES (1 GOLD EACH)
□□SCAN	○ ADEPT □
☐ TINKER	COMPANION
TRICK	O EQUIPPED
FINESSE	EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
BANTER	○STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	VERSATILE
DARK IMPULSE: AD	DICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS

CLEVER & CURIOUS TINKERERS

- YOU MADE PROGRESS ON YOUR MASTER PLAN.
- * YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- YOU ACTED LIKE A MONSTER.
- * YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK I XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING FERAL THIS SESSION.

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
us	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

	RACE & LOOK
RK IMPULSE: BIGMOUTH - CRUEL - DER. CKLE - OBSESSED - PARANOID - RECKLES!	
EAR	STRESS WHEN THE CLOCK IS FULL, YOU GO FERAL.
	RESISTANCE ROLLS FAILURE: PARTIAL RESIST, TAKE 3 STRESS MIXED: PARTIAL RESIST, TAKE 2 STRESS SUCCESS: FULL RESIST, TAKE I STRESS CRITICAL: FULL RESIST, CLEAR I STRESS
UPPLY	RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE
	DEFENSES
OOWNTIME PROJECTS	GOLD 0000
BREW POTIONS AND ALCHEMICALS. BUILD LOCKS, TRAPS, TRICKS, AND ROC CONTACT VILE FRIENDS, NPCS, OR FAC CRAFT AN ITEM, EDGE, OR CONTRAPTI	TIONS.



- O HARD: TRADE +EFFECT FOR -POSITION EAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC /ITH A MIXED OR FAILURE TAKES STRESS.
- ARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
- ARK HEART: TAKE +1D ON A ROLL
- HOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS SLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A OARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED: ABILITIES ISED DURING THIS ACTION COST NO STRESS.

HUNTER

RUTHLESS & TENACIOUS TRACKERS

- THRILL OF THE HUNT: You can spend stress to establish a small, momentary weakness in your prey. You gain +effect when you exploit this on your next roll to stalk, catch, or bring them down. On a success, you gain a dark heart.
- FERAL SENSES: Animal blood runs through your veins, causing your senses to extend twice as far as normal. You take +1d when tracking or surveying an area. You also gain a defense against surprise.
- O GRIT: You don't go down easy. On a failure when resisting, you can immediately roll an extra 1d that counts towards the roll. If the result is a success, it counts as a critical.
- O HUNTING PET: You have a hunting pet or pack instead of minions. It has the companion upgrade and knows tricks (choose two): cause confusion - fetch herd prey - locate prey - surprise attack. Your pet takes +1d when performing
- O SCAVENGER: On a success while surveying or traversing a risky area, you can (choose one): find a piece of mundane gear - tick an edge crafting clock - harvest a tier 2 concoction.
- O **SCOUT**: You make a habit of roaming the surface and scouting out targets. While choosing a raid plan, you can establish a weakness you know about in your target's defenses. During the raid, you can also spend stress to establish a second fact.
- TRICK SHOTS: You can pull off improbable (but not impossible) shots with a ranged weapon, like ricocheting a projectile off a wall or shooting through one target and hitting another. You ignore any circumstances towards effect from the difficulty, but you must explain how you pulled off the shot.
- WILD KNOWLEDGE: You can spend stress to establish a fact about plants, animals, or the weather. You take +1d when you act on that knowledge.

You can **flashback** to things such as setting a trap, scouting out a location, or hunting up some food.

# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
□□scan	○ADEPT □
□□ TINKER	COMPANION
TRICK	O EQUIPPED
□□FINESSE	OEXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	TRAINED
☐ ☐ THREATEN	○ VERSATILE
	DICTED - AGGRESSIVE - DISLOYAL T - LAZY - MOODY - SUPERSTITIOUS

ACTIONS	UPGRADES (I GOLD EACH)
□□SCAN	OADEPT □
□□TINKER	COMPANION
□ □ TRICK	O EQUIPPED
☐ ☐ FINESSE	○ EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	OTRAINED
□□THREATEN	VERSATILE
	CTED - AGGRESSIVE - DISLOYAL

# RACE	JOB	
ACTIONS	UPGRADES (1 GOLD EACH)	
□□SCAN	OADEPT □	
□□TINKER	COMPANION	
□□ TRICK	O EQUIPPED	
☐ ☐ FINESSE	EXPENDABLE	
□□skulk	FLUENT	
□□SMASH	MINDSET	
□□BANTER	○STRAPPED □	
□□INVOKE	TRAINED	
□□THREATEN	○ VERSATILE	
DARK IMPULSE: AD	DICTED - AGGRESSIVE - DISLOYAL	
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS	

	4-5-5-5
WICKED XP	

TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION:

- * YOU MADE PROGRESS ON YOUR MASTER PLAN.
- + YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- * YOU ACTED LIKE A MONSTER.
- * YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

YOU MF

US

TAKE AN ACTION DOT WHEN FULL. MARK I XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING FERAL THIS SESSION.

LIGHT TONGUE WORDS TWO NO DO GIVE THREE MAYBE STOP GET

GOLD

MORE NOW KILL

BIG BAD WICKED ONE

	RACE & D	ООК
	MOUTH - CRUEL - DERANGED - PARANOID - RECKLESS - VENGEFUL	REVELRY: CRAVING - DRINKING - GAMBLING OCCULT - VIOLENCE - WORSHIP
GEAR		STRESS WHEN THE CLOCK IS FULL, YOU GO FERAL.
SUPPLY	1	RESISTANCE ROLLS FAILURE: PARTIAL RESIST, TAKE 3 STRE MIXED: PARTIAL RESIST, TAKE 2 STRES SUCCESS: FULL RESIST, TAKE 1 STRESS CRITICAL: FULL RESIST, CLEAR 1 STRES RESISTING DEATH
		FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE
		DEFENSES
DOWNTIME PI	ROJECTS	GOLD 0000
BREW POTIONS BUILD LOCKS, TF CONTACT VILE F CRAFT AN ITEM, INCANT A RITUA	AND ALCHEMICALS. RAPS, TRICKS, AND ROOMS. RIENDS, NPCS, OR FACTIONS. EDGE, OR CONTRAPTION. AL.	GOLD 00000
BREW POTIONS BUILD LOCKS, THE CONTACT VILE FOR CRAFT AN ITEM,	AND ALCHEMICALS. RAPS, TRICKS, AND ROOMS. RIEIENDS, NPCS, OR FACTIONS. EDGE, OR CONTRAPTION. AL. C OF MINIONS.	GOLD OOOOO PROJECT CLOCKS
BREW POTIONS. BUILD LOCKS, TF CONTACT VILE F CRAFT AN ITEM, INCANT A RITUA RECRUIT A PACK	AND ALCHEMICALS. RAPS, TRICKS, AND ROOMS. RIENDS, NPCS, OR FACTIONS. EDGE, OR CONTRAPTION. AL. COF MINIONS. SONER.	PROJECT CLOCKS
BREW POTIONS. BUILD LOCKS, THE CONTACT VILE F CRAFT AN ITEM, INCANT A RITUA RECRUIT A PACK TORTURE A PRIS	AND ALCHEMICALS. RAPS, TRICKS, AND ROOMS. RIENDS, NPCS, OR FACTIONS. EDGE, OR CONTRAPTION. AL. COF MINIONS. SONER.	PROJECT CLOCKS

*	BRAINS SMARTS, AWARENESS, INSIGHT
	□ □ □ □ SCAN/perceptively
_	□ □ □ □ TINKER/cleverly
	☐ ☐ ☐ TRICK/slyly
-	
*	MUSCLES STRENGTH, AGILITY, SPEED
\	☐ ☐ ☐ FINESSE/precisely
J	□ □ □ SKULK/sneakily
	□ □ □ □ SMASH/powerfully
ς.	
	GUTS PERSONALITY, METTLE, MAGIC
	□ □ □ □ BANTER / affably
	□ □ □ INVOKE/magically
	☐ ☐ ☐ THREATEN/forcefully
{	BLOODIED DARK HEARTS
_	ASSIST: GIVE + FFFECT, BUT OPEN TO CONSEQUENCE GO HARD: TRADE + FFFECT FOR - POSITION TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS. DARK BARGAIN: TRADE + ID FOR A CONSEQUENCE DARK HEART: TAKE + ID ON A ROLL
3.5 57	SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE. GO FERAL! IMMEDIATELY COMPELIED: ABILITIES

USED DURING THIS ACTION COST NO STRESS.

MARAUDER

Cunning & Fearless WARRIORS

- SATTLEMASTER: You can spend stress to perform an incredible feat of athletics, like throwing an axe a great distance, maneuvering nearly anywhere on the field of battle, or facing off against a group of foes on equal footing.
- O BULWARK: You're the rock on which your allies lean. You take +1d when resisting consequences for an ally. On a success, the ally takes +1d on any follow-up action.
- O COHORT: Your minions are always elite, with the mindset (loyal) and companion upgrades. They also have an additional upgrade (choose one): equipped - mindset (fearless) - trained - versatile.
- O COMMANDER: You exert your will to bolster your minions. You can spend stress or a dark heart to give a minion pack +1d on a roll. You also gain a defense against minion failure.
- O CONTROL: You fluidly control a fight. On a success when resisting an attack in close combat, you can also (choose one): disarm them - redirect the attack reposition them nearby.
- O JOY OF BATTLE: You love nothing more than your own excellence in battle. On a critical while engaged in combat, you clear 1 stress and gain a dark heart.
- O MANIAC: You think nothing of risking life and limb. You take +1d when you go hard and put your own body on the line, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.
- O TACTICIAN: Battle plans are the key to your success. You take +1d on your first action after an engagement roll. You also gain a defense against raid plans going off track.

FI	EX!	RI	11	TY	٠.

You can **flashback** to things such as giving orders to minions, surveying a target's strength, or disciplining subordinates.

MINION PACK	MORALE BLOODIED 🔷	MINION PACK	MORALE 🔲
# RACE	JOB	# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)	ACTIONS	UPGRADES (I GOLD E
□□SCAN	○ ADEPT □	□□SCAN	○ ADEPT □
□□TINKER	○ COMPANION	□□TINKER	COMPANION
□□TRICK	○ EQUIPPED	□□TRICK	O EQUIPPED
☐ ☐ FINESSE	○ EXPENDABLE	☐ ☐ FINESSE	○ EXPENDABLE
□□skulk	OFLUENT	□□skulk	FLUENT
□□SMASH	MINDSET	□□SMASH	MINDSET
□□BANTER	○STRAPPED □	□□BANTER	○STRAPPED □
□□INVOKE	OTRAINED	□□INVOKE	OTRAINED
☐ ☐ THREATEN	○ VERSATILE	□□THREATEN	VERSATILE
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL	DARK IMPULSE: ADD	DICTED - AGGRESSIVE - DIS
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS	GREEDY - IMPATIENT	Γ - LAZY - MOODY - SUPE

# RACE	JOB	
ACTIONS	UPGRADES (1 GOLD EACH)	
□□SCAN	○ ADEPT □	
□□TINKER	COMPANION	
□ □ TRICK	O EQUIPPED	
☐ ☐ FINESSE	EXPENDABLE	
□□skulk	FLUENT	
□ □ SMASH	MINDSET	
□□BANTER	○STRAPPED □	
□□INVOKE	TRAINED	
□□THREATEN	VERSATILE	
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL	
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS	

# RACE	JOB	
ACTIONS	UPGRADES (I GOLD EACH)	
SCAN	○ ADEPT □	
☐ TINKER	COMPANION	
□ □ TRICK	O EQUIPPED	I
☐ FINESSE	○ EXPENDABLE	
□□SKULK	OFLUENT	
□ □ SMASH	MINDSET	
□□BANTER	○STRAPPED □	
□□INVOKE	OTRAINED	
□□THREATEN	VERSATILE	
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL	

WICKED XP

TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION:

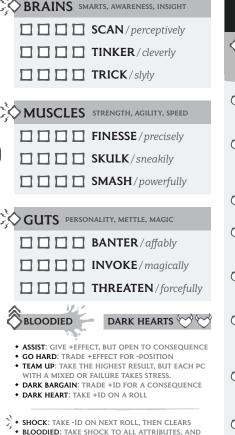
- * YOU MADE PROGRESS ON YOUR MASTER PLAN.
- + YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- * YOU ACTED LIKE A MONSTER.
- * YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK I XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING FERAL THIS SESSION.

rou	ONE	1 F2	GO	EAI
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

BIG BAD WI	CKED ONE	BRAINS SMARTS, AWARENESS, INSIGHT
APICA APIAD VII		□ □ □ □ SCAN/perceptively
		☐ ☐ ☐ TINKER / cleverly
IAME RACE & L	оок	□□□□ TRICK/slyly
PARK IMPULSE: BIGMOUTH - CRUEL - DERANGED ICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFUL	REVELRY: CRAVING - DRINKING - GAMBLING OCCULT - VIOLENCE - WORSHIP	MUSCLES STRENGTH, AGILITY, SPEED
GEAR	STRESS	☐ ☐ ☐ FINESSE / precisely
	WHEN THE CLOCK IS FULL,	SKULK/sneakily
	YOU GO FERAL.	□ □ □ □ SMASH/powerfully
	RESISTANCE ROLLS FAILURE: PARTIAL RESIST, TAKE 3 STRESS MIXED: PARTIAL RESIST, TAKE 2 STRESS SUCCESS: FULL RESIST, TAKE 1 STRESS	GUTS PERSONALITY, METTLE, MAGIC
SUPPLY	CRITICAL: FULL RESIST, CLEAR I STRESS RESISTING DEATH FAILURE: YOU DIE	□ □ □ □ BANTER / affably □ □ □ □ INVOKE / magically
	MIXED: KNOCKED OUT OF THE SCENE DEFENSES	☐ ☐ ☐ THREATEN/forcefully
		BLOODIED DARK HEARTS
DOWNTIME PROJECTS • BREW POTIONS AND ALCHEMICALS. • BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.	GOLD 0000	ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE GO HARD: TRADE +EFFECT FOR -POSITION TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS. DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE DARK HEART: TAKE +ID ON A ROLL
CONTACT VILE FRIENDS, NPCS, OR FACTIONS. CRAFT AN ITEM, EDGE, OR CONTRAPTION. INCANT A RITUAL. RECRUIT A PACK OF MINIONS. TORTURE A PRISONER.	PROJECT CLOCKS	SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE. GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.
MINION PACK MORALE DELOODI	MINION PACK	MINION PACE



SHADOW

SNEAKY & ELUSIVE Rogues

PROWLER: You can spend stress to perform an incredible feat of agility, like slipping unimpeded through a mob, leaping safely from a high tower, or hiding in plain sight.

- O DARK MIND: You can compel other PCs to action just as if the GM had compelled them. If they accept, you gain a dark heart. If they decline, you take stress. The GM is still the final judge of what is an appropriate compel.
- O POISONER: Making or procuring poisons is second nature for you. You have a steady supply of the following tier 1 concoction poisons: blinding - disorienting - slowing - nauseating. You also gain two supply slots which you can only use for them.
- O POUNCE: You recognize the perfect timing to strike. You take +1d when you catch someone by surprise. On a critical, you clear 1 stress.
- O SLIPPERY: You're tough to pin down. On a success when resisting an enemy attack, you can also (choose one): disappear from their sight - pick their pocket - reposition behind them.
- O STALKER: Your lurking presence forces foolish action. On a success while moving stealthily, NPCs near you (choose one): do something stupid due to paranoia - reveal a secret.
- O STICKY FINGERS: You always manage to come away with something of value. You get 1 extra gold each loot roll and can control up to 6 gold without raising suspicion. Also, once during each raid, you can establish the location of some good loot nearby.
- O UNSEEN HAND: When you assist an ally, you only take consequences if they roll a failure. If they roll a critical, you clear 1 stress. Why do they not know you're helping them?

	Er.	EV		ITY
()	ы	F X	IKII	TIY

You can **flashback** to things such as snatching something valuable, lying to create opportunity, or stashing some items.

# RACE	JOB	-
ACTIONS	UPGRADES (I GOLD EACH)	
□□SCAN	OADEPT □	
□□TINKER	COMPANION	
TRICK	O EQUIPPED]
FINESSE	○ EXPENDABLE	
□ □ SKULK	OFLUENT	
□ □ SMASH	MINDSET	_
□□BANTER	○STRAPPED □	
□□INVOKE	OTRAINED	_
THREATEN	VERSATILE	

# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
SCAN	OADEPT □
☐ TINKER	COMPANION
☐ TRICK	O EQUIPPED
☐ FINESSE	○ EXPENDABLE
□□skulk	FLUENT
□ □ SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	OTRAINED
□□THREATEN	VERSATILE
DARK IMPULSE: AD	DICTED - AGGRESSIVE - DISLOYAL

MINION PACK	MORALE BLOODIED 🔷
# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
□□SCAN	OADEPT □
□□TINKER	COMPANION
□□ TRICK	O EQUIPPED
☐ ☐ FINESSE	EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	◯STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	VERSATILE
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS

	4-5-5-5-5
WICKED XP	(INDADADAN

TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION:

- * YOU MADE PROGRESS ON YOUR MASTER PLAN.
- * YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- YOU ACTED LIKE A MONSTER.
- * YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

YOU MF

US

TAKE AN ACTION DOT WHEN FULL. MARK I XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING FERAL THIS SESSION.

LIGHT TONGUE WORDS TWO NO DO GIVE THREE MAYBE STOP GET

GOLD

MORE NOW KILL

BIG BAD WI	CKED ONE	BRAINS SMARTS, AWARENESS, INSIGHT
ADICA ADIALI VVI		□ □ □ □ SCAN/perceptively
		☐ ☐ ☐ TINKER / cleverly
AME RACE & L	.00К	☐ ☐ ☐ TRICK/slyly
ARK IMPULSE: BIGMOUTH - CRUEL - DERANGED CKLE - OBSESSED - PARANOID - RECKLESS - VENGEFUL	REVELRY: CRAVING - DRINKING - GAMBLING OCCULT - VIOLENCE - WORSHIP	MUSCLES STRENGTH, AGILITY, SPEED
GEAR	STRESS	☐ ☐ ☐ FINESSE / precisely
	WHEN THE CLOCK IS FULL,	SKULK/sneakily
	YOU GO FERAL.	□ □ □ SMASH/powerfully
	RESISTANCE ROLLS	
	FAILURE: PARTIAL RESIST, TAKE 3 STRESS MIXED: PARTIAL RESIST, TAKE 2 STRESS	GUTS PERSONALITY, METTLE, MAGIC
	SUCCESS: FULL RESIST, TAKE I STRESS CRITICAL: FULL RESIST, CLEAR I STRESS	□ □ □ □ BANTER / affably
SUPPLY	RESISTING DEATH FAILURE: YOU DIE	□ □ □ INVOKE/magically
	MIXED: KNOCKED OUT OF THE SCENE	☐ ☐ ☐ THREATEN / forcefully
	DEFENSES	A Wir
		BLOODIED DARK HEARTS
		ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
DOWNTIME PROJECTS	GOLD (MO)(MO)	GO HARD: TRADE +EFFECT FOR -POSITION TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
• BREW POTIONS AND ALCHEMICALS.	00000	 DARK BARGAIN: TRADE +ÍD FOR A CONSEQUENCE DARK HEART: TAKE +ÍD ON A ROLL
BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.		
CRAFT AN ITEM, EDGE, OR CONTRAPTION.		SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND
INCANT A RITUAL.		CLEARS WHEN ALL SHOCK IS CLEAR
RECRUIT A PACK OF MINIONS. TORTURE A PRISONER.		 DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
	PROJECT CLOCKS	 GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.
	Will	will
MINION PACK MORALE BLOOD	IED MINION PACK	MINION PAC



- BLOODIED DARK HEARTS
- GO HARD: TRADE +EFFECT FOR -POSITION TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
- DARK HEART: TAKE +ID ON A ROLL
- SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED: ABILITIES USED DURING THIS ACTION COST NO STRESS.

SHAMAN

TERRIFYING & VENGEFUL WITCHES

WITCHCRAFT: You have mastered a magic path (choose one): bloodreading - soothsaying - spiritcalling - stormstrike - wildheart. You can spend stress to INVOKE tier 2 and tier 3 spells of your path.

- O BEASTFORM: You can spend stress to assume the form of a beast. While in this form, one of your actions swaps ratings with another and you gain either PRIMAL ABILITY or a special ability from another calling. You also gain a second dark impulse while in this form. All of these are chosen when you first take this ability.
- O BONDED SPIRIT: You have a magically bonded spirit or pack instead of minions. It has the companion upgrade and powers (choose two): become invisible - manifest physically - possess the weak-minded - reveal information about the past. It can use each once per cycle.
- O SPIRIT WHISPERS: Your control of chaotic situations pulls information from surrounding spirits. On a success when resisting, you can ask the GM a question or to reveal a secret related to the situation. You also gain a defense against lies, trickery, and stealth.
- O TERROR: Others can't help but reveal their fears. You can spend stress to establish what someone's worst fear is. You take +1d when you act on that knowledge.
- O WEAVING: You effortlessly blend witchcraft with the material or mundane. On a success when casting a spell, you take +1d on any follow-up using a different action.
- WILD BREWS: You can brew potions of any tier from all witchcraft paths. You also gain a downtime action which you can only use to brew potions.
- WRATH: Your desire for payback fuels your witchcraft. When you cast a spell immediately after a resistance roll, you take +1d and it costs no stress to cast.

You can **flashback** to things such as interacting with spirits or animals, brewing a concoction, or sowing terror.

MINION PACK	MORALE BLOODIED 🔷
# RACE	JOB
ACTIONS	UPGRADES (1 GOLD EACH)
□□ SCAN	○ ADEPT □
□□TINKER	COMPANION
□□TRICK	O EQUIPPED
☐ ☐ FINESSE	○ EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	○ VERSATILE
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL
	T - LAZY - MOODY - SUPERSTITIOUS

# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
□□SCAN	○ ADEPT □
□□TINKER	COMPANION
□□TRICK	O EQUIPPED
☐ ☐ FINESSE	EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	VERSATILE
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL
	DICTED - AGGRESSIVE - DISLOYAL T - LAZY - MOODY - SUPERSTITIOUS

MINION PACK	MORALE BLOODIED
# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
□□SCAN	○ ADEPT □
□□TINKER	COMPANION
□□TRICK	O EQUIPPED
☐ ☐ FINESSE	○ EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	OTRAINED
☐ ☐ THREATEN	VERSATILE
DARK IMPLIESE: AD	DICTED - AGGRESSIVE - DISLOYAL
	DICTED - AGGRESSIVE - DISLOTAL

	4-5-5-5-5
WICKED XP	(INDNDNDN

TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION:

- * YOU MADE PROGRESS ON YOUR MASTER PLAN.
- * YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- * YOU ACTED LIKE A MONSTER.
- * YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK I XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING FERAL THIS SESSION.

rou	ONE	1 F2	GO	EAI	
ME	TWO	NO	DO	GIVE	
us	THREE	MAYBE	STOP	GET	
IT	MORE	NOW	KILL	GOLD	

REVELRY: CRAVING - DRINKING - GAMBLING OCCULT - VIOLENCE - WORSHIP
STRESS WHEN THE CLOCK IS FULL, YOU GO FERAL.
RESISTANCE ROLLS FAILURE: PARTIAL RESIST, TAKE 3 STRES MIXED: PARTIAL RESIST, TAKE 2 STRESS SUCCESS: FULL RESIST, TAKE 1 STRESS CRITICAL: FULL RESIST, CLEAR 1 STRESS
RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE
DEFENSES



- SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED: ABILITIES USED DURING THIS ACTION COST NO STRESS.

WARLOCK

DARING & AMBITIOUS MAGES

- SORCERY: You have mastered a magic path (choose one): enchantment evocation - force mastery - illusion - necromancy - pyromancy. You can spend stress to INVOKE tier 2 and tier 3 spells of your path.
- ARTIFICER: You gain a downtime action which you can only use to incant rituals to make magic items. These rituals also require one less special requirement than usual.
- O COUNTERSPELL: On a success when resisting magical effects, you also (choose one): absorb the spell and clear 1 stress - establish a quirk about the caster's power - reflect the spell at the caster.
- O FAMILIAR: You're magically bonded to a small critter, no bigger than a cat. You can speak telepathically while it's close by. Choose two actions that it excels at, which you roll your own INVOKE for. You roll 0d on anything else. It's knocked out of a scene when bloodied and magically returns during recovery. You can spend stress to cast a tier 1 spell through it.
- O GRAND SORCERY: You can choose a second path for your SORCERY core ability and can cast from any sorcery path with only a single magic focus.
- OVERLOAD: You open yourself to a torrent of power. You take +1d when you go hard with a spell, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.
- O REAPER: When you deliver a killing blow with a weapon, you reap the soul of your victim. You can expend this soul later to cast a spell without spending stress, also taking +1d on the roll. You can only hold one reaped soul at a time. REAPED SOUL
- O VILE FORM: You can spend stress to assume an amorphous form for a few moments, such as a swarm or a fog. You gain any strengths and weaknesses the form possesses and can roll **INVOKE** to perform actions it would excel at. All of these are chosen when you first take this ability.

You can **flashback** to things such as acquiring arcane knowledge, striking occult deals, or creating magic items.

□□ SCAN C □□ TINKER C □□ TRICK C □□ FINESSE C	PGRADES (I GOLD EACH)) ADEPT) COMPANION DEQUIPPED
TINKER C) COMPANION
□□TRICK □□FINESSE □	
□□ FINESSE C	EOUIPPED
	,
) EXPENDABLE
□□skulk C) FLUENT
□□SMASH C	MINDSET
□□ BANTER □	STRAPPED
□□INVOKE C	TRAINED
☐☐ THREATEN ☐) VERSATILE

# RACE	JOB
ACTIONS	UPGRADES (1 GOLD EACH)
□□SCAN	OADEPT □
□□TINKER	COMPANION
□ □ TRICK	O EQUIPPED
☐ ☐ FINESSE	EXPENDABLE
□□skulk	○ FLUENT
□ □ SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	VERSATILE
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL

# RACE	JOB
ACTIONS	UPGRADES (1 GOLD EACH)
□□SCAN	○ ADEPT □
□□TINKER	COMPANION
□ □ TRICK	O EQUIPPED
☐ ☐ FINESSE	EXPENDABLE
□□skulk	FLUENT
□□SMASH	MINDSET
□□BANTER	◯STRAPPED □
□□INVOKE	OTRAINED
□□THREATEN	VERSATILE
DARK IMPULSE: AD	DICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS

	40000000
WICKED XP	

TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION:

- * YOU MADE PROGRESS ON YOUR MASTER PLAN.
- * YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- * YOU ACTED LIKE A MONSTER.
- * YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

YOU

MF

US

TAKE AN ACTION DOT WHEN FULL. MARK I XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING FERAL THIS SESSION.

LIGHT TONGUE WORDS YES TWO NO DO GIVE THREE MAYBE STOP GET

GOLD

MORE NOW KILL

BIG BAD WI	CKED ONE	BRAINS SMARTS, AWARENESS, INSIGHT
APICA APINIO VIII	CISIND CI (III	□ □ □ □ SCAN/perceptively
		☐ ☐ ☐ TINKER / cleverly
IAME RACE & L	оок	☐ ☐ ☐ TRICK/slyly
PARK IMPULSE: BIGMOUTH - CRUEL - DERANGED ICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFUL	REVELRY: CRAVING - DRINKING - GAMBLING OCCULT - VIOLENCE - WORSHIP	MUSCLES STRENGTH, AGILITY, SPEED
GEAR	STRESS	☐ ☐ ☐ FINESSE / precisely
	WHEN THE CLOCK IS FULL,	□□□□ SKULK/sneakily
	RESISTANCE ROLLS	□ □ □ □ SMASH/powerfully
	FAILURE: PARTIAL RESIST, TAKE 3 STRES MIXED: PARTIAL RESIST, TAKE 2 STRESS SUCCESS: FULL RESIST, TAKE 1 STRESS	3`A 01100
CURRIY	CRITICAL: FULL RESIST, CLEAR I STRESS	□ □ □ □ BANTER / affably
SUPPLY	RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE	□ □ □ INVOKE/magically
	DEFENSES	☐ ☐ ☐ THREATEN/forcefully
		BLOODIED DARK HEARTS
		ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE GO HARD: TRADE +EFFECT FOR -POSITION
DOWNTIME PROJECTS • BREW POTIONS AND ALCHEMICALS.	GOLD 0000	TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS. DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE DARK HEART: TAKE +ID ON A ROLL
BUILD LOCKS, TRAPS, TRICKS, AND ROOMS. CONTACT VILE FRIENDS, NPCS, OR FACTIONS. CRAFT AN ITEM, EDGE, OR CONTRAPTION. INCANT A RITUAL. RECRUIT A PACK OF MINIONS. TORTURE A PRISONER.	PROJECT CLOCKS	SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE. GO FERAL: IMMEDIATELY COMPELLED; ABILITIES
MINION PACK MORALE ☐ BLOODI	ED 🔷 MINION PACK	USED DURING THIS ACTION COST NO STRESS. MORALE BLOODIED MINION PAC

ZEALOT

FERVENT & MYSTICAL BELIEVERS

CHANNELING: You can spend stress to INVOKE tier 2 and tier 3 spells of your chosen deity's domains. Each god has two domains which act as magic paths.

- O ACOLYTES: Your minions are fanatic devotees of your god. They have the mindset (zealous) and companion upgrades and will take a downtime action to incant a ritual each downtime without asking for gold.
- O DEFILER: Draw a 4-segment clock on your sheet. Tick it once each time you defile something sacred or beautiful that is antithetical to your god's domains. When the clock is full, a tier 2 ritual immediately manifests in that location and you start a new clock.
- O FERVENT AURA: When you would become bloodied or be killed, you can designate a nearby minion to become bloodied or die instead. When a minion pack dies in this way, they can perform a final action and you gain a dark heart.
- O INQUISITOR: You feel deep satisfaction in breaking the will of others. On a success when torturing prisoners, you gain a dark heart and learn twice as much information as normal. You also gain a downtime action which you can only use for this purpose.
- O REBUKE: You teach those who challenge you a harsh lesson. On a success when resisting, you take +1d if you immediately act against them. On a critical when resisting, you also (choose one): strike fear in their heart - make them doubt their path.
- SMITE: Designate a weapon as your unholy weapon. It's now your magic focus. On a success when attacking someone with it, you can spend stress to immediately affect the target with a tier 1 spell without rolling.
- **UNHOLY RITIUALS**: You gain a downtime action which you can only use to incant rituals. On a success when incanting a ritual, you gain a dark heart.

You can **flashback** to things such as interrogating nonbelievers, making sacrifices, or issuing commands to followers.

MINION PACK	MORALE DLOODIED 🔷
	Ĭ
# RACE	JOB
ACTIONS	UPGRADES (1 GOLD EACH)
□ □ SCAN	○ ADEPT □
□□TINKER	○ COMPANION
□□TRICK	O EQUIPPED
□□FINESSE	○ EXPENDABLE
□□skulk	FLUENT
□ □ SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	TRAINED
☐ ☐ THREATEN	○ VERSATILE
DARK IMPULSE: AD	DICTED - AGGRESSIVE - DISLOYAL
GREEDY - IMPATIEN	T - LAZY - MOODY - SUPERSTITIOUS

# RACE	JOB
ACTIONS	UPGRADES (I GOLD EACH)
□□SCAN	○ ADEPT □
☐ ☐ TINKER	COMPANION
□ □ TRICK	O EQUIPPED
☐ ☐ FINESSE	EXPENDABLE
□□skulk	FLUENT
□ □ SMASH	MINDSET
□□BANTER	○STRAPPED □
□□INVOKE	TRAINED
□□THREATEN	○ VERSATILE
DARK IMPULSE: AD	DICTED - AGGRESSIVE - DISLOYAL
	DICTED - AGGRESSIVE - DISLOYAL T - LAZY - MOODY - SUPERSTITIOUS

# RACE	JOB	
ACTIONS	UPGRADES (1 GOLD EACH)	
□□SCAN	O ADEPT □	
□□TINKER	COMPANION	
□ □ TRICK	O EQUIPPED	
☐ ☐ FINESSE	EXPENDABLE	
□□skulk	FLUENT	
□ □ SMASH	MINDSET	
□□BANTER	○STRAPPED □	
□□INVOKE	TRAINED	
□□THREATEN	○ VERSATILE	
DARK IMPULSE: ADI	DICTED - AGGRESSIVE - DISLOYAL	

	1-6	_	_		-
WICKED XP	Ш		U	Π	Π

TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION:

- * YOU MADE PROGRESS ON YOUR MASTER PLAN.
- + YOU JUMPED INTO A MINION PACK'S DOWNTIME ACTION.
- * YOU ACTED LIKE A MONSTER.
- * YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

RECKLESS XP

YOU MF US IT

TAKE AN ACTION DOT WHEN FULL. MARK I XP IF YOU PLAYED INTO EITHER BEING BLOODIED OR GOING FERAL THIS SESSION.

LIGHT	IONGUE	WORDS	
ONE	YES	GO	EAT
TWO	NO	DO	GIVE
THREE	MAYBE	STOP	GET
MORE	NOW	KILL	GOLD