WANDER MODE - PACT SHEET

PACT MOTIVATION
CHALLENGE - EXPLORATION - RESPECT - RICHES - THRILLS - VENGEANCE
GATHERED LOOT
GATHERED LOOT
STORY ARC
STEP 1
STEP 2
CULMINATION
STORY ARC
STEP I
STEP 2
CULMINATION
STORY ARC
STEP 1
STEP 2
CULMINATION
STORY ARC
STEP I
STEP 2
CULMINATION

Battle

or killing them.



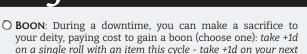
Meddling



- O AGENTS OF CHAOS: You excel at placing blame on others or interfering with faction plans. On a success on blowback, your hirelings gain morale and you can finish or reset a faction clock. How did you redirect the blame to cause this?
- O CUNNING PLANS: A well-laid out plan has contingencies. You take +1d on engagement rolls for negotiation, stealth, or trickery plans. On a success during a flashback during such a plan, you gain a dark heart.
- ORAL TRADITIONS: You commonly share the oral traditions of your people with each other and others you meet. Once during a long downtime, the pact can establish a fact about the history, cultures, or arcana of the world. You can also flashback to use this. What story was told to you and by whom?
- O WINGED SCOUTS: You are accompanied by bats, ravens, or other small winged beasts at your service. Each time you choose a plan, the pact can establish a fact about the target that your beasts saw from the sky. You can also flashback to use this again once during the plan.

Mysticism

STA



resistance roll - your next failure instead becomes a mixed. The

O LOYALTY: You instill great respect in your hirelings. They have

O MOUNTS: You have mounts to carry you into battle, enough

the mindset (loyal) upgrade. If you take harm that would leave

you bloodied, they will take the hit in your stead - bloodying

for your entire group, including hirelings. You always manage

to replace lost ones during long downtimes. Detail them and

give them edges (choose two): aquatic - armored - enormous -

take +1d on engagement rolls for ambush, assault, or strike

O STRATEGIC PLANS: Proper strategy is the key to warfare. You

O WARRIOR CULTURE: When hirelings witness any pact member die in glorious combat, they gain morale and lose

the bloodied condition if they have it. However, they are now

fast - flying - magical - powerful - terrifying.

raid plans. On a success, you gain a dark heart.

compelled to finish what their allies started.

O INTERVENTION: Once per cycle, one member of the pact can be seech the pact's deity to cast a tier 3 spell from their domains. You roll the dungeon tier as an action roll with no dice penalty and the GM determines who is open to any consequences.

sacrifice must be unique each time you ask for a boon.

- O FARSEEING: Once during a long downtime, the pact gains glimpses of the activity of factions in the world. You can establish a fact about a faction or make a 3d roll to tick one of their clocks forward or backward.
- O VISIONS: You can establish a fact in the present about an NPC's next likely action, but you immediately take shock of the GM's choice. A fortune roll determines how the NPC's action plays out. What form does the vision take?

Utilitu

- O GEARED UP: You gain a supply slot and have a steady supply of the following concoctions and gear: climbing gear - glowsticks - smoke bombs - tar bombs - throwing weapons thunderstones - traps.
- O PATHFINDING: Your pact has a knack for traversing the land, finding hidden trails, and knowing to avoid danger. You take +1d on wander rolls.
- TEAMWORK: When you team up, you only take stress on a failure and 6s from different participants count towards rolling a critical.
- O VEHICLE: The pact has an incredible vehicle, such as a submarine, dirigible, or steamcar. Detail the vehicle and give it edges (choose two): armored - camouflaged - dependable - fast - nimble. Give it a flaw (choose one): clumsy - distinct noisy - rickety - slow. The pact always manages to fully repair the vehicle each long downtime.

RT PLAY WITH ONE OF THE	ABOVE PACT ABILITIES.	. EVERY TIME A STORY	ARC CULMINATES.	CHOOSE ANOTHER	PACT ABILIT

NOTES		
	-	
	_	

CLOCKS





NAME	RACE & LOOK
MOTIVATION: CHALLENGE - EXPLORATION RESPECT - RICHES - THRILLS	JUSTICE REVELRY: CAROUSING - COLLECTION - GAMBLING LUXURY - OCCULT - WORSHIP
GEAR (ALWAYS WITH YOU)	WHEN THE CLOCK IS FULL, YOU GO BIG.
	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
SUPPLY (BACKPACK)	RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE DEFENSES
NOTES	
HIRELING MORALE	BLOODIED FRIEND OR MENTOR
NAME RACE & TYDE	

PLANS

• AMBUSH: HIT THEM WHEN THEY LEAST

· ASSAULT: BRING FULL FORCE TO BEAR.

NEGOTIATION: TALK IT OUT, TELL LIES.

OR OFFER SOMETHING TO GET WHAT

YOU WANT, SPILLING AS LITTLE BLOOD AS

• STEALTH: SLIP IN, FIND WHAT YOU'RE

• STRIKE: BUST IN, GET WHAT YOU WANT.

 TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT,

AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.

NOTICED AS LITTLE AS POSSIBLE.

WITHOUT THEM KNOWING WHY.

AFTER, AND SLIP OUT OUIFTLY, BEING

DRIVING OFF OR KILLING ALL THOSE WHO

TAKE ANY OF YOU DOWN.

STAND AGAINST YOU.

POSSIBLE.

EXPECT IT. MAKING SURE THEY DON'T

UPGRADES (1 GOLD EACH)

○ ADEPT □

OEQUIPPED

OFLUENT

MINDSET

OTRAINED

VERSATILE

GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPEUL

HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH

BAD TRAIT COCKY - DISHONEST - DUMB - GREEDY

IMPATIENT - INDECISIVE - STUBBORN

OSTRAPPED

COMPANION

ACTIONS

□□SCAN

ППTINKER

☐ ☐ TRICK

☐ ☐ FINESSE

□□skulk

□ □ SMASH

□ □ BANTER

□□INVOKE

□□THREATEN

BRAINS SMARTS, AWARENESS, INSIGHT
□ □ □ SCAN/perceptively
☐ ☐ TINKER / cleverly
☐ ☐ TRICK/slyly
MUSCLES STRENGTH, AGILITY, SPEED
☐ ☐ FINESSE / precisely
☐ ☐ SKULK/sneakily
☐ ☐ SMASH/powerfully
GUTS PERSONALITY, METTLE, MAGIC
☐ ☐ BANTER / affably
☐ ☐ INVOKE/magically
☐ ☐ THREATEN / forcefully
BLOODIED HEARTS

DOWNTIME ACTIONS

DURING THIS ACTION COST NO STRESS.

A HEART LEET WHEN YOU DIE

• BREW POTIONS AND ALCHEMICALS.

* SHOCK: TAKE -ID ON NEXT ROLL. THEN CLEARS • BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR . HEROIC DEATH: TAKE A FINAL ACTION IF YOU HAVE

• CONTACT FRIENDS, NPCS, OR FACTIONS.

. GO BIG: IMMEDIATELY COMPELLED: ABILITIES USED

- . CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- GATHER INFO BY SCOUTING, INQUIRING, ETC.
- INCANT A RITUAL.
- . RECRUIT A HIRELING.

PROJECT CLOCKS





• RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

- O BREWMASTER: When you make a concoction, you always make 1 extra dose, even on a failure. You gain a downtime action which you can only use to brew concoctions.
- O CREATIVE FRENZY: On a success while working on a crafting downtime project, the downtime action isn't consumed. You also gain a downtime action which you can only use to craft.
- O FAITH IN SCIENCE: You fully believe in your creations. You take +1d when you go hard with a concoction or contraption, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.
- O **INGENUITY**: You can spend stress to perform an incredible feat of creation, like mixing concoctions on the fly to create a powerful combined effect, slapping together a temporary simple contraption, or ignoring volatility in science creations.
- O PRIDE: You instill a deep sense of yourself into anything you create. When you or someone else rolls a critical using something you crafted, you gain a heart.
- O SCRUTINY: You can spend stress to establish a flaw in a structure or some machinery you can see. You take +1d when you act on that knowledge.

LEXIDIEITI			

You can **flashback** to things such as *sabotaging structures*, *grabbing some* materials, or brewing a concoction.

000	LOOT ROLLS	VALIANT XP	
	EATITIDE: HEADT BUT DISK		

YOU CAN PAY GOLD TO:

. BLIY AN ITEM, HELP, OR

GOLD

O FI EXIBILITY

FLEXIBILITY

- INFORMATION (TIER X 2 GOLD)
- BUY A CONSUMABLE (TIER GOLD)
- RECRUIT A HIRELING (REQUIRE I
- GOLD/LONG DOWNTIME UPKEEP)
- UPGRADE A HIRELING

OVERDOING IT

MIXED: 1 GOLD

SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

• YOU MADE PROGRESS ON YOUR PACT'S STORY ARC. * YOU HAD A SIGNIFICANT MOMENT OR CULMINATION OF YOUR ARC.

TAKE AN ABILITY WHEN FULL. MARK I

XP FOR EACH YOU DID THIS SESSION:

- * YOU JUMPED INTO SOMEONE ELSE'S DOWNTIME SCENE.
- * YOU PLAYED UP YOUR MOTIVATION.

ADVENTUROUS XP



	DARK 1	FONGUE	WORDS	
YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

CHARACTER ARC (RETROSPECTIVE)

SIGNIFICANT MOMENT
SIGNIFICANT MOMENT
SIGNIFICANT MOMENT
П

CULMINATION / REALIZATION - TAKE I BONUS ADVENTUROUS XP

NAME	RAG	CE & LOOK		
	GE - EXPLORATION - JUSTIC - RICHES - THRILLS	DE REVELRY	C: CAROUSING - COLLECTION - GAMBLING LUXURY - OCCULT - WORSHIP	No.
GEAR (ALWAYS WITH	ı YOU)		STRESS	1
			WHEN THE CLOCK IS FULL, YOU GO BIG.	,
			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	X
SUPPLY (BACKPACK))		RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE	
			DEFENSES	8
				<
NOTES				
				2.5
		while		
HIRELING	MORALE BI	LOODIED 🔷	FRIEND OR MENTOR	
NAME	RACE & TYPE			
ACTIONS	UPGRADES (I GOLD EACH	I)	PLANS	
□□SCAN	○ ADEPT □		• AMBUSH: HIT THEM WHEN THEY L	EAST
TINKER	OCOMPANION		EXPECT IT, MAKING SURE THEY DO	ON'T
☐☐ TRICK ☐☐ FINESSE	O EQUIPPED		TAKE ANY OF YOU DOWN. • ASSAULT: BRING FULL FORCE TO B	EAR,

□□skulk

□ □ SMASH

□ □ BANTER

□□INVOKE

□□THREATEN

MINDSET

OTRAINED

VERSATILE

GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL

HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH

BAD TRAIT COCKY - DISHONEST - DUMB - GREEDY

IMPATIENT - INDECISIVE - STUBBORN

OSTRAPPED

家	BRAINS SMARTS, AWARENESS, INSIGHT
	□ □ □ SCAN/perceptively
_	☐ ☐ TINKER / cleverly
	☐ ☐ TRICK/slyly
- NG	MUSCLES STRENGTH, AGILITY, SPEED
>	☐ ☐ FINESSE/precisely
	☐ ☐ SKULK/sneakily
	☐ ☐ SMASH/powerfully
SS 3	A
3	GUTS PERSONALITY, METTLE, MAGIC
S	☐ ☐ BANTER / affably
	☐ ☐ INVOKE/magically
	☐ ☐ THREATEN/forcefully
_ {	BLOODIED 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. TOUGH CHOICE: TRADE +ID FOR A CONSEQUENCE HEART: TAKE +ID ON A ROLL

DOWNTIME ACTIONS

DURING THIS ACTION COST NO STRESS.

A HEART LEFT WHEN YOU DIE

• BREW POTIONS AND ALCHEMICALS.

* SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR • HEROIC DEATH: TAKE A FINAL ACTION IF YOU HAVE

• CONTACT FRIENDS, NPCS, OR FACTIONS.

. GO BIG: IMMEDIATELY COMPELLED: ABILITIES USED

- . CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- GATHER INFO BY SCOUTING, INQUIRING, ETC.
- INCANT A RITUAL.
- . RECRUIT A HIRELING.

PROJECT CLOCKS



DRIVING OFF OR KILLING ALL THOSE WHO

NEGOTIATION: TALK IT OUT, TELL LIES.

OR OFFER SOMETHING TO GET WHAT

YOU WANT, SPILLING AS LITTLE BLOOD AS

• STEALTH: SLIP IN, FIND WHAT YOU'RE

• STRIKE: BUST IN, GET WHAT YOU WANT. AND RUN OUT QUICKLY, WITHOUT

TRICKERY: CONFUSE, LURE, OR TRICK

THEM INTO DOING WHAT YOU WANT,

NOTICED AS LITTLE AS POSSIBLE.

DEVIATING FROM YOUR GOAL.

WITHOUT THEM KNOWING WHY.

AFTER, AND SLIP OUT OUIFTLY, BEING

STAND AGAINST YOU.

POSSIBLE.



• RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

- O INTUITION: Others are an open book to you. You can spend stress to establish a target's emotional state, though it must be a reasonable emotion for them to be feeling. You take +1d when you act on that knowledge.
- O MASTERFUL LIAR: You excel at lying when you go all in on a falsehood. You take +1d when you go hard to tell a lie. On a success, you gain a heart.
- OPPORTUNIST: You take +1d on a roll when acting immediately after an ally rolls a success on a resistance roll. How do you leverage their success to your own advantage?
- O STRINGS: You can spend stress to have an ally remember your words or song in their head, allowing them to reroll a failure. If they roll a success, you gain a heart. What advice or motivation did you previously impart on them?
- O WEAVING THE WEB: On a success during a flashback or downtime action to interact with contacts, you gain a heart. You also gain a downtime action which you can only use to contact a friend, faction, or other NPC.
- O WORDPLAY: On a success when resisting with BANTER, THREATEN, or TRICK, you can also (choose one): deflect blame - plant a false idea - have the GM reveal a secret.

You can **flashback** to things such as an evening spent socializing, performing for an influential person, or acquiring information from contacts.

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GOLD (ו אנ		()(

YOU CAN PAY GOLD TO:

- . BLIY AN ITEM, HELP, OR
- INFORMATION (TIER X 2 GOLD)
 - BUY A CONSUMABLE (TIER GOLD)

 - RECRUIT A HIRELING (REQUIRE I
 - GOLD/LONG DOWNTIME UPKEEP)
 - UPGRADE A HIRELING

LOOT ROLLS

FAILURE: HEART, BUT RISK OVERDOING IT

MIXED: 1 GOLD

SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES FOR A POWERFUL ITEM

(GM DECIDES THE ITEM)

CHARACTER ARC (RETROSPECTIVE)

SIGNIFICANT MOMENT		
SIGNIFICANT MOMENT		
SIGNIFICANT MOMENT		

CULMINATION / REALIZATION - TAKE I BONUS ADVENTUROUS XP

VALIANT XP

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

- YOU MADE PROGRESS ON YOUR PACT'S STORY ARC. YOU HAD A SIGNIFICANT MOMENT
- OR CULMINATION OF YOUR ARC. * YOU JUMPED INTO SOMEONE ELSE'S
- DOWNTIME SCENE.
- YOU PLAYED UP YOUR MOTIVATION.

ADVENTUROUS XP



	DARK	IONGUE	WORDS	
ou	ONE	YES	GO	EAT
ΛE	TWO	NO	DO	GIVE

IVE THREE MAYBE STOP GET MORE NOW KILL GOLD

NAME RACE &	LOOK
MOTIVATION: CHALLENGE - EXPLORATION - JUSTICE RESPECT - RICHES - THRILLS	REVELRY: CAROUSING - COLLECTION - GAMBLING LUXURY - OCCULT - WORSHIP
GEAR (ALWAYS WITH YOU) SUPPLY (BACKPACK)	STRESS WHEN THE CLOCK IS FULL, YOU GO BIG. RESISTANCE ROLLS FAILURE: PARTIAL RESIST, TAKE 3 STRESS MIXED: PARTIAL RESIST, TAKE 2 STRESS SUCCESS: FULL RESIST, TAKE 1 STRESS CRITICAL: FULL RESIST, CLEAR I STRESS RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE DEFENSES
NOTES	⊔
HIRELING MORALE DLOOD	FRIEND OR MENTOR

-3	
	□ □ □ SCAN/perceptively
	☐ ☐ TINKER/cleverly
	☐ ☐ TRICK/slyly
3	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
3	MUSCLES STRENGTH, AGILITY, SPEED
1	☐ ☐ FINESSE / precisely
	□ □ □ SKULK/sneakily
	□ □ □ SMASH/powerfully
,	
以	GUTS PERSONALITY, METTLE, MAGIC
	□ □ □ BANTER / affably
	□ □ INVOKE/magically
	☐ ☐ THREATEN/forcefully
1	ili'
<	BLOODIED HEARTS
	ASSIST: GIVE +FFECT, 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. TOUGH CHOICE: TRADE +ID FOR A CONSEQUENCE HEART: TAKE +ID ON A ROLL
3	SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR HEROIC DEATH: TAKE A FINAL ACTION IF YOU HAVE A HEART LEFT WHEN YOU DIE. GOBIG: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

RRAINS SMARTS AWARENESS INSIGHT

- 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 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. Define your god and their domains, plus any limitations they might impose.
- O HOLY RITES: You gain a downtime action which you can only use to incant rituals. On a success when incanting a ritual, you gain a heart.
- 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): convert them to your god's path - strike fear in their heart.
- O SANCTIFIER: Draw a 4-segment clock on your sheet. Tick it once each time you cleanse something defiled or ruined 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 **SMITE**: Designate a weapon as your *holy 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.

O FLEXIBILITY		

You can **flashback** to things such as combing through the temple archives, making a sacrifice to your god, or preaching to believers.

NAME RACE & TYPE **UPGRADES** (1 GOLD EACH) **ACTIONS** □□ SCAN ○ ADEPT □ □□TINKER COMPANION ☐ ☐ TRICK OEQUIPPED ☐ ☐ FINESSE OFLUENT **MINDSET** □□skulk □ □ SMASH OSTRAPPED □ □ BANTER OTRAINED □□INVOKE **VERSATILE** □□THREATEN GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH BAD TRAIT COCKY - DISHONEST - DUMB - GREEDY **IMPATIENT - INDECISIVE - STUBBORN**

PLANS

- AMBUSH: HIT THEM WHEN THEY LEAST EXPECT IT. MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.
- · ASSAULT: BRING FULL FORCE TO BEAR. DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.
- NEGOTIATION: TALK IT OUT, TELL LIES. OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.
- STEALTH: SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT OUIFTLY, BEING NOTICED AS LITTLE AS POSSIBLE.
- STRIKE: BUST IN. GET WHAT YOU WANT. AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.
- TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.

DOWNTIME ACTIONS

- BREW POTIONS AND ALCHEMICALS.
- CONTACT FRIENDS, NPCS, OR FACTIONS.
- CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- GATHER INFO BY SCOUTING, INQUIRING, ETC.
- . INCANT A RITUAL.
- . RECRUIT A HIRELING.

PROJECT CLOCKS





• RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

GOLD

YOU CAN PAY GOLD TO:

. BLIY AN ITEM, HELP, OR

O FLEXIBILITY

INFORMATION (TIER X 2 GOLD)

BUY A CONSUMABLE (TIER GOLD)

CHARACTER ARC (RETROSPECTIVE)

- RECRUIT A HIRELING (REQUIRE I GOLD/LONG DOWNTIME UPKEEP)

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

UPGRADE A HIRELING

LOOT ROLLS

FAILURE: HEART, BUT RISK OVERDOING IT

MIXED: 1 GOLD

SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

TAKE AN ABILITY WHEN FULL. MARK I

VALIANT XP

XP FOR EACH YOU DID THIS SESSION: * YOU MADE PROGRESS ON YOUR PACT'S STORY ARC.

- YOU HAD A SIGNIFICANT MOMENT OR CULMINATION OF YOUR ARC.
- * YOU JUMPED INTO SOMEONE ELSE'S DOWNTIME SCENE.
- YOU PLAYED UP YOUR MOTIVATION.

ADVENTUROUS XP

BIG THIS SESSION.



	DAKK	ONGUE	WORDS	
OU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE

THREE MAYBE STOP GET MORE NOW KILL GOLD

CULMINATION / REALIZATION - TAKE I BONUS ADVENTUROUS XP

NAME	RACE & LOOK	
MOTIVATION: CHALLENGE - EXPLORATION - JU RESPECT - RICHES - THRILLS	STICE REVELE	RY: CAROUSING - COLLECTION - GAMBLING LUXURY - OCCULT - WORSHIP
GEAR (ALWAYS WITH YOU)		STRESS WHEN THE CLOCK IS FULL, YOU GO BIG.
		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
SUPPLY (BACKPACK)		RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE
		DEFENSES
NOTES		
	30/2	/
HIRELING MORALE	BLOODIED 🔷	FRIEND OR MENTOR

3	BRAINS SMARTS, AWARENESS, INSIGHT
	□ □ □ SCAN/perceptively
_	☐ ☐ TINKER / cleverly
	☐ ☐ TRICK/slyly
NG	MUSCLES STRENGTH, AGILITY, SPEED
`	☐ ☐ FINESSE/precisely
	□ □ SKULK/sneakily
	□ □ □ SMASH/powerfully
SS 3	GUTS PERSONALITY, METTLE, MAGIC
S	□ □ □ BANTER/affably
	☐ ☐ INVOKE/magically
	☐ ☐ THREATEN/forcefully
_ {	BLOODIED HEARTS
	ASSIST: GIVE + FFFECT, 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. TOUGH CHOICE: TRADE + ID FOR A CONSEQUENCE

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

DOWNTIME ACTIONS

• HEART: TAKE +ID ON A ROLL

- BREW POTIONS AND ALCHEMICALS.
- CONTACT FRIENDS, NPCS, OR FACTIONS.
- . CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- GATHER INFO BY SCOUTING, INQUIRING, ETC.
- . INCANT A RITUAL.
- . RECRUIT A HIRELING.

PROJECT CLOCKS





• RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

- 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 dark impulse (from Wicked Ones) while in this form. All of these are chosen when you first take this ability.
- NATURE MAGIC: You have mastered the stormstrike and wildheart magic paths, needing only a single magic focus. You can spend stress to INVOKE tier 2 and tier 3 spells of these paths. However, you cannot cast tier 2 and 3 spells while within a walled town.
- O NATURE'S WHISPERS: The natural world around you speaks to you, offering information. 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 **WEAVING**: You effortlessly blend nature magic 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.
- O WRATH: You do not suffer slight lightly. When you cast a spell immediately after a resistance roll, you take +1d and it costs no stress to cast.

FLEXIBILITY	
LEVIDILIII	

	FX!		

You can **flashback** to things such as interacting with plants or animals, brewing a concoction, or scaring unwelcome guests away from the wilds.

GOLD

CHARACTER ARC (RETROSPECTIVE)

YOU CAN PAY GOLD TO:

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

- . BLIY AN ITEM, HELP, OR
- INFORMATION (TIER X 2 GOLD)
- BUY A CONSUMABLE (TIER GOLD)
- RECRUIT A HIRELING (REQUIRE I
 - GOLD/LONG DOWNTIME UPKEEP)
 - UPGRADE A HIRELING

LOOT ROLLS

FAILURE: HEART, BUT RISK OVERDOING IT

MIXED: 1 GOLD

SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

VALIANT XP

TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION: • YOU MADE PROGRESS ON YOUR

- PACT'S STORY ARC. YOU HAD A SIGNIFICANT MOMENT
- OR CULMINATION OF YOUR ARC. * YOU JUMPED INTO SOMEONE ELSE'S
- DOWNTIME SCENE.
- YOU PLAYED UP YOUR MOTIVATION.

ADVENTUROUS XP



DARK T	ONGUE	WORDS	

BIG THIS SESSION.

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

CULMINATION / REALIZATION - TAKE I BONUS ADVENTUROUS XP

UPGRADES (1 GOLD EACH) **ACTIONS** □□ SCAN ○ ADEPT □ □□TINKER **COMPANION** ☐ ☐ TRICK OEQUIPPED ☐ ☐ FINESSE **OFLUENT** □□skulk MINDSET □ □ SMASH OSTRAPPED □ □ BANTER OTRAINED □□INVOKE **VERSATILE** □□THREATEN GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL

HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH

BAD TRAIT COCKY - DISHONEST - DUMB - GREEDY

IMPATIENT - INDECISIVE - STUBBORN

RACE & TYPE

NAME

PLANS

- AMBUSH: HIT THEM WHEN THEY LEAST EXPECT IT. MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.
- · ASSAULT: BRING FULL FORCE TO BEAR. DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.
- NEGOTIATION: TALK IT OUT, TELL LIES. OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.
- STEALTH: SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT OUIFTLY, BEING NOTICED AS LITTLE AS POSSIBLE.
- STRIKE: BUST IN. GET WHAT YOU WANT. AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.
- TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.

NAME	RACE & LOOK	
MOTIVATION: CHALLENGE - EXPLORATION - JU RESPECT - RICHES - THRILLS GEAR (ALWAYS WITH YOU)	REVELRY: CAROUSING - COLLECTION - G. LUXURY - OCCULT - WORSHIP STRESS WHEN THE CLOCK IS FULL, YOU GO BIG.	AMBLING
SUPPLY (BACKPACK)	RESISTANCE ROLLS FAILURE: PARTIAL RESIST, TAKE 2 MIXED: PARTIAL RESIST, TAKE 2 SUCCESS: FULL RESIST, TAKE I ST CRITICAL: FULL RESIST, CLEAR I RESISTING DEATH FAILURE: YOU DIE	STRESS STRESS
	DEFENSES	SCENE
NOTES		
HIRELING MORALE	BLOODIED FRIEND OR MENTOR	
NAME RACE & TYPE		

PLANS

• AMBUSH: HIT THEM WHEN THEY LEAST

· ASSAULT: BRING FULL FORCE TO BEAR.

NEGOTIATION: TALK IT OUT, TELL LIES.

OR OFFER SOMETHING TO GET WHAT

YOU WANT, SPILLING AS LITTLE BLOOD AS

• STEALTH: SLIP IN, FIND WHAT YOU'RE

. STRIKE: BUST IN. GET WHAT YOU WANT.

* TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT,

AND RUN OUT QUICKLY, WITHOUT

NOTICED AS LITTLE AS POSSIBLE.

DEVIATING FROM YOUR GOAL.

WITHOUT THEM KNOWING WHY.

AFTER, AND SLIP OUT OUIETLY, BEING

DRIVING OFF OR KILLING ALL THOSE WHO

TAKE ANY OF YOU DOWN.

STAND AGAINST YOU.

POSSIBLE.

EXPECT IT. MAKING SURE THEY DON'T

UPGRADES (1 GOLD EACH)

○ ADEPT □

OEQUIPPED

OFLUENT

MINDSET

OTRAINED

VERSATILE

GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL

HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH

BAD TRAIT COCKY - DISHONEST - DUMB - GREEDY

IMPATIENT - INDECISIVE - STUBBORN

OSTRAPPED

COMPANION

ACTIONS

□□SCAN

ППTINKER

☐ ☐ TRICK

☐ ☐ FINESSE

□□skulk

□ □ SMASH

□ □ BANTER

□□INVOKE

□□THREATEN

BRAINS SMARTS, AWARENESS, INSIGHT	
□ □ □ SCAN/perceptively	_
☐ ☐ TINKER / cleverly	0
☐ ☐ TRICK/slyly	
6 3	C
MUSCLES STRENGTH, AGILITY, SPEED	
☐ ☐ FINESSE / precisely	0
☐ ☐ SKULK/sneakily	
□ □ SMASH/powerfully	0
5 3 4	
GUTS PERSONALITY, METTLE, MAGIC	0
□ □ BANTER / affably	
☐ ☐ INVOKE/magically	0
☐ ☐ THREATEN / forcefully	
BLOODIED HEARTS	C
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. TOUGH CHOICE: TRADE +ID FOR A CONSEQUENCE HEART: TAKE +ID ON A ROLL	C
SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR	
HEROIC DEATH: TAKE A FINAL ACTION IF YOU HAVE A HEART LEFT WHEN YOU DIE	

DOWNTIME ACTIONS

DURING THIS ACTION COST NO STRESS.

- BREW POTIONS AND ALCHEMICALS.
- CONTACT FRIENDS, NPCS, OR FACTIONS.
- GATHER INFO BY SCOUTING, INQUIRING, ETC.





• RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

- **ACOLYTE**: You have a trainee, taking your hireling spot. They have the *mindset* (loyal) and companion upgrades. Upgrades cannot be purchased, however for every ability you have, they also earn an upgrade (choose one): equipped mindset (fearless) - trained - versatile.
- **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.
- FEARLESS: You know the body is just a vessel. 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. You also gain a defense against fear or intimidation.
- 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 heart.
- MARTIAL ARTS: You can spend stress to perform an incredible feat of athletics, like facing off against a group of foes on equal footing, maneuvering up or across nearly any surface, or snatching an arrow out of the air.
- WILLPOWER: Your mind and body do not fold easily. 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.

FLEXIBILITY	1
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. BLIY AN ITEM, HELD, OR

UPGRADE A HIRELING

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

INFORMATION (TIER X 2 GOLD)

BUY A CONSUMABLE (TIER GOLD)

• RECRUIT A HIRELING (REQUIRE I

GOLD/LONG DOWNTIME UPKEEP)

CHARACTER ARC (RETROSPECTIVE)

CULMINATION / REALIZATION - TAKE I BONUS ADVENTUROUS XP

You can **flashback** to things such as training with a great master, surveying a target's strength, or long periods of intense meditation.

COMBINE 2 SUCCESSES

FOR A POWERFUL ITEM

(GM DECIDES THE ITEM)

		4-0-0-0-0
GOLD ()()()()	LOOT ROLLS	VALIANT XP
00000	FAILURE: HEART, BUT RISK	
YOU CAN PAY GOLD TO:	OVERDOING IT	TAKE AN ABILITY WHEN FULL. MARK I

TAKE AN ABILITY WHEN FULL. MARK I OVERDOING IT XP FOR EACH YOU DID THIS SESSION: MIXED: 1 GOLD

• YOU MADE PROGRESS ON YOUR SUCCESS: VALUABLE ITEM PACT'S STORY ARC.

- YOU HAD A SIGNIFICANT MOMENT OR CULMINATION OF YOUR ARC.
- * YOU JUMPED INTO SOMEONE ELSE'S DOWNTIME SCENE.
- YOU PLAYED UP YOUR MOTIVATION.

ADVENTUROUS XP

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

DARK TONGUE WORDS					
You	ONE	YES	GO	EAT	
ME	TWO	NO	DO	GIVE	
US	THREE	MAYBE	STOP	GET	
IT	MORE	NOW	KILL	GOLI	

. GO BIG: IMMEDIATELY COMPELLED: ABILITIES USED

- . CRAFT AN ITEM, EDGE, OR CONTRAPTION.

- . INCANT A RITUAL.
- . RECRUIT A HIRELING.

PROJECT CLOCKS





NAME	RA	CE & LOOK		
	ENGE - EXPLORATION - JUSTI T - RICHES - THRILLS	CE REVELR	Y: CAROUSING - COLLECTION - GAMBLING LUXURY - OCCULT - WORSHIP	3
GEAR (ALWAYS WIT	тн үои)		STRESS WHEN THE CLOCK IS FULL, YOU GO BIG.	
			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	1
SUPPLY (BACKPAC	ск)		RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE	
			DEFENSES	ć
NOTES				
				3.5
		34	,	
HIRELING	MORALE 🔲 B	LOODIED 🔷	FRIEND OR MENTOR	
NAME ACTIONS	RACE & TYPE UPGRADES (I GOLD EACH	н)	PLANS	
□□SCAN □□TINKER	○ADEPT □ ○COMPANION		AMBUSH: HIT THEM WHEN THEY L EXPECT IT, MAKING SURE THEY D	

□□ TRICK

□□skulk

□ □ SMASH

□ □ BANTER

□□INVOKE

□□THREATEN

☐ ☐ FINESSE

OEQUIPPED

OFLUENT

MINDSET

OTRAINED

O VERSATILE

GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL

HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH

BAD TRAIT COCKY - DISHONEST - DUMB - GREEDY

IMPATIENT - INDECISIVE - STUBBORN

OSTRAPPED

	BRAINS SMARTS, AWARENESS, INSIGHT	1	Ran
I	SCAN/perceptively		
- "	☐ ☐ TINKER/cleverly	0	to extend tw
I	☐ ☐ TRICK/slyly	_	area. You als
	MUSCLES STRENGTH, AGILITY, SPEED	0	HUNTING I knows trick surprise atta
1	☐ ☐ FINESSE / precisely	_	SCOUT: You
) [SKULK/sneakily		your party of about your establish a s
I	SMASH/powerfully	0	THRILL OF
	GUTS PERSONALITY, METTLE, MAGIC		weakness in to stalk, cato
I	□ □ BANTER / affably	0	TRICK SHO ranged wea
I	□ □ INVOKE/magically		target and h the difficult
I	☐ ☐ THREATEN/forcefully	0	WILD KNO
	BLOODIED HEARTS	0	FLEXIBILITY
•	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. TOUGH CHOICE: TRADE +ID FOR A CONSEQUENCE HEART: TAKE +ID ON A ROLL	0	FLEXIBILITY
	SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS Bloodied: Take shock to all attributes, and		
_	CLEARS WHEN ALL SHOCK IS CLEAR HEROIC DEATH: TAKE A FINAL ACTION IF YOU HAVE		
	A HEART LEFT WHEN YOU DIE. GO BIG: IMMEDIATELY COMPELLED: ABILITIES USED		You can flas

DOWNTIME ACTIONS • BREW POTIONS AND ALCHEMICALS.

DURING THIS ACTION COST NO STRESS.

- CONTACT FRIENDS, NPCS, OR FACTIONS.
- . CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- GATHER INFO BY SCOUTING, INQUIRING, ETC.
- . INCANT A RITUAL.

TAKE ANY OF YOU DOWN.

STAND AGAINST YOU.

POSSIBLE.

· ASSAULT: BRING FULL FORCE TO BEAR.

NEGOTIATION: TALK IT OUT, TELL LIES.

OR OFFER SOMETHING TO GET WHAT

YOU WANT, SPILLING AS LITTLE BLOOD AS

• STEALTH: SLIP IN, FIND WHAT YOU'RE

. STRIKE: BUST IN. GET WHAT YOU WANT. AND RUN OUT QUICKLY, WITHOUT

* TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT,

NOTICED AS LITTLE AS POSSIBLE.

DEVIATING FROM YOUR GOAL.

WITHOUT THEM KNOWING WHY.

AFTER, AND SLIP OUT OUIFTLY, BEING

DRIVING OFF OR KILLING ALL THOSE WHO

. RECRUIT A HIRELING.

PROJECT CLOCKS





• RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

Kanaer

- O 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 HUNTING PET: You have a hunting pet. 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 known tricks.
- O SCOUT: You make a habit of roaming ahead and scouting out targets. Any time your party chooses a plan, you can establish a weakness you have learned about your target's defenses. During the plan, you can also spend stress to establish a second fact
- O 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 heart.
- O 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.
- O 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.

000	LOOT ROLLS	VALIANT XP	107070700
000	FAILURE: HEART, BUT RISK		
O TO:	OVERDOING IT	TAKE AN ABILITY	WHEN FULL. MARK I

YOU CAN PAY GOLD TO:

. BLIY AN ITEM, HELD, OR

GOLD

- **INFORMATION (TIER X 2 GOLD)**
- BUY A CONSUMABLE (TIER GOLD)

CHARACTER ARC (RETROSPECTIVE)

CULMINATION / REALIZATION - TAKE I BONUS ADVENTUROUS XP

- RECRUIT A HIRELING (REQUIRE 1
- GOLD/LONG DOWNTIME UPKEEP)
- UPGRADE A HIRELING

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

MIXED: 1 GOLD

SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

XP FOR I	EACH Y	OU DID TH	HIS SES	SION:
• YOU !	MADE	PROGRESS	ON	YOUR
PACT'S	STORY	ARC.		
+ YOU H	IAD A	SIGNIFICAT	NT M	OMENT

- OR CULMINATION OF YOUR ARC. * YOU JUMPED INTO SOMEONE ELSE'S
- DOWNTIME SCENE.
- YOU PLAYED UP YOUR MOTIVATION.



	DARK	IONGUE	WOKDS	
YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILI	COLI

ADVENTUROUS XP

NAME R	RACE & LOOK			
MOTIVATION: CHALLENGE - EXPLORATION - JUST RESPECT - RICHES - THRILLS	FICE REVELRY	: CAROUSING - COLLECTION - GAMBLING LUXURY - OCCULT - WORSHIP		
GEAR (ALWAYS WITH YOU)		STRESS WHEN THE CLOCK IS FULL, YOU GO BIG.		
SUPPLY (BACKPACK)		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 DEFENSES		
NOTES				
HIRELING MORALE	BLOODIED 🔷	FRIEND OR MENTOR		

PLANS

• AMBUSH: HIT THEM WHEN THEY LEAST

· ASSAULT: BRING FULL FORCE TO BEAR.

NEGOTIATION: TALK IT OUT, TELL LIES.

OR OFFER SOMETHING TO GET WHAT

YOU WANT, SPILLING AS LITTLE BLOOD AS

• STEALTH: SLIP IN, FIND WHAT YOU'RE

. STRIKE: BUST IN. GET WHAT YOU WANT. AND RUN OUT QUICKLY, WITHOUT

* TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT,

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DEVIATING FROM YOUR GOAL.

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AFTER, AND SLIP OUT OUIETLY, BEING

DRIVING OFF OR KILLING ALL THOSE WHO

TAKE ANY OF YOU DOWN.

STAND AGAINST YOU.

POSSIBLE.

EXPECT IT. MAKING SURE THEY DON'T

以	BRAINS SMARTS, AWARENESS, INSIGHT	٦
	□ □ □ SCAN/perceptively	
	☐ ☐ ☐ TINKER / cleverly	0
	☐ ☐ TRICK/slyly	
		0
	MUSCLES STRENGTH, AGILITY, SPEED	O
λ	☐ ☐ ☐ FINESSE/precisely	0
	SKULK/sneakily	
	□ □ □ SMASH/powerfully	0
以	GUTS PERSONALITY, METTLE, MAGIC	0
	☐ ☐ BANTER / affably	
	☐ ☐ INVOKE/magically	0
	☐ ☐ ☐ THREATEN / forcefully	
1	ili'	
· <	BLOODIED HEARTS	0
	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. 	
	TOUGH CHOICE: TRADE + ID FOR A CONSEQUENCE HEART: TAKE + ID ON A ROLL	0
= = = = = = = = = = = = = = = = = = = =	SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS BLOODIED: TAKE SHOCK TO ALL ATTRIBUTES, AND	
	CLEARS WHEN ALL SHOCK IS CLEAR • HEROIC DEATH: TAKE A FINAL ACTION IF YOU HAVE	
	A HEART LEFT WHEN YOU DIE	

DOWNTIME ACTIONS

DURING THIS ACTION COST NO STRESS.

- BREW POTIONS AND ALCHEMICALS.
- CONTACT FRIENDS, NPCS, OR FACTIONS.

. GO BIG: IMMEDIATELY COMPELLED: ABILITIES USED

- . CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- GATHER INFO BY SCOUTING, INQUIRING, ETC.
- . INCANT A RITUAL.
- . RECRUIT A HIRELING.

PROJECT CLOCKS





• RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

- 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.
- **POUNCE**: You recognize the perfect timing to strike. You take +1d when you catch someone by surprise. On a critical, you clear 1 stress.
- 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.
- **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.
- 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.
- **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. How do you help without anyone knowing?

FLEXIBILITY	FLEXIBI	LITY
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		ITY

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

0000	LOOT ROLLS	VALIANT XP	10000
	FAILURE: HEART, BUT RISK		

YOU CAN PAY GOLD TO:

. BLIY AN ITEM, HELD, OR

GOLD

- INFORMATION (TIER X 2 GOLD)
- BUY A CONSUMABLE (TIER GOLD)
- RECRUIT A HIRELING (REQUIRE I
- GOLD/LONG DOWNTIME UPKEEP)

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

UPGRADE A HIRELING

OVERDOING IT

MIXED: 1 GOLD

SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES

* YOU HAD A SIGNIFICANT MOMENT FOR A POWERFUL ITEM OR CULMINATION OF YOUR ARC. (GM DECIDES THE ITEM) * YOU JUMPED INTO SOMEONE ELSE'S

DOWNTIME SCENE. **CHARACTER ARC** (RETROSPECTIVE)

* YOU PLAYED UP YOUR MOTIVATION.

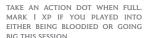
TAKE AN ABILITY WHEN FULL. MARK I

XP FOR EACH YOU DID THIS SESSION:

• YOU MADE PROGRESS ON YOUR

ADVENTUROUS XP

PACT'S STORY ARC.



	DARK 1	TONGUE	WORDS	_
YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

CULMINATION / REALIZATION - TAKE I BONUS ADVENTUROUS XP



RACE & TYPE

UPGRADES (1 GOLD EACH)

NAME

ACTIONS

GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH BAD TRAIT COCKY - DISHONEST - DUMB - GREEDY **IMPATIENT - INDECISIVE - STUBBORN**

NAME	RACE & LOOK	
MOTIVATION: CHALLENGE - EXPLORATION - RESPECT - RICHES - THRILLS	- JUSTICE REVELRY	CAROUSING - COLLECTION - GAMBLING LUXURY - OCCULT - WORSHIP
GEAR (ALWAYS WITH YOU)		WHEN THE CLOCK IS FULL, YOU GO BIG.
		RESISTANCE ROLLS FAILURE: PARTIAL RESIST, TAKE 3 STRESS MIXED: PARTIAL RESIST, TAKE 2 STRESS SUCCESS: FULL RESIST, TAKE 1 STRESS CRITICAL: FULL RESIST, CLEAR I STRESS
SUPPLY (BACKPACK)		RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE
		DEFENSES
NOTES		
	will	
HIRELING MORALE	BLOODIED 🔷	FRIEND OR MENTOR

义	BRAINS SMARTS, AWARENESS, INSIGHT
	□ □ □ SCAN/perceptively
	☐ ☐ TINKER/cleverly
	☐ ☐ TRICK/slyly
X	MUSCLES STRENGTH, AGILITY, SPEED
	☐ ☐ FINESSE / precisely
	SKULK/sneakily
	□ □ □ SMASH/powerfully
X	GUTS PERSONALITY, METTLE, MAGIC BANTER / affably INVOKE / magically
	☐ ☐ THREATEN/forcefully
1	BLOODIED 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. TOUGH CHOICE: TRADE +ID FOR A CONSEQUENCE 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 HEROIC DEATH: TAKE A FINAL ACTION IF YOU HAVE

NAME RACE & TYPE **UPGRADES** (1 GOLD EACH) **ACTIONS** □□ SCAN ○ ADEPT □ □□TINKER **COMPANION CEQUIPPED** ☐ ☐ TRICK ☐ ☐ FINESSE OFLUENT MINDSET □□skulk □ □ SMASH OSTRAPPED □ □ BANTER OTRAINED □□INVOKE **VERSATILE** □□THREATEN GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH BAD TRAIT COCKY - DISHONEST - DUMB - GREEDY

IMPATIENT - INDECISIVE - STUBBORN

PLANS

- AMBUSH: HIT THEM WHEN THEY LEAST EXPECT IT. MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.
- · ASSAULT: BRING FULL FORCE TO BEAR. DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.
- NEGOTIATION: TALK IT OUT, TELL LIES. OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.
- STEALTH: SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT OUIETLY, BEING NOTICED AS LITTLE AS POSSIBLE.
- STRIKE: BUST IN. GET WHAT YOU WANT. AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.
- * TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.

DOWNTIME ACTIONS

DURING THIS ACTION COST NO STRESS.

A HEART LEET WHEN YOU DIE

- BREW POTIONS AND ALCHEMICALS.
- CONTACT FRIENDS, NPCS, OR FACTIONS.

. GO BIG: IMMEDIATELY COMPELLED: ABILITIES USED

- . CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- GATHER INFO BY SCOUTING, INQUIRING, ETC.

- . RECRUIT A HIRELING.

PROJECT CLOCKS





• RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

Sorcerer

- 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 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 SORCERY: You have mastered a magic path (choose one): enchantment evocation - force mastery - illusion - pyromancy. You can spend stress to INVOKE tier 2 and tier 3 spells of your path.
- O SPELLFORGE: 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.

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

GOLD

YOU CAN PAY GOLD TO:

- . INCANT A RITUAL.



MIXED: 1 GOLD

- . BLIY AN ITEM, HELP, OR INFORMATION (TIER X 2 GOLD)
- BUY A CONSUMABLE (TIER GOLD)
- RECRUIT A HIRELING (REQUIRE I GOLD/LONG DOWNTIME UPKEEP)
- LIDGRADE A HIRELING

LOOT ROLLS

FAILURE: HEART, BUT RISK OVERDOING IT

SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

CHARACTER ARC (RETROSPECTIVE)

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

CULMINATION / REALIZATION - TAKE I BONUS ADVENTUROUS XP

VALIANT XP

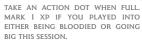
TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION:

• YOU MADE PROGRESS ON YOUR

PACT'S STORY ARC.

- * YOU HAD A SIGNIFICANT MOMENT OR CULMINATION OF YOUR ARC.
- YOU JUMPED INTO SOMEONE ELSE'S DOWNTIME SCENE.
- YOU PLAYED UP YOUR MOTIVATION.

ADVENTUROUS XP



	DARK			
ou	ONE	YES	GO	EAT
ИE	TWO	NO	DO	GIVE
		1 4 4 3 C TO TO	0 m 0 m	

IVE US THREE MAYBE STOP GET MORE NOW KILL GOLD

					I IIINKER/CIEV	rerty
NAME	RACE &	LOOK			TRICK/slyly	
MOTIVATION: CHALLENGE - EXPL RESPECT - RICHES -		REVELRY	CAROUSING - COLLECTION - GAMBLII LUXURY - OCCULT - WORSHIP		MUSCLES STRENGTH, A	GILITY, SPEED
GEAR (ALWAYS WITH YOU)			STRESS WHEN THE CLOCK IS FULL, YOU GO BIG. RESISTANCE ROLLS FAILURE: PARTIAL RESIST, TAKE 3 STRE		☐ ☐ FINESSE/pre ☐ ☐ SKULK/snea ☐ ☐ ☐ SMASH/pow	ıkily
			MIXED: PARTIAL RESIST, TAKE 2 STRESS SUCCESS: FULL RESIST, TAKE 1 STRESS CRITICAL: FULL RESIST, CLEAR 1 STRESS	\Rightarrow	GUTS PERSONALITY, METTI	
SUPPLY (BACKPACK)			RESISTING DEATH FAILURE: YOU DIE MIXED: KNOCKED OUT OF THE SCENE DEFENSES		INVOKE/ma	
NOTES				-	ASSIST: GIVE +EFFECT, BUT OPEN SO HARD: TRADE +EFFECT FOR - EAM UP: TAKE THE HIGHEST RES VITH A MIXED OR FAILURE TAKE OUGH CHOICE: TRADE +ID FOR HEART: TAKE +ID ON A ROLL	I TO CONSEQUENCE POSITION SULT, BUT EACH PC ES STRESS.
		10 to 10 to 10		- C + H - A	HOCK: TAKE -ID ON NEXT ROLL LOODIED: TAKE SHOCK TO ALL :LEARS WHEN ALL SHOCK IS CLE IEROIC DEATH: TAKE A FINAL AC HEART LEFT WHEN YOU DIE. TO BIG: INMEDIATELY COMPELL DURING THIS ACTION COST NO:	ATTRIBUTES, AND EAR CTION IF YOU HAVE ED; ABILITIES USED
HIRELING N	ORALE BLOOE	DIED 🔷	FRIEND OR MENTOR		DOWNTIME ACTIONS	
NAME R	ACE & TYPE				BREW POTIONS AND ALCHE CONTACT FRIENDS, NPCS, O	OR FACTIONS.

UPGRADES (1 GOLD EACH)

○ ADEPT □

OEQUIPPED

OFLUENT

MINDSET

OTRAINED

VERSATILE

GOOD TRAIT: CLEVER - CONFIDENT - GENEROUS - HELPFUL

HONEST - OPTIMISTIC - PERSISTENT - STEADY - BRASH

BAD TRAIT COCKY - DISHONEST - DUMB - GREEDY

IMPATIENT - INDECISIVE - STUBBORN

OSTRAPPED

COMPANION

ACTIONS

□□SCAN

□□TINKER

□□ TRICK

☐ ☐ FINESSE

□ □ SKULK

□ □ SMASH

□ □ BANTER

□□INVOKE

□□THREATEN

以	BRAINS SMARTS, AWARENESS, INSIGHT
	□ □ □ SCAN/perceptively
	☐ ☐ TINKER / cleverly
	☐ ☐ TRICK/slyly
以	MUSCLES STRENGTH, AGILITY, SPEED
À	☐ ☐ FINESSE/precisely
	SKULK/sneakily
	□ □ □ SMASH/powerfully
以	GUTS PERSONALITY, METTLE, MAGIC
	☐ ☐ BANTER / affably
	☐ ☐ INVOKE/magically
	☐ ☐ THREATEN / forcefully
1	ili'.
<	BLOODIED 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. TOUGH CHOICE: TRADE +ID FOR A CONSEQUENCE HEART: TAKE +ID ON A ROLL

DOWNTIME ACTIONS

- BREW POTIONS AND ALCHEMICALS.
- CONTACT FRIENDS, NPCS, OR FACTIONS.
- . CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- GATHER INFO BY SCOUTING, INQUIRING, ETC.
- . INCANT A RITUAL.
- . RECRUIT A HIRELING.

PROJECT CLOCKS





• RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

- ASSAULT: You're a force to be reckoned with. On a success in close combat, you can also (choose one): cleave into a nearby enemy - destroy their shield or armor - send them flying.
- O FURY: When you suffer injury or humiliation, you take +1d if you immediately lash out. On a critical, you clear 1 stress.
- O PACK MULE: You can carry an immense amount. You gain two gear slots, a defense based on them, and a supply slot. Where do you keep all of that extra stuff?
- RAGE: You can spend stress to perform an incredible feat of strength, like throwing a large boulder, tackling a charging horse, or facing off against a much larger foe on equal footing.
- RAWHIDE: Your thick hide protects you from harm. You take +1d when resisting physical attacks and spend 1 less stress when you do so. What makes your hide so tough?
- O SHOW OFF: You breem with overconfidence. You take +1d when you go hard to intimidate or impress someone with your physical prowess. On a critical, you clear 1 stress.

O	FLEXIBILITY			

You can **flashback** to things such as carousing with a warband, threatening

4-0-0-5

GOLD

violence, or acquiring just the right weapon.

YOU CAN PAY GOLD TO:

O FLEXIBILITY

. BLIY AN ITEM, HELP, OR

- INFORMATION (TIER X 2 GOLD)
- BUY A CONSUMABLE (TIER GOLD)

CHARACTER ARC (RETROSPECTIVE)

- RECRUIT A HIRELING (REQUIRE I

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

SIGNIFICANT MOMENT

- GOLD/LONG DOWNTIME UPKEEP)
- UPGRADE A HIRELING

LOOT ROLLS

FAILURE: HEART, BUT RISK

OVERDOING IT MIXED: 1 GOLD

SUCCESS: VALUABLE ITEM

COMBINE 2 SUCCESSES

FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

VALIANT XP

TAKE AN ABILITY WHEN FULL. MARK I XP FOR EACH YOU DID THIS SESSION: • YOU MADE PROGRESS ON YOUR

- PACT'S STORY ARC. * YOU HAD A SIGNIFICANT MOMENT OR CULMINATION OF YOUR ARC.
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- YOU PLAYED UP YOUR MOTIVATION.

ADVENTUROUS XP



	DARK	IONGUE	WOKDS	
YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

CULMINATION / REALIZATION - TAKE I BONUS ADVENTUROUS XP

٠	TRICKE	RY:	CONFUSE,	LURE,	OR	TRICK
	THEM	INTO	DOING	WHAT	YOU	WANT,

• AMBUSH: HIT THEM WHEN THEY LEAST

· ASSAULT: BRING FULL FORCE TO BEAR.

NEGOTIATION: TALK IT OUT, TELL LIES.

OR OFFER SOMETHING TO GET WHAT

YOU WANT, SPILLING AS LITTLE BLOOD AS

• STEALTH: SLIP IN, FIND WHAT YOU'RE

• STRIKE: BUST IN, GET WHAT YOU WANT, AND RUN OUT QUICKLY, WITHOUT

NOTICED AS LITTLE AS POSSIBLE.

DEVIATING FROM YOUR GOAL.

AFTER, AND SLIP OUT OUIETLY, BEING

DRIVING OFF OR KILLING ALL THOSE WHO

TAKE ANY OF YOU DOWN.

STAND AGAINST YOU.

POSSIBLE.

EXPECT IT. MAKING SURE THEY DON'T

WITHOUT THEM KNOWING WHY.

PLANS