

WICKED ONES

WANDER MODE - PACT SHEET

PACT MOTIVATION

CHALLENGE - EXPLORATION - RESPECT - RICHES - THRILLS - VENGEANCE

GATHERED LOOT



STORY ARC



STEP 1



STEP 2



CULMINATION

STORY ARC



STEP 1



STEP 2



CULMINATION

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STEP 1



STEP 2



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STEP 2



CULMINATION

BATTLE

- **LOYALTY:** You instill great respect in your minions. They have the *mindset (loyal)* upgrade. If you take harm that would leave you bloodied, they will take the hit in your stead - bloodying or killing them.
- **MOUNTS:** You have mounts to carry you into battle, enough for your entire group, including minions. You always manage to replace lost ones during long downtimes. Detail them and give them edges (choose two): *aquatic - armored - enormous - fast - flying - magical - powerful - terrifying*.
- **STRATEGIC PLANS:** Proper strategy is the key to warfare. You take +1d on engagement rolls for ambush, assault, or strike raid plans. On a success, you gain a dark heart.
- **WARRIOR CULTURE:** When minions witness any pact member die in glorious combat, they gain morale and lose the bloodied condition if they have it. However, they are now compelled to finish what their allies started.

MYSTICISM

- **BOON:** During a downtime, you can make a sacrifice to your deity, paying cost to gain a boon (choose one): *take +1d on a single roll with an item this cycle - take +1d on your next resistance roll - your next failure instead becomes a mixed*. The sacrifice must be unique each time you ask for a boon.
- **INTERVENTION:** Once per cycle, one member of the pact can beseech 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.
- **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.
- **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?*

START PLAY WITH ONE OF THE ABOVE PACT ABILITIES. EVERY TIME A STORY ARC CULMINATES, CHOOSE ANOTHER PACT ABILITY.

NOTES

MEDDLING

- **AGENTS OF CHAOS:** You excel at placing blame on others or interfering with faction plans. On a success on blowback, your minions gain morale and you can finish or reset a faction clock. *How did you redirect the blame to cause this?*
- **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?*
- **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.

UTILITY

- **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*.
- **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.
- **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.

CLOCKS


