

## BASICS

### Action rolls resolve threats

1. A player describes their scoundrel doing something to achieve a **goal**.
2. If there's a **threat** in the way, the GM introduces it and asks how the scoundrel approaches it (i.e. which action they're performing).
3. The player describes the **action** their scoundrel performs to deal with the threat, adding details like style and roleplay, plus any relevant advantages they may have.
4. The GM considers the details of the situation, the action being performed, the player's description, and the strength of the threat to choose the **position and effect level** of the roll.

**Action roll** - Roll 1d6 per dot in action rating use single highest result, if no dots roll 2d6 and use lowest result

1. Player states **goal**
2. Player chooses **action rating**
3. Gm sets **position**
4. Gm sets **effect level**
5. Add **bonus dice**
6. Roll

#### Results

- ◆ 1-3 = Bad outcome
- ◆ 4/5 = Partial success
- ◆ 6 = Full success
- ◆ 6, 6 = Critical success

#### Attribute ratings→

Action ratings→

	INSIGHT	PROWESS	RESOLVE
Hunt		Finesse	Attune
Study		Prowl	Command
Survey		Skirmish	Consort
Tinker		Wreck	Sway

**Attribute ratings** - Rating = number of actions with rating 1 or higher

### Bonus dice

**Pushing yourself:** Take 2 stress for each bonus (each can be chosen once per action):

- ◆ +1d to roll
- ◆ +1 Level to effect
- ◆ Take action if incapacitated

**Assist:** Take 1 stress to give character +1d, max 1 person can assist another character

**Devil's bargain:** Can be proposed by gm or other player. +1d for accepting:

- ◆ Collateral damage, unintended harm.

- ◆ Sacrifice coin or an item.
- ◆ Betray a friend or loved one.
- ◆ Offend or anger a faction.
- ◆ Start and/or tick a troublesome clock.
- ◆ Add heat to the crew from evidence or witnesses.
- ◆ Suffer harm.

### Teamwork

- ◆ **Lead a group:** each team member makes an action roll, counting **best result**.  
◆ Leader takes 1 stress for each 1-3 result.

- ◆ **Assist:** take 1 stress, give another character +1d.
- ◆ **Protect:** suffer consequences instead of your teammate. (may resist consequence)

- ◆ **Set up:** perform a setup action. Anyone who follows through on the set up gains +1 effect level or improved position for their roll.

### Fortune roll

Roll d6 = any trait, tier, magnitude, quality, or 1d (Major dis/advantage = -1d / +1d)

- ◆ **Crit:** Great result / great, extreme effect. 5 ticks
- ◆ **6:** Good result / standard, full effect. 3 ticks

- ◆ **4/5:** Mixed result / limited, partial effect. 2 ticks
- ◆ **1-3:** Bad result / poor, little effect. 1 tick



## POSITION, EFFECT, CONSEQUENCES & CLOCKS

### Position

**Controlled:** *Golden opportunity, dominant advantage,*

- ◆ **Crit:** increased effect.
- ◆ **6:** You do it.
- ◆ **4/5:** Withdraw or succeed with minor consequence.
- ◆ **1-3:** Withdraw or seize risky opportunity.

**Risky (default):** *Go head to head, Act under duress, Taking a chance*

- ◆ **Crit:** increased effect.
- ◆ **6:** You do it.
- ◆ **4/5:** You do it, but suffer complication.
- ◆ **1-3:** Suffer complication.

**Desperate (mark 1 xp):** *In serious trouble, Overreaching capabilities, attempt dangerous maneuver*

- ◆ **Crit:** increased effect.
- ◆ **6:** You do it.
- ◆ **4/5:** You do it, but suffer serious complication.
- ◆ **1-3:** Suffer serious complication.

### Effect

- Limited** ◆ 1 ticks
- Standard** ◆ 2 ticks
- Great** ◆ 3 ticks

### Factors

- ◆ **Potency, Quality/Tier, Scale**
- ◆ **Dominant Factors:** Some factors overwhelm others.
- ◆ **Trade Position for Effect:** -1 position, +1 effect
- ◆ **Items:** Quality = Tier
  - ◆ **Fine Item:** +1 quality
  - ◆ Items affect position and/or effect.
  - ◆ Items can be leveraged for devil's bargains.
- ◆ **Extreme Effect:** If factors push Effect above Great. (5 ticks)
- ◆ **Zero Effect:** If factors push Effect below Limited. (0 ticks)

### Roll with no threat

Consider using a Fortune Roll, or simply let the Player succeed

### Consequences

- ◆ **Reduced effect:** -1 effect level.
- ◆ **Worse position:** -1 position (can try again if failure).
- ◆ **Lost opportunity:** to try again, you'll need a new approach/ action rating.
- ◆ **Complication, minor:** immediate problem, 1 ticks, or +1 heat.
- ◆ **Complication, standard:** immediate problem, 2 ticks, or +1 heat.
- ◆ **Complication, serious:** severe problem, 3 ticks, or +2 heat.
- ◆ **Harm:** minor = lesser harm, standard = moderate harm, serious = severe harm

**Resistance roll** - Roll d6 = attribute rating

- ◆ Suffer 6 stress - resistance roll.  
◆ Crit: clear 1 stress.
- ◆ Reduce/avoid consequence.
- Armor:** -1 harm level, tick box.  
◆ Use instead of resistance roll
- ◆ Multiple ticks can be used at same time.
- ◆ Armor is restored when you choose load for next score

### Clocks

- ◆ Simple = 2
- ◆ Complex = 4
- ◆ Complicated = 6
- ◆ Daunting = 8



### Example clocks

- ◆ **Danger:** suspicion in seduction, pursuer proximity, alert level.
- ◆ **Racing:** two opposed clocks. Escaped/cornered. Search/sunk.
- ◆ **Linked:** defense linked to vulnerable. Trapped linked to alert.
- ◆ **Mission:** time-sensitive missions.
- ◆ **Tug-of-war:** can be filled and emptied. Revolution. Turf war.
- ◆ **Long-term project:** any player goal that requires intense work.

### Harm

Mark harm in matching row. If row is filled, mark harm in next highest row. Penalties for harm are suffered if any harms of that level are marked.

#### Harm levels

- ◆ **Lesser harm (1):** -1 effect level
- ◆ **Moderate harm (2):** -1d
- ◆ **Severe harm (3):** incapacitated
- ◆ **Fatal harm (4):** dead. (Roll new character or transfer to ghost playbook.)

#### Sample harms

- ◆ **Lesser harm (1):** battered, drained, distracted, scared, confused
- ◆ **Moderate harm (2):** exhausted, deep cut to arm, concussion, panicked, seduced
- ◆ **Severe harm (3):** impaled, broken leg, shot in chest, badly burned, terrified
- ◆ **Fatal harm (4):** electrocuted, drowned, stabbed in heart

### Stress & trauma

Stress 0 = trauma. Trauma (4 = retired/incarcerated)

- ◆ **Cold:** you're not moved by emotional appeals or social bonds.
- ◆ **Haunted:** you're often lost in reverie, reliving past horrors, seeing things.
- ◆ **Obsessed:** you're enthralled by one thing; an activity, a person, an ideology.
- ◆ **Paranoid:** you imagine danger everywhere; you can't trust others.
- ◆ **Reckless:** you have little regard for your own safety or best interests.
- ◆ **Soft:** you lose your edge, you become sentimental, passive, gentle.
- ◆ **Vicious:** you seek out opportunities to hurt people, even for no good reason.

### Stress & the supernatural

- ◆ **Close encounter:** resolve resistance roll to avoid freezing/ panicking from fear.
- ◆ **Possession:** 1 trauma per week. (If host dies, become vampire or abandon it.)



## ● FREE PLAY

- ◆ Character Scenes
- ◆ Actions & Consequences
- ◆ Gather Information
- ◆ Choose a Target
- ◆ Choose a Plan

### Gather information

Action roll or fortune roll made using action rating

- ◆ **Great:** exceptional details. Complete information. Followups reveal related information / more than expected.
- ◆ **Standard:** good details. Clarifying follow-up questions.
- ◆ **Limited:** incomplete information. No follow-up questions.

### Common Score Types

- ◆ **Criminal Activity:** See crew sheet.
- ◆ **Seizing a Claim:** See claim map.
- ◆ **Reduce a Faction's Hold:** See Crews & Factions.
- ◆ **Special Mission/Goal:** Defined by the players.

### Planning

Choose the plan and supply the detail.

- ◆ **Preferred Hunting Ground:** Score of preferred type on hunting grounds.
  - ◇ +1 downtime activity contributing to hunting ground score
  - ◇ +1d on gthr. information contributing to hunting ground score
- ◆ **Loadout:** Restore all your ARMOR and choose LOAD for mission. You can use an item by checking its box as long as you have LOAD remaining. (Items in italics don't count towards LOAD.)
  - ◇ LIGHT (1-3 Load): You're faster, less conspicuous; you blend in with citizens.
  - ◇ NORMAL (4/5 Load): You look like a scoundrel, ready for trouble.
  - ◇ HEAVY (6 Load): You're slower. You look like an operative on a mission.
  - ◇ ENCUMBERED (7-9 Load): You're overburdened / can't do anything except move slowly.

### Approach

- ◆ **Assault:** Do violence to a target
  - ◇ Detail: The point of attack
- ◆ **Deception:** Lure, trick, or manipulate
  - ◇ Detail: The method of deception
- ◆ **Stealth:** Trespass unseen
  - ◇ Detail: The point of infiltration
- ◆ **Occult:** Engage a supernatural power
  - ◇ Detail: The arcane method
- ◆ **Social:** Negotiate, bargain, or persuade
  - ◇ Detail: The social connection
- ◆ **Transport:** Carry cargo or people through danger
  - ◇ Detail: The route & means

## ● Free play

### ■ Engagement Roll

#### ◆ Score

#### ▲ Downtime

### Phases

The phases are a conceptual model to help you organize the game. They're not meant to be rigid structures that restrict your options. Think of the phases as a menu of options to fit whatever it is you're trying to accomplish in play. Each phase suits a different goal.



## ■ ENGAGEMENT ROLL

### Engagement roll

- ◆ **Base fortune roll: 1d**
  - ◆ **Major advantage: +1d**
    - ◇ Operation is particularly bold or daring.
    - ◇ Plan's detail exposes a vulnerability of the target / hits them where they're weakest.
    - ◇ Friends/contacts provide aid or insight.
    - ◇ Target is a lower tier.
    - ◇ District modifiers.
  - ◆ **Major disadvantage: -1d**
    - ◇ Operation is overly complex / contingent on many factors.
    - ◇ Target is strong against this approach / have particular defenses or preparations.
  - ◇ Enemies/rivals interfering in the operation.
  - ◇ Target is a higher tier.
  - ◇ District modifiers.
- #### Engagement roll - outcome
- ◆ **Crit: exceptional result.** You've already overcome the first obstacle and you're in a controlled position for what comes next.
  - ◆ **6: Good result.** You're in a controlled position when the action starts.
  - ◆ **4/5: Mixed result.** You're in a risky position when the action starts.
  - ◆ **1-3: Bad result.** You're in a desperate position when the action starts.

## ▲ DOWNTIME

### Payoff

- ◆ **Coin**
  - ◇ 2 Coin: a minor job; several full purses.
  - ◇ 4 Coin: a small job; a strongbox.
  - ◇ 6 Coin: a standard score; decent loot
  - ◇ 8 Coin: a big score; serious loot.
  - ◇ 10 Coin: a major score; impressive loot.
- ◆ **Tithe:** pay tier + 1 coin to crime boss.
  - ◇ Refusing to pay: start clock for that boss' patience running out. -1 Faction status when clock fills.
- ◆ **2 Rep, +1 per tier higher / -1 per tier lower.**
  - ◇ Silent operation: if no one knows about it, gain no rep.

### Heat

When heat track fills, clear it, mark a wanted level, and roll over remaining heat.

- ◆ **0 Heat:** smooth & quiet; low exposure.
- ◆ **2 Heat:** contained; standard exposure.
- ◆ **4 Heat:** loud & chaotic; high exposure.
- ◆ **6 Heat:** wild; devastating exposure.
- ◆ **+1 Heat**
  - ◇ High-profile / well-connected target.
  - ◇ Situation happened on hostile turf.
  - ◇ At war with other faction.
- ◆ **+2 Heat:** if killing was involved.

### Entanglements - (1d per WANTED LEVEL)

- ◆ **Arrest:** bluecoats send detail to arrest you (scale = wanted level). Pay them off with coin = wanted level +3, hand someone over for arrest, or attempt to evade them.
- ◆ **Cooperation:** +3 status faction asks for a favor. Agree to do it, -1 rep per tier of friendly faction, or -1 status with friendly faction.
- ◆ **Demonic notice:** demon approaches crew with a dark offer. Accept bargain, hide until it loses interest (-3 rep), or deal with it another way.
- ◆ **Flipped:** contact, patron, client, or group of customers is loyal to another gang now.
- ◆ **Gang trouble:** gang or cohort causes trouble. Lose rep = tier +1, make an example of one of the gang members, or face reprisals.
- ◆ **Interrogation:** bluecoats round up a pc for questioning. How did they manage to capture you? Pay them with 3 coin, or they beat you up for 2 harm + you tell them what they want to know for +3 heat. (Effects can be resisted separately.)
- ◆ **Questioning:** bluecoats round up NPC crew member or contact for questioning. Who do the bluecoats think is most vulnerable? Make a fortune roll (1-3: +2 heat, 4/5: +1 heat) or pay them off with 2 coin.
- ◆ **Reprisals:** enemy faction makes a move against you. Pay 1 rep or 1 coin, allow them to mess with yours, or fight back.
- ◆ **Rivals:** neutral faction threaten you, a friend, a contact, or vice purveyor. Forfeit 1 rep or 1 coin per rival tier, or stand up to them and -1 faction status.

- ◆ **Show of force:** faction with negative faction status targets your holdings. Lose 1 claim or go to war (drop to -3 status). If you have no claims, lose 1 hold.
- ◆ **Unquiet dead:** rogue spirit is drawn to you. Need whisper or rail jack (as an asset) to deal with it, or deal with it yourself.
- ◆ **Usual suspects:** bluecoats grab someone in the periphery of crew for questioning. Whose friend or vice purveyor is most likely to be taken? Make a fortune roll (1-3: +2 heat, 4/5: level 2 harm) or pay them off with 1 coin.



## ◆ SCORE

### Flashbacks

**Cost:** pay stress to invoke a flashback. (Flashbacks are resolved like any other action.)

- ◇ 0 Stress: ordinary action for which you had easy opportunity.
- ◇ 1 Stress: complex action or unlikely opportunity.
- ◇ 2 Stress: elaborate action that involved special opportunities/contingencies.
- ◆ Limits: flashback cannot "undo" something. (But can change context.)
- ◆ Downtime flashback: pay 1 coin or 1 rep instead of stress if flashback involves downtime activity.

### Ending a score

Whether success or failure, begin downtime. (On failure, there is no payoff.)

## ▲ DOWNTIME (CONTINUED)

### Downtime activities

(2 Activities per downtime; 1 if at war — +1 action for 1 coin or 1 rep)

### Downtime rolls

#### Roll to fill clock:

- ◆ Crit: 5 segments
- ◆ 6: 3 Segments
- ◆ 4/5: 2 Segments
- ◆ 1-3: 1 Segment

#### Roll tier:

- ◆ Crit: tier +2
- ◆ 6: Tier +1
- ◆ 4/5: Tier
- ◆ 1-3: Tier -1

#### Bonus dice

- +1d if aided by friend/contact
- +1 Result level per coin



### Acquire asset

- ◆ Roll crew's tier to determine relative quality of temporary asset (usually 1 score).
- ◆ 2 Coin: +1 quality
- ◆ Assets: special item, set of common items, cohort, vehicle, service
- ◆ Minimum quality: set by the gm for certain assets.

- ◆ Reacquire asset: +1d to re-acquire the same asset.
- ◆ Dangerous items: +2 heat (alchemicals, poisons, bombs, etc.)
- ◆ Permanent acquisition: crew upgrade or long-term project

### Long-term project

- ◆ Roll an action, fill a project clock defined by the gm.
- ◆ Linked projects: some projects may require other projects before you attempt them.

### Reduce heat

- ◆ Roll an action to reduce heat segments=downtime roll values

### Train

- ◆ Mark 1 xp on attribute or playbook track

### Recover

- ◆ Physicker: Roll TINKER, fill PC's Healing clock.
  - ◆ No Physicker: Pay 1 stress, roll Od.
  - ◆ PC Physicker: Does not require downtime action to heal; only to recover.
  - ◆ Healing Self: Costs 2 stress. (Requires PHYSICKER special ability.)
  - ◆ Acquiring Physicker: NPC physicker can be acquired as asset.
- ◆ Filled Healing Clock: Reduce all harms by one level. (Segments roll over.)

### Indulge vice

- ◆ Specify how you indulge and which purveyor of vice you use.
- ◆ Roll weakest attribute rating most in thrall to the vice. Clear stress = result.
  - ◆ Overindulge: if you clear more stress than you had, select an overindulgence.
- ◆ Ignoring your vice: if you do not indulge vice in downtime, take stress = trauma.
- ◆ Lost in vice: pc indulges vice for entire game session. (Player uses different character.)

### Overindulgence

- ◆ Attract trouble: select/roll an additional entanglement.
- ◆ Brag: about your exploits. +2 Heat.
- ◆ Lost: vanish for a few weeks. Play a different character until this one returns. When the character returns, they heal any harm they had.
- ◆ Tapped: current purveyor cuts you off.

### NPC & faction downtime

(Performed by gm)

- ◆ Active factions: gm selects factions of current interest/activity.
- ◆ Advance faction clocks: # of segments chosen by gm (or use fortune roll).
- ◆ Downtime manoeuvres: choose 1-2 manoeuvres per faction. Examples:
  - ◆ Seize a claim or increase hold.
  - ◆ Reduce enemy hold.
  - ◆ Gather information on the pcs (may be opposed by pc roll) or another subject.
  - ◆ Achieve a short-term goal they're in position to accomplish.
  - ◆ Acquire a new asset.
  - ◆ Call in a favor from another faction.
  - ◆ Employ political pressure or threats to force someone's hand.
- ◆ Word on the street: let the pcs know what the factions are doing through their Friends, contacts, or vice purveyors

## XP & ADVANCEMENT

### Character XP/Advancement

#### XP during the game session

Mark xp when you roll:

- ◆ Desperate action roll.
- ◆ Desperate group roll (all involved)

Mark 1 xp in the **attribute** for the action you rolled.

#### XP at end of session

Review playbook xp triggers. Mark xp on any attribute or playbook xp track

- ◆ Mark 1 xp if it happened at all
- ◆ Mark 2 xp if it happened often

#### Character advancement

When you fill an xp track, clear all the marks and take an advance:

- ◆ Playbook adv: gain 1 special ability.
- ◆ Attribute adv: add new action dot to any action under that **attribute**.

### Crew XP/Advancement

#### XP at end of session

Review crew xp triggers. Mark xp on playbook xp track

- ◆ 1 xp if it happened at all,
- ◆ 2 xp if it happened often or in a major way.

### Crew advancement

When you fill an xp track, clear all the marks and:

- ◆ Gain 1 crew special ability *or* mark 2 crew upgrade boxes
- ◆ Each PC gets stash = to crew Tier+2

### Tier & Hold: Advancing or Reducing

#### Advancement (@12 rep):

- ◆ If Hold is Weak, it becomes strong
- ◆ If Hold is Strong, pay to +1 Tier (weak). Pay coin = new Tier x 8.
- ◆ If rep tracker if full you don't earn new rep (12 is the max)
- ◆ Turf: Reduces Rep required to advance (max -6).

#### Reduction: strong > weak > -1 tier

- ◆ Operation: Operation can be performed to specifically reduce Hold.
- ◆ Faction at War: -1 hold (temporary)
- ◆ Tier 0: If Tier 0 with Weak Hold is reduced, crew's lair is threatened.

### Faction status changes

- ◆ When you execute an operation, -1 or -2 status with factions hurt. Or gain +1 status with a faction help
- ◆ Silent operation = No faction change

### Faction Status levels

- ◆ **+3: Allies.** Faction will help even if not in own interest
- ◆ **+2: Friendly.** Faction will help if no serious problems
- ◆ **+1: Helpful.** Will help only if it causes no problems or big cost
- ◆ **0: Neutral**
- ◆ **-1: Interfering.** Faction will harm you only if it causes them no problems or big cost
- ◆ **-2: Hostile.** Faction will harm you only if it doesn't create serious problems for them. They expect you to do the same, and are prepared.
- ◆ **-3: War.** Faction will harm you even if it's even if not in own interest. They expect you to do the same, and are prepared.

### War rules

- ◆ +1 heat from scores, temporarily loses 1 hold, and PCs get only one downtime action
- ◆ End a war by eliminating your enemy or by negotiating



## MAGNITUDE & MONEY

### Magnitude

You can use the magnitude of an entity or power as an indication of dice pool for a fortune roll to see how much effect it has, if it's not obvious or certain. Add levels of magnitude together to describe a combination of effects, or simply focus on one key feature.

Dice	0	1	2	3	4	5	6
Area	A closet	A small room	A large room	Several rooms	A small building	A large building	A city block
Scale	1-2 People	Small gang (3-6)	Medium gang (12)	Large gang (20)	Huge gang (40)	Massive gang (80)	Colossal gang (160)
Duration	A few moments	A few minutes	An hour	A few hours	A day	Several days	A week
Range	Within reach	Dozen paces	A stone's throw	Down the road	Blocks away	Across the district	Across the city
Tier or quality	Poor	Adequate	Good	Excellent	Superior	Impeccable	Legendary
Force	Weak	Moderate	Strong	Serious	Powerful	Overwhelming	Devastating

### Monetary values

- ◆ **1 Coin:** Full purse, a week's wages.
- ◆ **2 Coin:** fine item, weekly sml. business income.
- ◆ **4 Coin:** Month's wages.
- ◆ **6 Coin:** exquisite jewel. Heavy burden of coinage
- ◆ **8 Coin:** good monthly take for a sml. business. Safe full of coinage. V. rare luxury item.
- ◆ **10 Coin:** Significant asset (carriage and goats, horse, deed to small Property)

### Carrying coin

- ◆ Maximum: 4
- ◆ Excess must be transferred to stash or crew's lair.

### Stash

- ◆ Lifestyle quality: 1 per 10 coin in stash. (Can be used for fortune rolls to bribe, etc.)
- ◆ Retirement: fate of retired character depends on stash (p. 43)
- ◆ Withdrawing coin: 1 coin per 2 stash



## COHORTS

### Create a Gang (=2 crew upgrades)

Choose one type from list below, A gang has scale and quality = Crew Tier.

- ◆ **Adepts:** Scholars, tinkers, occultists, chemists
- ◆ **Rooks:** Con artists, spies, socialites
- ◆ **Rovers:** Sailors, drivers, scavengers
- ◆ **Skulks:** Scouts, infiltrators, thieves.
- ◆ **Thugs:** Killers, brawlers, roustabouts

#### Elite Gangs:

+1d when performing actions for which their types apply

### Create an Expert (=2 crew upgrades)

Record the Expert's type (their area of expertise). An experts quality = Tier +1, but their scale is always 0. Choose 1-2 edges and equal number flaws:

#### Edges

- ◆ **Fearsome:** Terrifying in aspect and reputation.
- ◆ **Independent:** Able to make good decisions, acts on own initiative
- ◆ **Loyal:** Can't be bribed or turned
- ◆ **Tenacious:** Won't be deterred

#### Flaws

- ◆ **Principled:** Won't betray values
- ◆ **Savage:** Overly violent and cruel.
- ◆ **Unreliable:** Not always available, due to other obligations, vices, etc.
- ◆ **Wild:** Drunken, debauched, and loud-mouthed.

## CRAFTING

### Inventing (Long-Term Project = Typically 8 segments; roll Study)

- ◆ **GM Asks player:** What type of creation is it and what does it do?
  - ◇ Mundane, Alchemical, Arcane, Spark-Craft
- ◆ **Player Asks GM:** What's the minimum quality level for this item? (Use Magnitude as guideline.)
- ◆ **GM Asks Player:** What rare, strange, or adverse aspect of this crafted item has kept it in obscurity, out of common usage?
- ◆ **Player Asks GM:** What drawbacks does this item have, if any?

### Learning Design

- ◆ Long-term project to learn a design invented by someone else.
- ◆ Common Creations (p. 226): Do not require learning

### Crafting roll (1 downtime activity, Tier roll to determine quality)

- ◆ **1d** for each Tinker action dot.
- ◆ **+1 quality** per coin spent.
- ◆ **+1 quality** for Workshop crew upgrade

### Modifying

Roll Tinker, GM may add drawback

- ◆ Requires Tier +1: Simple, useful modification
- ◆ Requires Tier +2: Significant modification
- ◆ Requires Tier +3: Arcane, spark-craft, or alchemical modification

### Drawbacks

- ◆ **Complex:** Must be created in multiple stages (requiring 1 downtime action each).
- ◆ **Conspicuous:** +1 Heat if used any number of times during operation.
- ◆ **Consumable:** Limited number of uses. (All alchemicals must have this drawback.)
- ◆ **Rare:** Requires rare item or material when crafted.
- ◆ **Unreliable:** When used, make a fortune roll using item's quality for its performance
- ◆ **Volatile:** Produces dangerous/troublesome side-effect. Side-effect is a consequence and can be resisted.

### Modifying a Cohort

- ◆ Add additional type for two crew upgrades. Max 2 types per cohort

### Using a Cohort

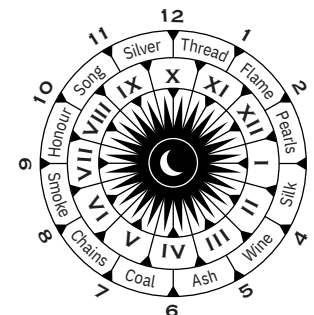
- ◆ Use a cohort to achieve a goal, roll d = their quality
- ◆ When a cohort performs actions for which its types apply, use full quality rating. If not, quality = 0
- ◆ PC can oversee action by leading a group action. Roll Command. If you participate in the action, roll appropriate action. Position and Effect decided by cohort's quality.
- ◆ During downtime, cohort automatically reduce 1 lvl harm
- ◆ Replacing destroyed cohort: Spend Tier + 2 Coin, and 2 downtime activities

## DOSKVOL

### District modifiers

- ◆ **Barrowleft:** +1d to acquire an asset, but gain +2 heat. (One of the best marketplaces, but criminals attract attention.)
- ◆ **Brightstone:** -1d on engagement rolls; operations vs. Nobles are hostile turf. (heavy Bluecoat patrols.)
- ◆ **Charhallow:** operations vs. citizenry are hostile turf.
- ◆ **Charterhall:** devil's bargain for +1d to gather information from records for 1 heat.
- ◆ **Coalridge:** none. (Factories work around the clock; no ideal time for crime.)
- ◆ **Crow's foot:** devil's bargain for +1d for violent action, but ghost will lash out. (Years of murder have made this the most haunted district.)
- ◆ **Docks:** operations vs. Ships at port are hostile turf.
- ◆ **Dunsloough:** none
- ◆ **Nightmarket:** +1d to acquire an asset, but gain 2 stress. (Best place to trade illicit and arcane goods, but corners are full of strange horrors.)
- ◆ **Silkshore:** if you overindulge your vice, +1d to your roll next time you indulge here.
- ◆ **Six towers:** none. (Many empty buildings/abandoned properties make for good lairs.)
- ◆ **Whiteworn:** -2d on engagement rolls; operations vs. Nobles are hostile turf. (heavy Bluecoat patrols.)

### The hours of the day



Outer: AM/PM  
Middle: Doskvol local custom  
Inner: Shattered Isles Standard

## RITUALS

### Find New Ritual Source

Learning a new ritual requires a source (tome, etc.). Securing the source may be a longterm project or a score.

### Learning a ritual (Long-Term Project = 8 segments)

- ◆ **GM Asks Player:** What does the ritual do and how is it weird?
  - ◇ Additional costs at GM's discretion (sacrifice, rare item, progress clock, etc.).
- ◆ **Player Asks GM:** What must I do to perform the ritual, and was is its price?
  - ◇ At least one downtime activity.
  - ◇ Take stress = magnitude
  - ◇ May require an action roll and/or fortune roll.
- ◆ **GM Asks:** What new belief or fear does knowledge of this ritual and its attendant occult forces instill in you? (Player answers.)

### Performing Ritual

- ◆ As per the ritual questions. (Each ritual casting is unique. May vary at GM's discretion.)
- ◆ **Primed Ritual:** Some rituals can be primed during downtime; manifested at-will later.
- ◆ **Time:** Casting time of ritual can be increased (see Magnitude) to decrease stress cost.



## GM & PLAYERS

### GM Goals

- ◆ Play to find out what happens.
- ◆ Bring Doskvol to Life.
- ◆ Convey the world honestly.

### GM principles

- ◆ Be a fan of the PCs.
- ◆ Let everything flow from the fiction.
- ◆ Hold on lightly.
- ◆ Address the characters.
- ◆ Address the players.
- ◆ Paint the world w/ a haunted brush.
- ◆ Surround them w/ industrial sprawl.
- ◆ Consider the risk.

### Players Principles

- ◆ Embrace the scoundrel's life
- ◆ Go into danger, fall in love with trouble
- ◆ Don't be a weasel (choose the action that matches what your character is doing)
- ◆ Take responsibility (You are a co-author of the game)
- ◆ Use your stress
- ◆ Don't talk yourself out of fun
- ◆ Build your character through play
- ◆ Act now, plan later

## THREATS

### Charged threats

- ◆ Losing the initiative
- ◆ Losing your opportunity
- ⊙ Running out of time
- ◆ Being outmaneuvered
- ◆ Failing to notice trouble

### Security threats

- ⊙ Raising the alert level
- ◆ Being hunted, searched for
- ⊙ B.Coats/ S. Wardens arrive
- ◆ Being spotted or chased
- ⊙ Getting cornered / captured

### Social threats

- ◆ Losing someone's respect
- ⊙ Straining a relationship
- ◆ Making awkward blunder
- ◆ Being barred /thrown out
- ⊙ Making an enemy

⊙ = Threats especially good as clocks

### Strange threats

- ◆ Attracting ghost attention
- ◆ E.plasmic backlash
- ◆ Fear, panic, freezing up
- ⊙ Hunted by S.Wardens
- ◆ Tormented by Forgotten God

### Tricky threats

- ⊙ Causing suspicion, distrust
- ◆ Confused /distracted
- ◆ Falling for lies/ deceit
- ◆ Falsely accused, set up
- ◆ Being lured into ambush

### Violent threats

- ◆ Getting disarmed
- ◆ Attracting more Heat
- ◆ Minor or moderate harm
- ◆ Surrounded or captured
- ◆ Severe harm, death

