

DEEP CUTS



NAME / ALIAS / PRONOUNS

HERITAGE / BACKGROUND

LOOK & STYLE

STRESS **TRAUMA**
 COLD | HAUNTED | OBSESSED | PARANOID | RECKLESS | SOFT | VICIOUS

HARM ARMOR HEAVY SPECIAL

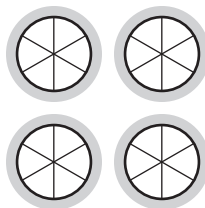
HEALING 4	3
2	2

EDGE 1	
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XP Clocks: Attribute/Action: 1 per new rating. | Special Ability: 2 | Veteran Ability: 3

Mark xp when you make a desperate roll and when harm or trauma impedes you. At end of session, for each item below, mark 1 xp (or 2 xp if that item occurred multiple times).

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- You expressed your beliefs, heritage, or background.
- You struggled because of your vice or ambitions.



LOAD Discreet: 4 (no heavy items) | Conspicuous: 6

- A Blade or Two
- Thrown Weapon
- Pistol 2nd Pistol
- Slugger Pistol
- An Unusual Weapon
- Spiritbane Charm
- Arclighter & Glimmer
- Arcane Implements
- Burglary Gear
- Documents
- Subterfuge Supplies
- Tinkering Tools
- Prichard Camera

HEAVY ITEMS

- Armor +Heavy
- Climbing Gear
- Demolition Tools
- Large Weapon
- Slugger Rifle

COIN	STASH	LIFESTYLE	VICE & PURVEYOR	DEBT

CUTTER

COERCION & VIOLENCE

- BATTLEBORN:** You may expend your **special armor** to reduce harm from an attack in combat or to **push yourself** during a fight.
- BODYGUARD:** When you **gather information** to anticipate possible threats in the current situation, you get detailed answers to these questions: *Is anyone here a threat to us? What do they intend to do? What's our best escape route?* When you protect or cover someone, take +1d to your rolls.
- FEARSOME ASPECT:** When you intimidate, threaten, or commit violence, you're terrifying. Ask the GM who flees or surrenders, who backs off slowly, and who hesitates.
- GHOST FIGHTER:** You may imbue your hands, melee weapons, or tools with spirit energy. Add +1d when you make a roll in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.
- LEADER:** When you **COMMAND** a cohort in combat, they continue to fight when they would otherwise break (they're not taken out when they suffer level 3 harm). They gain +1 effect and 1 armor.
- LIKE HARDENED STEEL:** Permanently fill one segment of your healing clock. When you fight unarmed, your body is a **fine** weapon.
- MULE:** Your load limits are higher. Conspicuous: 8. Discreet: 6. You're encumbered at 9 boxes of load and can carry a maximum of 10 load. Carrying heavy items doesn't affect your speed or agility.
- NOT TO BE TRIFLED WITH:** You can **push yourself** to do one of the following: *perform a feat of physical force that verges on the superhuman—fight a battle as if your scale were equal to a small gang.*
- VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

CUTTER ITEMS

- Fine hand Weapon** Scary Weapon or Tool *Manacles & Chain* _____
- Fine Heavy Weapon** *Rage Essence Vial* _____

NOTES, SCARS, & VETERAN ABILITIES

INSIGHT

- HUNT**
- STUDY**
- SURVEY**
- TINKER**

PROWESS

- FINESSE**
- PROWL**
- SKIRMISH**
- WRECK**

RESOLVE

- ATTUNE**
- COMMAND**
- CONSORT**
- SWAY**

DANGEROUS FRIENDS

- CHAE**L
a vicious thug
- GRACE**
an extortionist
- MARLANE**
a pugilist
- MERCY**
a cold killer
- SAWTOOTH**
a physicker

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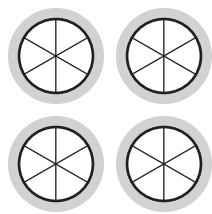
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- | | | |
|---|--|--|
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| <input type="checkbox"/> Thrown Weapon | <input type="checkbox"/> Burglary Gear | <input type="checkbox"/> Climbing Gear |
| <input type="checkbox"/> Pistol <input type="checkbox"/> 2nd Pistol | <input type="checkbox"/> Documents | <input type="checkbox"/> Demolition Tools |
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| <input type="checkbox"/> An Unusual Weapon | <input type="checkbox"/> Tinkering Tools | <input type="checkbox"/> Slugger Rifle |
| <input type="checkbox"/> Spiritbane Charm | <input type="checkbox"/> Prichard Camera | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Arclighter & Glimmer | <input type="checkbox"/> _____ | |

COIN	STASH	LIFESTYLE	VICE & PURVEYOR	DEBT
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>

HOUND

TRACKING & VIOLENCE

- SHARPSHOOTER:** You can **push yourself** to do one of the following: *make a ranged attack at extreme distance beyond what's normal for the weapon—unleash a barrage of rapid fire to suppress the enemy.*
- FOCUSED:** You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** for ranged combat or tracking (or to activate a special ability, like **SHARPSHOOTER**).
- GHOST HUNTER:** Your hunting pet is imbued with spirit energy. It grants you +1d to rolls when tracking or fighting the supernatural, and gains an arcane ability: *ghost-form, mind-link, or arrow-swift*. Take this ability again to choose an additional arcane ability for your pet.
- SCOUT:** When you **gather information** to locate a target, you get detailed answers to these questions: *What signs do I find that show where they're going? How can I catch up to them, cut them off, or set up an ambush ahead?* When you hide in a prepared position or use camouflage, add +1d to any rolls you make.
- SURVIVOR:** From hard-won experience or occult ritual, you are immune to the poisonous miasma of the deathlands and are able to subsist on the strange flora and fauna there. You get +1 **Stress box**.
- TOUGH AS NAILS:** You gain a second space to record level 3 harm. When you suffer a mortal wound, you may mark 3 **Stress** to stabilize it and stay alive.
- VENGEFUL:** You gain an additional xp trigger: *You got payback against someone who harmed you or someone you care about.* If your crew helped you get payback, also mark crew xp.
- VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

- HOUND ITEMS**
- | | | | |
|---|--|-----------------------------------|--------------------------------|
| <input type="checkbox"/> Fine Pair of Pistols | <input type="checkbox"/> Electroplasmic Ammunition | <input type="checkbox"/> Spyglass | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Fine Long Rifle | <input type="checkbox"/> Trained Hunting Pet | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

NOTES, SCARS, & VETERAN ABILITIES

INSIGHT

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	HUNT
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	STUDY
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SURVEY
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	TINKER

PROWESS

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	FINESSE
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	PROWL
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SKIRMISH
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	WRECK

RESOLVE

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	ATTUNE
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	COMMAND
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	CONSORT
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SWAY

DEADLY FRIENDS

STEINER <i>an assassin</i>	▲ ▼
CELENE <i>a sentinel</i>	▲ ▼
MELVIR <i>a physicker</i>	▲ ▼
VELERIS <i>a spy</i>	▲ ▼
CASTA <i>a bounty hunter</i>	▲ ▼

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LOAD Discreet: 4 (no heavy items) | Conspicuous: 6 **HEAVY ITEMS**

- | | | |
|---|--|--|
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| <input type="checkbox"/> Thrown Weapon | <input type="checkbox"/> Burglary Gear | <input type="checkbox"/> Climbing Gear |
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| <input type="checkbox"/> An Unusual Weapon | <input type="checkbox"/> Tinkering Tools | <input type="checkbox"/> Slugger Rifle |
| <input type="checkbox"/> Spiritbane Charm | <input type="checkbox"/> Prichard Camera | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Arclighter & Glimmer | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

COIN	STASH	LIFESTYLE	VICE & PURVEYOR	DEBT

LEECH

TECHNICAL SKILL & MAYHEM

- ALCHEMIST:** When you invent or craft a creation with alchemical features, you get +1 **Quality level**. You begin with one special formula already known.
- ANALYST:** During downtime, you get two ticks to distribute among any **long-term project** clocks that involve investigation or learning a new formula or design plan.
- ARTIFICER:** When you invent or craft a creation with spark-craft features, you get +1 **Quality level**. You begin with one special design already known.
- FORTITUDE:** You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to **push yourself** when working with technical skill or handling alchemicals.
- GHOST WARD:** You know how to **WRECK** an area with arcane substances so it is either anathema or enticing to spirits (your choice).
- PHYSICKER:** You can **TINKER** with bones, blood, and bodily humours to treat wounds. You can attempt to stabilize someone who just suffered a mortal injury. You may **STUDY** a poison, malady or corpse. In **downtime**, use the **recover** activity to act as a Physicker for those who recover (including yourself) with **Quality** equal to your **TINKER** rating. *If you have level 3 or 4 harm, you must recover before you use this ability in downtime.*
- SABOTEUR:** When you **WRECK**, the work is much quieter than it should be and the damage is hidden from casual inspection.
- VENOMOUS:** Choose a drug or poison (from your bandolier stock) to which you have become immune. You can **push yourself** to secrete it through your skin or saliva or exhale it as a vapor.
- VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

LEECH ITEMS

- | | |
|---|--|
| <input type="checkbox"/> Fine Tinkering Tools | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gadgets |
| <input type="checkbox"/> Fine Wrecking Tools | <i>Blowgun & Darts, Syringes</i> |

NOTES, SCARS, & VETERAN ABILITIES

Notes, scars, and veteran abilities section.

INSIGHT

	HUNT
	STUDY
	SURVEY
	TINKER

PROWESS

	FINESSE
	PROWL
	SKIRMISH
	WRECK

RESOLVE

	ATTUNE
	COMMAND
	CONSORT
	SWAY

CLEVER FRIENDS

- | | |
|--|--------|
| STAZIA
<i>an apothecary</i> | ▲
▼ |
| VELDREN
<i>a psychonaut</i> | ▲
▼ |
| ECKERD
<i>a corpse thief</i> | ▲
▼ |
| JUL
<i>a blood dealer</i> | ▲
▼ |
| MALISTA
<i>a priestess</i> | ▲
▼ |

ALCHEMICALS

- | | |
|--|-------------------|
| <input type="checkbox"/> Bandolier / Uses: ○ ○ ○ | |
| <input type="checkbox"/> Bandolier / Uses: ○ ○ ○ | |
| Alcahest | Quicksilver |
| Binding Oil | Skullfire Poison |
| Drift Oil | Smoke Bomb |
| Drown Powder | Spark (drug) |
| Eyeblind Poison | Standstill Poison |
| Fire Oil | Trance Powder |
| Grenade | _____ |

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EDGE	1

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| <input type="checkbox"/> Spiritbane Charm | <input type="checkbox"/> Prichard Camera | <input type="checkbox"/> |
| <input type="checkbox"/> Arclighter & Glimmer | <input type="checkbox"/> | <input type="checkbox"/> |

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>

SLIDE

DECEPTION & INFLUENCE

- ROOK'S GAMBIT:** Take 2 **Stress** to use your best action rating while performing a different action. Describe how you adapt your skill to this use.
- CLOAK & DAGGER:** When you use a disguise or other form of covert misdirection, you get +1d on rolls when you confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- GHOST VOICE:** You know the secret method to interact with a ghost or demon as if it were a normal human, regardless of how wild or feral it appears. You gain +1d on rolls when you deceive or influence supernatural beings.
- LIKE LOOKING INTO A MIRROR:** You can always tell when someone is lying to you.
- A LITTLE SOMETHING ON THE SIDE:** At the end of each downtime phase, you earn +2 **stash**.
- MESMERISM:** When you **SWAY** someone, you may cause them to forget that it's happened until they next interact with you.
- SUBTERFUGE:** You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** for acts of subterfuge or to activate a special ability.
- TRUST IN ME:** When you deceive or influence a target with whom you have an intimate relationship, they're especially vulnerable to you. Also, add +1d if you need to make a threat roll against them.
- VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

SLIDE ITEMS

- | | | | |
|--|---|----------------------|--------------------------|
| <input type="checkbox"/> A Cane Sword | <i>Fine Clothes & Jewelry</i> | <i>Trance Powder</i> | <input type="checkbox"/> |
| <input type="checkbox"/> Fine Disguise Kit | <i>Fine Loaded Dice & Trick Cards</i> | | <input type="checkbox"/> |

NOTES, SCARS, & VETERAN ABILITIES

INSIGHT

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	TINKER

PROWESS

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	FINESSE
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	PROWL
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SKIRMISH
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	WRECK

RESOLVE

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	ATTUNE
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	COMMAND
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	CONSORT
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	SWAY

SLY FRIENDS

BRYL <i>a drug dealer</i>	▲ ▼
BAZSO BAZ <i>a gang leader</i>	▲ ▼
KLYRA <i>a tavern owner</i>	▲ ▼
NYRYX <i>a lark (sex worker)</i>	▲ ▼
HARKER <i>a jail bird</i>	▲ ▼

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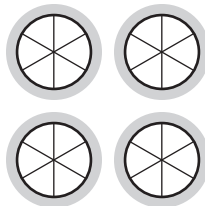
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| <input type="checkbox"/> Spiritbane Charm | <input type="checkbox"/> Prichard Camera | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Arclighter & Glimmer | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>

WHISPER

KNOWLEDGE & ARCANIC POWER

- COMPEL:** You can **Attune** to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel (though your allies may be).
- GHOST MIND:** You're always aware of supernatural entities in your presence. When you **gather information** about spirits or the ghost field, you get detailed answers to these questions: *What kind of supernatural forces are here? What should I do to avoid / neutralize / control them? If I sense the recent spirit traces of living beings here, what do I see them doing? Can I easily sense who they are and where they went, or are they obscured in some way?*
- IRON WILL:** You're immune to the terror that some supernatural entities inflict. Add **+1d** when you roll against fear or hesitation.
- OCCULTIST:** You know the secret ways to **CONSORT** with ancient powers, forgotten gods, or demons. Once you've consorted with one, you get **+1d** to **COMMAND** cultists who worship it.
- RITUAL:** You can **STUDY** an occult ritual (or create one) to summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned.
- STRANGE METHODS:** When you invent or craft a creation with arcane features, take **+1 result level** to your roll. You begin with one arcane design already known.
- TEMPEST:** You can **push yourself** to do one of the following: *unleash a stroke of lightning as a weapon — summon a storm in your immediate vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).*
- WADED:** You may expend your **special armor** to resist a supernatural consequence, or to **push yourself** against arcane forces (or to activate a special ability, like **TEMPEST**).
- VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

WHISPER ITEMS

- | | | | |
|--|---|------------------------|--------------------------------|
| <input type="checkbox"/> Fine Spirit Mask | <input type="checkbox"/> Spirit Bottles (2) | <i>Ghost Key</i> | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Fine Lightning Hook | <i>Electroplasm Vials</i> | <i>Demonbane Charm</i> | <input type="checkbox"/> _____ |

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PROWESS

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- SKIRMISH**
- WRECK**

RESOLVE

- ATTUNE**
- COMMAND**
- CONSORT**
- SWAY**

STRANGE FRIENDS

- | | |
|--|--------|
| NYRYX
<i>a possessor ghost</i> | ▲
▼ |
| LORD SCURLOCK
<i>a vampire</i> | ▲
▼ |
| SETARRA
<i>a demon</i> | ▲
▼ |
| QUELLYN
<i>a witch</i> | ▲
▼ |
| FLINT
<i>a spirit trafficker</i> | ▲
▼ |

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HARM ARMOR HEAVY SPECIAL

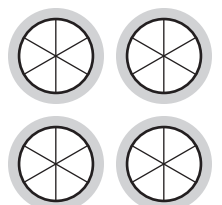
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- | | | |
|---|--|--|
| <input type="checkbox"/> A Blade or Two | <input type="checkbox"/> Arcane Implements | <input type="checkbox"/> Armor <input type="checkbox"/> +Heavy |
| <input type="checkbox"/> Thrown Weapon | <input type="checkbox"/> Burglary Gear | <input type="checkbox"/> Climbing Gear |
| <input type="checkbox"/> Pistol <input type="checkbox"/> 2nd Pistol | <input type="checkbox"/> Documents | <input type="checkbox"/> Demolition Tools |
| <input type="checkbox"/> Slugger Pistol | <input type="checkbox"/> Subterfuge Supplies | <input type="checkbox"/> Large Weapon |
| <input type="checkbox"/> An Unusual Weapon | <input type="checkbox"/> Tinkering Tools | <input type="checkbox"/> Slugger Rifle |
| <input type="checkbox"/> Spiritbane Charm | <input type="checkbox"/> Prichard Camera | <input type="checkbox"/> |
| <input type="checkbox"/> Arclighter & Glimmer | <input type="checkbox"/> | <input type="checkbox"/> |

COIN	STASH	LIFESTYLE	VICE & PURVEYOR	DEBT

STRANGER

CURIOSITY & SECRECY

- **FRACTURED:** You have traveled through a fracture: an unstable portal from another world. Add an action dot for your background and one for your heritage (as usual). Then distribute four dots among your actions (max rating 2). Depending on the nature of the other world and your past (determined by you and the GM), choose one of the following:
 - You know how to handle yourself. You gain **BATTLEBORN** or **BODYGUARD** from the **Cutter**.
 - You have endured great suffering. You gain **TOUGH AS NAILS** from the **Hound**.
 - You are driven to uncover the truth of what's happened to you. You gain **ANALYST** from the **Leech**.
 - The fracture changed you. You gain **GHOST VEIL** from the **Lurk**.
 - You blend in. You have acquired clothes and accessories to pass as a local and can suppress any accent or unusual idioms. You gain **SUBTERFUGE** from the **Slide**.
 - You are familiar with the occult and supernatural. You gain **GHOST MIND** or **IRON WILL** from the **Whisper**.
 - You're specially trained. Add 1 dot to an action (max rating 3), -OR- gain **ALCHEMIST**, **ARTIFICER**, or **PHYSICKER** from the **Leech**.
- **ASSIMILATED:** Switch to a new playbook and its xp triggers, to reflect your new life in this world. You keep your current action ratings (don't add the starting playbook dots) and special abilities.
- **VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

STRANGER ITEMS

A Strange Weapon A Strange Tool or Item *Strange Luxury Item* *Strange Clothes*

_____ *Strange Documents*

NOTES, SCARS, & VETERAN ABILITIES

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

UNCERTAIN FRIENDS

- "ARDEN" a Stranger
- TESSA an Ink Rake
- ANSON a Sparkrunner
- BULL a Rail Jack
- HOPPER a drugged seer

DEEP CUTS



NAME / ALIAS / PRONOUNS

HERITAGE / BACKGROUND

LOOK & STYLE

Your **vice** is life essence. To satisfy this need, possess a living victim and consume their spirit energy (this may be an action, risking electroplasmic backlash, or the vice downtime pursuit). When you do so, clear all of your drain.

DRAIN **GLOOM**

CHAOTIC | DESTRUCTIVE | FURIOUS | OBSESSIVE | TERRITORIAL | SAVAGE

HARM ARMOR HEAVY SPECIAL

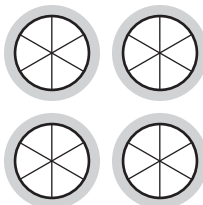
HEALING	4	3
	2	2
EDGE	1	

	1
--	---

XP Clocks: Attribute/Action: 1 per new rating. | Special Ability: 2 | Veteran Ability: 3

Mark xp when you make a desperate roll and when harm or trauma impedes you. At end of session, for each item below, mark 1 xp (or 2 xp if that item occurred multiple times).

- You exacted vengeance upon those whom you deem deserving.
- You expressed your your outrage or anger, or settled scores.
- You struggled because of your vice or ambitions.



NOTES, SCARS, & VETERAN ABILITIES

COIN STASH

Ghosts don't usually use coin, but this space is provided just in case you ever do.

GHOST

A SPIRIT WITHOUT A BODY

- **GHOST FORM:** You are a concentration of electroplasmic vapor that resembles your living body and clothes. You may weakly interact with the physical world and vice versa. You're vulnerable to arcane powers and electroplasmic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small openings as a vapor. You chill the area around you and are terrifying for the living to behold. You are affected by spiritbane charms (take 2 drain to overcome the repulsion). *Whenever you would take Stress, take drain instead. When you would take trauma, take gloom instead.*

- **DISSIPATE:** You can disperse the electroplasmic vapor of your ghostly form in order to slowly pass through solid matter. Take 1 drain for each additional feature: *you do it instantly rather than slowly — anything that passes through your form becomes dangerously electrified or frozen — you shift fully into the ghost field and vanish.* If you choose to vanish, you remain fully in the ghost field until you're **COMPELLED** or return through a spirit well.

- **MANIFEST:** Take 1 drain to flow through the electroplasmic pathways of the ghost field to instantaneously travel to one of the following: *anywhere within 100 paces—the closest spirit well (which may or may not be geographically close in the physical world)—any place you knew intimately in life.*

- **POLTERGEIST:** Take 1 drain to strongly interact with the physical world for a few minutes (as if you had a normal body). Take 1 drain for each extra feature: *the effect persists for a few hours—you project telekinetic force equal in strength to a small gang—you channel damaging electroplasmic energy all around you—you emit horrifying sounds and chilling fog to terrify those around you.*

- **POSSESS:** You may **ATTUNE** to the ghost field in order to take control of a living body. When your control is challenged, you must re-attune (risking electroplasmic harm) or leave the body. Your control is challenged when: *you consume spirit energy from the host—when arcane powers act against you—when the host's will is driven to desperation.* You may easily and indefinitely possess a **hull** or **hollow** that has been ritually prepared for you (change your playbook to Hull or Vampire, respectively).

- **VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

INSIGHT

● ○ ○ ○ HUNT
 ○ ○ ○ ○ STUDY
 ○ ○ ○ ○ SURVEY
 ○ ○ ○ ○ TINKER

PROWESS

○ ○ ○ ○ FINESSE
 ● ○ ○ ○ PROWL
 ○ ○ ○ ○ SKIRMISH
 ○ ○ ○ ○ WRECK

RESOLVE

● ○ ○ ○ ATTUNE
 ○ ○ ○ ○ COMMAND
 ○ ○ ○ ○ CONSORT
 ○ ○ ○ ○ SWAY

ENEMIES & RIVALS

GHOSTLY ITEMS

DEEP CUTS



NAME / ALIAS / PRONOUNS

HERITAGE / BACKGROUND

LOOK & STYLE
Your clockwork body runs on **electroplasm**. Recharge your capacitors by connecting to an industrial-grade generator (downtime action). When you do this, clear **5 drain**.

DRAIN **WEAR**
CLANKING | LEAKING | FIXATED | SMOKING | SPARKING | UNSTABLE

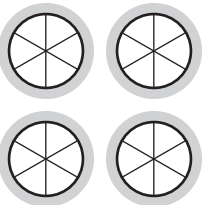
HARM ARMOR HEAVY SPECIAL

HEALING	4	3
	2	2
EDGE	1	

XP Clocks: Attribute/Action: 1 per new rating. | Special Ability: 2 | Veteran Ability: 3

Mark xp when you make a desperate roll and when harm or trauma impedes you. At end of session, for each item below, mark 1 xp (or 2 xp if that item occurred multiple times).

- You fulfilled your functions despite difficulty or danger.
- You suppressed or ignored your former human nature.
- You struggled because of your master's ambitions or troubles.



FUNCTIONS
TO ACQUIRE — TO DESTROY — TO DISCOVER — TO GUARD — TO LABOR AT ... THAT WHICH MY MASTER COMMANDS.

LOAD Discreet: 4 (no heavy items) | Conspicuous: 6

<input type="checkbox"/> A Blade or Two	<input type="checkbox"/> Arcane Implements	HEAVY ITEMS
<input type="checkbox"/> Thrown Weapon	<input type="checkbox"/> Burglary Gear	<input checked="" type="checkbox"/> Armor <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Heavy
<input type="checkbox"/> Pistol <input type="checkbox"/> 2nd Pistol	<input type="checkbox"/> Documents	<input type="checkbox"/> <input type="checkbox"/> Climbing Gear
<input type="checkbox"/> Slugger Pistol	<input type="checkbox"/> Subterfuge Supplies	<input type="checkbox"/> <input type="checkbox"/> Demolition Tools
<input type="checkbox"/> An Unusual Weapon	<input type="checkbox"/> Tinkering Tools	<input type="checkbox"/> <input type="checkbox"/> Large Weapon
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> Slugger Rifle
		<input type="checkbox"/> <input type="checkbox"/> _____

HULL

A SPIRIT ANIMATING A SPARKCRAFT FRAME

- **AUTOMATON:** You are a spirit animating a spark-craft body. You have human-like strength and senses, by default. Your hull has natural **armor** (this doesn't count for your **load**). Your former human feelings, interests, and connections are only dim memories. You now exist to fulfill your functions. Choose three (lower left). You may be rebuilt if damaged or destroyed. If your soul vessel is shattered, you are freed from servitude and become a Ghost. *Whenever you would take Stress, take **drain** instead.*
- **OVERCHARGE:** Take **1 drain** to perform a feat of extreme strength or speed (run faster than a horse, rend metal with bare hands, etc.). This factors into effect.
- **COMPARTMENTS:** Your items are built into your frame and may recess beneath panels out of sight. Your load limits are **3 higher** and you may choose heavy items even with discreet load.
- **ELECTROPLASMIC PROJECTORS:** You may create an electric shock, directed beam, or a lightning barrier around your nearby area, all at magnitude **2**. **Push yourself** to increase the magnitude.
- **INTERFACE:** You may **ATTUNE** to the local electroplasmic power field to control it or something connected to it (including another hull).
- **SECONDARY HULL:** Choose an additional frame and its starting feature. You may transfer your consciousness between your frames at will.
- **FRAME UPGRADE:** Choose an additional frame feature. You may take this trait multiple times.

FRAME Choose your frame size and one starting feature.

- **SMALL** (cat size): A metal orb, a mechanical doll, a clockwork spider. *Levitation—Reflexes*
- **MEDIUM** (human size): A metal mannequin, a clockwork animal. *Life-Like Appearance—Spider Climb*
- **HEAVY** (wagon size): A hulking giant, a self-driving vehicle. *Interior Chamber—Plating (special armor)*

NOTES, SCARS, & VETERAN ABILITIES

INSIGHT

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HUNT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	STUDY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SURVEY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TINKER

PROWESS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FINESSE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PROWL
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SKIRMISH
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	WRECK

RESOLVE

<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ATTUNE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	COMMAND
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CONSORT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SWAY

FEATURES

- Levitation
- Reflexes
- Life-Like Appearance
- Spider Climb
- Interior Chamber
- Plating
- Phonograph
- Sensors
- Smoke Projectors
- Spring-Leap Pistons

DEEP CUTS



NAME / ALIAS / PRONOUNS

HERITAGE / BACKGROUND

LOOK & STYLE

STRESS **TRAUMA**

COLD | HAUNTED | OBSESSED | PARANOID | RUTHLESS | SECRETIVE | VICIOUS

HARM ARMOR HEAVY SPECIAL

HEALING	4	3
	2	2

EDGE	1

XP Clocks: Attribute/Action: 1 per new rating. | Special Ability: 2 | Veteran Ability: 3

Mark xp when you make a desperate roll and when harm or trauma impedes you. At end of session, for each item below, mark 1 xp (or 2 xp if that item occurred multiple times).

- You displayed your dominance or slayed without mercy.
- You expressed your beliefs, heritage, or background.
- You struggled because of your vice, strictures, or ambitions.

LOAD Discreet: 4 (no heavy items) Conspicuous: 6	HEAVY ITEMS
<input type="checkbox"/> A Blade or Two <input type="checkbox"/> Thrown Weapon <input type="checkbox"/> Pistol <input type="checkbox"/> 2nd Pistol <input type="checkbox"/> Slugger Pistol <input type="checkbox"/> An Unusual Weapon <input type="checkbox"/> Spiritbane Charm <input type="checkbox"/> Arclighter & Glimmer	<input type="checkbox"/> Arcane Implements <input type="checkbox"/> Burglary Gear <input type="checkbox"/> Documents <input type="checkbox"/> Subterfuge Supplies <input type="checkbox"/> Tinkering Tools <input type="checkbox"/> Prichard Camera
	<input type="checkbox"/> Armor <input type="checkbox"/> +Heavy <input type="checkbox"/> Climbing Gear <input type="checkbox"/> Demolition Tools <input type="checkbox"/> Large Weapon <input type="checkbox"/> Slugger Rifle

COIN	STASH	LIFESTYLE	VICE & PURVEYOR	DEBT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>

VAMPIRE

A SPIRIT ANIMATING AN UNDEAD BODY

- **UNDEAD:** You are a spirit that animates an undead body. Your trauma is maxed out. Choose four trauma conditions from your playbook that reflect your vampiric nature. You have more Stress boxes (12). Arcane attacks are **potent** against you. If you suffer fatal harm or further trauma, you survive, but you're overwhelmed. While overwhelmed, you are acutely vulnerable—arcane harm can destroy you utterly. To recover from this state, you must feed (and you automatically overindulge).
- **ARCANE SENSES:** You can see in pitch darkness and can concentrate to hear heartbeats from far away. Spend **1 Stress** to activate an additional benefit for up to one hour: "hear" a subject's true thoughts or feelings—see through solid matter—perceive the trails left through the ghost field by spirits; living, ghostly, or undead.
- **TERRIBLE POWER:** Your undead body is especially robust—when you suffer physical harm, reduce its severity by one level. You are always **NOT TO BE TRIFLED WITH** (as per the Cutter ability) without pushing yourself. You may **push yourself** to further increase your scale and physical power.
- **SINISTER GUILF:** During **downtime**, you get 2 additional free downtime activities.
- **A VOID IN THE ECHO:** You are invisible to spirits and may not be harmed by them. Take **2 Stress** to cause living things to avert their gaze and fail to observe you for a few moments.
- **DARK TALENT:** Choose **INSIGHT**, **PROWESS**, or **RESOLVE**. Your max rating for actions under that attribute becomes 5. When you take this ability, add +1 dot to the rating of the attribute you've chosen.
- **VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

VAMPIRE ITEMS
<input type="checkbox"/> Fine Weapon <i>Demonbane Charm</i>
<input type="checkbox"/> Fine Shadow Cloak

VETERAN ABILITIES

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

DARK SERVANTS (2)

RUTHERFORD <i>a butler</i>	<input type="checkbox"/>
LYLANDRA <i>a consort</i>	<input type="checkbox"/>
KIRA <i>a bodyguard</i>	<input type="checkbox"/>
OTTO <i>a coachman</i>	<input type="checkbox"/>
EDRICK <i>an envoy</i>	<input type="checkbox"/>

STRICTURES Add 1 when you gain a vampiric trait

- **SLUMBER:** In downtime, you must spend one activity resting in a dark, silent place (or else suffer 3 Stress).
- **FORBIDDEN:** You cannot enter a private home without permission from the owner.
- **REPELLED:** Spiritbane charms hold you at bay. (Take 2 Stress to resist.)
- **BESTIAL:** When you suffer harm or overindulge your vice, you change into a bestial form until you next feed without overindulging.
- **BOUND:** Your spirit must remain in this body, or be destroyed.

DEEP CUTS



NAME / ALIAS / PRONOUNS

HERITAGE / BACKGROUND

LOOK & STYLE

STRESS



TRAUMA



COLD | HAUNTED | OBSESSED | PARANOID | RECKLESS | SOFT | VICIOUS

HARM

ARMOR HEAVY SPECIAL

HEALING

4 3



2 2

EDGE

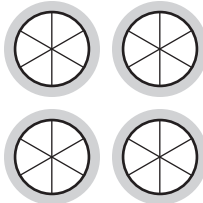
1



XP Clocks: Attribute/Action: 1 per new rating. | Special Ability: 2 | Veteran Ability: 3

Mark xp when you make a desperate roll and when harm or trauma impedes you. At end of session, for each item below, mark 1 xp (or 2 xp if that item occurred multiple times).

- You embodied a core nature of your playbook.
- You expressed your beliefs, heritage, or background.
- You struggled because of your vice or ambitions.



LOAD Discreet: 4 (no heavy items) | Conspicuous: 6

- A Blade or Two
- Thrown Weapon
- Pistol 2nd Pistol
- Slugger Pistol
- An Unusual Weapon
- Spiritbane Charm
- Arclighter & Glimmer
- Arcane Implements
- Burglary Gear
- Documents
- Subterfuge Supplies
- Tinkering Tools
- Prichard Camera

HEAVY ITEMS

- Armor +Heavy
- Climbing Gear
- Demolition Tools
- Large Weapon
- Slugger Rifle

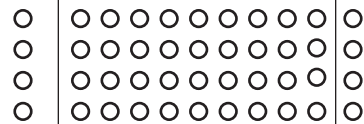
COIN

STASH

LIFESTYLE

VICE & PURVEYOR

DEBT



INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

FRIENDS & RIVALS



PLAYBOOK ITEMS

- _____ _____
- _____ _____

NOTES, SCARS, & VETERAN ABILITIES

Notes, scars, and veteran abilities section with multiple lines for text entry.

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____

HUNTING GROUNDS: ACCIDENT | DISAPPEARANCE | MURDER | RANSOM

REP TURF HOLD STRONG WEAK

HEAT WANTED LVL TIER 1 2 3

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3

- At end of session, for each item below, mark 1 xp or 2 xp if that item occurred multiple times.
- Execute a successful accident, disappearance, murder, or ransom.
 - Contend with challenges above your current station.
 - Bolster your crew's reputation or develop a new one.
 - Express the goals, drives, inner conflict, or nature of the crew.

COIN	VAULTS	BANK	WARD BOSS	DEBT
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input checked="" type="radio"/>

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Assassin Rigging	6	<input type="checkbox"/> <input type="checkbox"/> Carriage	Quality 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> Hardened	8	<input type="checkbox"/> <input type="checkbox"/> Boat	<input checked="" type="checkbox"/> Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Ironhook Contacts	8	<input type="checkbox"/> Hidden	<input checked="" type="checkbox"/> Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Elite Skulks	10	<input type="checkbox"/> Quarters	<input type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
<input type="checkbox"/> Elite Thugs	10	<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
<input type="checkbox"/> Cohort (2 xp clocks)		<input type="checkbox"/> <input type="checkbox"/> Vault	Quality 4 Instructor:	<input type="checkbox"/> Weapons
		<input type="checkbox"/> Workshop	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

NOTES

ASSASSINS

MURDERERS FOR HIRE

COHORT HARM

COHORT HARM

COHORT HARM

COHORT HARM

- DEADLY:** Each PC may add +1 action rating to **HUNT**, **PROWL**, or **SKIRMISH** (up to a max rating of 3).
- CROW'S VEIL:** Use a **downtime activity** and spend **2 coin** to perform this occult ritual to consecrate a member of the crew. Until their next downtime, any killings they commit will be hidden from the notice of the deathseeker crows. *If there are no witnesses, these killings don't add extra Heat to the crew.*
- EMBERDEATH:** When you perform the **CROW'S VEIL** ritual, you may spend **+4 coin** on rare arcane materials to create an empowered weapon that causes a named victim and their spirit to disintegrate in a shower of sparking embers at the time of death. This empowerment lasts until your next downtime.
- NO TRACES:** When you take Heat in downtime, reduce the total by 1. When you end downtime with zero **Heat**, take **+1 Rep**.
- PATRON:** You have a benefactor that helps your crew in downtime by reducing one crew **upgrade** cost by 2 -OR- reducing your **Heat** by 2. *Who is your patron? Why do they help you?*
- PREDATORS:** When you use stealth or subterfuge to commit murder, take **+1d** to the engagement roll.
- VIPERS:** When you acquire or craft poisons, you get **+1 Quality level**. When you employ a poison, you are specially prepared to be immune to its effects.
- VETERAN:** Choose a special ability from another crew. You can take this special ability more than once.

CONTACTS

- TREV**
a gang boss
- LYDRA**
a deal broker
- IRIMINA**
a vicious noble
- KARLOS**
a bounty hunter
- EXETER**
a Spirit Warden
- SEVOY**
a merchant lord

CLAIMS

<input type="checkbox"/> TRAINING ROOMS +1 scale for your Skulks cohorts	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> FIXER +2 coin for lower-class targets	<input type="checkbox"/> INFORMANTS +1 tick when you work on an investigation project	<input type="checkbox"/> HAGFISH FARM Body disposal + counts as turf
<input type="checkbox"/> VICTIM TROPHIES +1 Rep per score	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> COVER OPERATION -2 Heat per score
<input type="checkbox"/> PROTECTION RACKET (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> INFIRMARY +1 tick to healing clock in downtime	<input type="checkbox"/> ENVOY +2 coin for high-class targets	<input type="checkbox"/> COVER IDENTITIES +1d engagement for deception / social plans	<input type="checkbox"/> CITY RECORDS +1d engagement for stealth plans

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____

HUNTING GROUNDS: BATTLE | EXTORTION | SABOTAGE | SMASH & GRAB

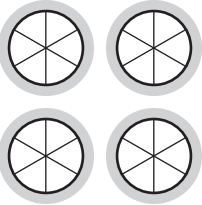
REP TURF HOLD

HEAT WANTED LVL STRONG WEAK

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3 TIER

At end of session, for each item below, mark 1 xp or 2 xp if that item occurred multiple times.

- Execute a successful battle, extortion, sabotage, or smash & grab.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or nature of the crew.



COIN	VAULTS	BANK	WARD BOSS	DEBT

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Bravos Rigging	6	<input type="checkbox"/> Carriage	Quality 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> Hardened	8	<input type="checkbox"/> Boat	<input type="checkbox"/> Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Ironhook Contacts	8	<input type="checkbox"/> Hidden	<input checked="" type="checkbox"/> Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Elite Rovers	10	<input type="checkbox"/> Quarters	<input type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
<input type="checkbox"/> Elite Thugs	10	<input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
<input type="checkbox"/> Cohort (2 xp clocks)		<input type="checkbox"/> Vault	Quality 4 Instructor:	<input type="checkbox"/> Weapons
		<input type="checkbox"/> Workshop	<input type="checkbox"/> Mastery	

NOTES

BRAVOS

MERCENARIES, THUGS & KILLERS

COHORT HARM

THUGS

DANGEROUS: Each PC may add +1 action rating to HUNT, SKIRMISH, or WRECK (up to a max rating of 3).

COHORT HARM

BLOOD BROTHERS: When you fight alongside your cohorts in combat, they throw themselves wildly into the fray. Any PC in the battle may reduce harm they suffer by marking it on the cohort, instead. Your cohorts get the Thugs type for free.

COHORT HARM

DOOR KICKERS: When you execute an assault plan, take +1d to the engagement roll.

COHORT HARM

FIENDS: Fear is as good as respect. You may count each Wanted Level as if it were turf.

FORGED IN THE FIRE: Each crew member has been toughened by cruel experience. You get +1d when you push yourself against physical harm.

CONTACTS

MEG a pit fighter

CONWAY a Bluecoat

KELLER a blacksmith

TOMAS a physicker

WALKER a ward boss

LUTES a tavern owner

PATRON: You have a benefactor that helps your crew in downtime by reducing one crew upgrade cost by 2 -OR- reducing your Heat by 2. Who is your patron? Why do they help you?

WAR DOGS: When you're at war (-3 faction status), your crew does not suffer -1 hold and PCs still get two downtime activities, instead of just one.

VETERAN: Choose a special ability from another crew. You can take this special ability more than once.

CLAIMS

<input type="checkbox"/> BARRACKS +1 scale for your Thug cohorts	<input type="checkbox"/> TURF	<input type="checkbox"/> TERRORIZED CITIZENS +2 coin for battle or extortion	<input type="checkbox"/> INFORMANTS +1 tick when you work on an investigation project	<input type="checkbox"/> PROTECTION RACKET (Tier roll) - Heat = Coin in downtime
<input type="checkbox"/> FIGHTING PITS (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> INFIRMARY +1 tick to healing clock in downtime	<input type="checkbox"/> BLUECOAT INTIMIDATION -2 Heat per score	<input type="checkbox"/> STREET FENCE +2 coin for lower-class targets	<input type="checkbox"/> WAREHOUSES Gain +1 Acquire activity per downtime	<input type="checkbox"/> BLUECOAT CONFEDERATES +1d engagement for assault plans

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____

SALES TERRITORY: SALE | SUPPLY | SHOW OF FORCE | SOCIALIZE

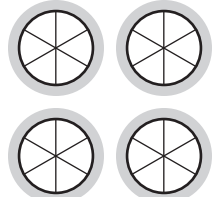
REP TURF HOLD

HEAT WANTED LVL STRONG WEAK

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3 TIER

At end of session, for each item below, mark 1 xp or 2 xp if that item occurred multiple times.

- Acquire product, execute clandestine sales, or secure new territory.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or nature of the crew.



COIN	VAULTS	BANK	WARD BOSS	DEBT
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input checked="" type="radio"/>

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Hawkers Rigging	6	<input type="checkbox"/> <input type="checkbox"/> Carriage	Quality 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> Composed	8	<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Ironhook Contacts	8	<input type="checkbox"/> Hidden	<input type="checkbox"/> Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Elite Rooks	10	<input type="checkbox"/> Quarters	<input checked="" type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
<input type="checkbox"/> Elite Thugs	10	<input checked="" type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
<input type="checkbox"/> Cohort (2 xp clocks)		<input type="checkbox"/> <input type="checkbox"/> Vault	Quality 4 Instructor:	<input type="checkbox"/> Weapons
		<input type="checkbox"/> Workshop	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

NOTES

HAWKERS

VICE DEALERS

- SILVER TONGUES:** Each PC may add +1 action rating to **COMMAND**, **CONSORT**, or **SWAY** (up to a max rating of 3).
- ACCORD:** Sometimes friends are as good as territory. You may count up to three +3 **faction statuses** you hold as if they are **turf**.
- THE GOOD STUFF:** Your merchandise is exquisite. The product Quality is equal to your **Tier+2**. When you deal with a crew or faction, the GM will tell you who among them is hooked on your product (one, a few, many, or all).
- GHOST MARKET:** Through arcane ritual or hard-won experience, you have discovered how to prepare your product for sale to ghosts and/or demons. *They do not pay in coin. What do they pay with?*
- HIGH SOCIETY:** It's all about who you know. During downtime, name a member of the city's elite: If they have a positive opinion of you, take -1 **Heat**. If not, ask the GM: *Who are they connected to, and what's the nature of the relationship? What scandal, rumor, meeting, or liaison do they wish we didn't know about? Is there a way for us to profit from them?*
- HOOKEED:** Your gang members use your product. Add the *savage, unreliable, or wild* flaw to your gangs to give them +1 **Quality**.
- PATRON:** You have a benefactor that helps your crew in downtime by reducing one crew **upgrade** cost by 2 -OR- reducing your **Heat** by 2. *Who is your patron? Why do they help you?*
- VETERAN:** Choose a special ability from another crew. You can take this special ability more than once.

COHORT HARM

COHORT HARM

COHORT HARM

COHORT HARM

CONTACTS

- ROLAN WOTT** a magistrate
- LAROZE** a Bluecoat
- LYDRA** a deal broker
- HOXLEY** a smuggler
- ANYA** a dilettante
- MARLO** a gang boss

CLAIMS

<input type="checkbox"/> TURF	<input type="checkbox"/> PERSONAL CLOTHIER +1d engagement roll for social plans	<input type="checkbox"/> LOCAL GRAFT +2 coin for show of force or socialize	<input type="checkbox"/> LOOKOUTS +1d to Survey or Hunt on your turf	<input type="checkbox"/> INFORMANTS +1 tick when you work on an investigation project
<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> LUXURY VENUE +1d to Consort and Sway on site
<input type="checkbox"/> FOREIGN MARKET (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> SURPLUS CACHES +2 coin for sale or supply	<input type="checkbox"/> COVER OPERATION -2 Heat per score	<input type="checkbox"/> LOVER IDENTITIES +1d engagement for deception or transport plans

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____

HUNTING GROUNDS: BURGLARY | ESPIONAGE | ROBBERY | SABOTAGE

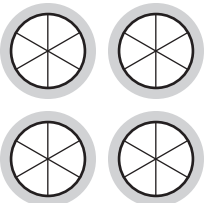
REP **TURF** **HOLD** STRONG WEAK

HEAT **WANTED LVL** **TIER**

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3

At end of session, for each item below, mark 1 xp or 2 xp if that item occurred multiple times.

- Execute a successful espionage, sabotage, or theft operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or nature of the crew.



COIN	VAULTS	BANK	WARD BOSS	DEBT
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input checked="" type="radio"/>

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Thief Rigging	6	<input type="checkbox"/> <input type="checkbox"/> Carriage	Quality 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Steady	8	<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Underground maps/keys	6	<input checked="" type="checkbox"/> Hidden	<input checked="" type="checkbox"/> Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Elite Rooks	10	<input type="checkbox"/> Quarters	<input type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
<input type="checkbox"/> Elite Skulks	10	<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
<input type="checkbox"/> Cohort (2 xp clocks)		<input type="checkbox"/> <input type="checkbox"/> Vault	Quality 4 Instructor:	<input type="checkbox"/> Weapons
		<input type="checkbox"/> Workshop	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

NOTES

SHADOWS

THIEVES, SPIES, AND SABOTEURS

COHORT HARM

COHORT HARM

COHORT HARM

COHORT HARM

CONTACTS

- DOWLER**
an explorer
- LAROZE**
a Bluecoat
- AMANCIO**
a deal broker
- FITZ**
a collector
- ADELAIDE PHROAIG**
a noble
- RIGNEY**
a tavern owner

- EVERYONE STEALS:** Each PC may add +1 action rating to **PROWL**, **FINESSE**, or **TINKER** (up to a max rating of 3).
- GHOST ECHOES:** From weird experience or occult ritual, all crew members gain the ability to see and interact with the ghostly structures, streets, and objects within the echo of Doskvol that exists in the ghost field.
- PACK RATS:** Your lair is a jumble of stolen goods. Once per downtime, **Acquire** an item with Quality equal to your Tier+1 without spending coin or using a downtime activity.
- SECOND STORY:** When you execute a clandestine infiltration, you get +1d to the engagement roll.
- SLIPPERY:** Your effective Wanted Level is one less than its actual value (and may go up to 5). When you suffer an entanglement, reduce any coin, Heat, or Rep cost you pay by one.
- SYNCHRONIZED:** When you execute a coordinated maneuver as a team, any 6s rolled by any team member can be freely distributed to teammates to use on their rolls.
- PATRON:** You have a benefactor that helps your crew in downtime by reducing one crew **upgrade** cost by 2 -OR- reducing your **Heat** by 2. *Who is your patron? Why do they help you?*
- VETERAN:** Choose a special ability from another crew. You can take this special ability more than once.

CLAIMS

<input type="checkbox"/> INTERROGATION CHAMBER +1d to Command and Sway on site	<input type="checkbox"/> TURF	<input type="checkbox"/> LOYAL FENCE +2 coin for burglary or robbery	<input type="checkbox"/> GAMBLING DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> TAVERN +1d to Consort and Sway on site
<input type="checkbox"/> DRUG DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> INFORMANTS +1 tick when you work on an investigation project	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> LOOKOUTS +1d to Survey or Hunt on your turf
<input type="checkbox"/> HAGFISH FARM Body disposal + counts as turf	<input type="checkbox"/> INFIRMARY +1 tick to healing clock in downtime	<input type="checkbox"/> COVERT DROPS +2 coin for espionage or sabotage	<input type="checkbox"/> TURF	<input type="checkbox"/> SECRET PATHWAYS +1d engagement for stealth plans

DEEP CUTS



NAME _____ REPUTATION _____

LAIR _____

CARGO TYPES: ARCANE/WEIRD | ARMS | CONTRABAND | PASSENGERS

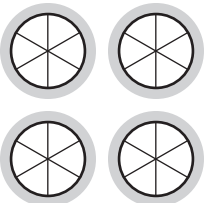
REP **TURF** **HOLD**

HEAT **WANTED LVL** **STRONG** **WEAK**

XP Clocks: Cohort: 2 | Special Ability: 2 | Veteran Ability: 3 **TIER**

At end of session, for each item below, mark 1 xp or 2 xp if that item occurred multiple times.

- Execute a successful smuggling, acquire clients, or contraband operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or nature of the crew.



COIN	VAULTS	BANK	WARD BOSS	DEBT
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input type="radio"/>
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<input type="radio"/>

UPGRADES	COIN / BOX	LAIR, TRAINING, & QUALITY (10 COIN PER BOX)		
<input type="checkbox"/> Smuggler's Rigging	6	<input type="checkbox"/> Vehicle	Quality 3 Instructor:	<input type="checkbox"/> Documents
<input type="checkbox"/> Steady	8	<input type="checkbox"/> Vehicle	<input type="checkbox"/> Insight	<input type="checkbox"/> Gear
<input type="checkbox"/> Camouflage	6	<input type="checkbox"/> Hidden	<input type="checkbox"/> Prowess	<input type="checkbox"/> Implements
<input type="checkbox"/> Barge	10	<input type="checkbox"/> Quarters	<input type="checkbox"/> Resolve	<input type="checkbox"/> Supplies
<input type="checkbox"/> Elite Rooks	10	<input type="checkbox"/> Secure	<input type="checkbox"/> Personal	<input type="checkbox"/> Tools
<input type="checkbox"/> Elite Thugs	10	<input type="checkbox"/> Vault	Quality 4 Instructor:	<input type="checkbox"/> Weapons
<input type="checkbox"/> Cohort (2 xp clocks)		<input type="checkbox"/> Workshop	<input type="checkbox"/> Mastery	

NOTES

SMUGGLERS

SUPPLIERS OF ILLICIT GOODS

- LIKE PART OF THE FAMILY:** Create one of your vehicles as a cohort (use the edges and flaws, below) with **Quality** equal to your **Tier +1**.
 - EDGES: Nimble:** The vehicle handles easily. +1d to threat rolls when appropriate. **Simple:** The vehicle is easy to repair. Remove all of its harm in downtime. **Sturdy:** The vehicle keeps operating even when *broken*.
 - FLAWS: Costly:** 1 coin per downtime for upkeep. **Distinct:** +1 Heat when used on a score. **Finicky:** Only one person understands the vehicle's quirks. When operated without them, reduce its Quality by 1.
- ALL HANDS:** During downtime, one of your cohorts may perform an additional downtime activity to **Acquire** or **Work**.
- GHOST PASSAGE:** From harsh experience or occult ritual, all crew members become immune to possession by spirits, but may choose to "carry" a second ghost as a passenger within their body.
- JUST PASSING THROUGH:** During downtime, take **-1 Heat**. When your Heat is 4 or less, you get **+1d** to deceive people when you pass yourselves off as ordinary citizens.
- LEVERAGE:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain Rep, gain **+1 Rep**.
- REAVERS:** When you go into conflict aboard a vehicle, you add **+1 Quality** to the vehicle's damage and speed. The vehicle also gains **+1 armor** to represent skillful maneuvering.
- RENEGADES:** Each PC may add +1 action rating to **FINESSE**, **PROWL**, or **SKIRMISH** (up to a max rating of 3).
- VETERAN:** Choose a special ability from another crew. You can take this special ability more than once.

COHORT HARM

COHORT HARM

COHORT HARM

COHORT HARM

CONTACTS

ELYNN <i>a dock worker</i>	<input type="checkbox"/>
ROLAN <i>a drug dealer</i>	<input type="checkbox"/>
SERA <i>an arms dealer</i>	<input type="checkbox"/>
NYELLE <i>a spirit trafficker</i>	<input type="checkbox"/>
DECKER <i>an anarchist</i>	<input type="checkbox"/>
ESME <i>a tavern owner</i>	<input type="checkbox"/>

CLAIMS

<input type="checkbox"/> TURF	<input type="checkbox"/> SIDE BUSINESS (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> LUXURY FENCE +2 coin for high-class targets	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = Coin in downtime	<input type="checkbox"/> TAVERN +1d to Consort and Sway on site
<input type="checkbox"/> ANCIENT GATE Safe passage in the deathlands	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> SECRET ROUTES +1d engagement for transport plans	<input type="checkbox"/> INFORMANTS +1 tick when you work on an investigation project	<input type="checkbox"/> FLEET Your cohorts have their own vehicles	<input type="checkbox"/> COVER OPERATION -2 Heat per score	<input type="checkbox"/> WAREHOUSE +1 Acquire activity each downtime

