

CREW

NAME

ALIAS

LOOK

WEARING

HERITAGE

AKOROS — THE DAGGER ISLES — IRUVIA SEVEROS
— TYCHEROS — USC

BACKGROUND

LEARNED — UNDERWORLD—PERFORMER— TRADE
PROFESSIONAL — ARISTOCRAT— MILITARY — LABOR

STRESS



VICE / HOOKUP

FAITH — GAMBLING — LUXURY — OBLIGATION
PLEASURE — GETTIN' FUCKED UP — WEIRD

KEYS

DEADLOCKS

HARM

4. Mortal

3. Critical

2. Major

1. Passing

HEALING



RESOURCES

Armor

☐

Tenacity

☐

LOYAL, CLEVER PET

COHORT (EXPERT: HUNTER)

Weak ☐ Impaired ☐ Broken ☐ Armor ☐

NAME

EDGES

ABILITIES:

Hunter

TYPE

FLAWS

KEYS (CHOOSE OR MAKE UP YOUR OWN) **SARDONIC** (▼ GRIM ▲ WITTY) **CYNICAL** (▼ OPTIMISTIC ▲ NIHILIST) **ROMANTIC** (▼ CYNICAL ▲ LOVESTRUCK)
BITTER (▼ AFFABLE ▲ VINDICTIVE) **LONELY** (▼ SOCIAL ▲ LONER) **DETERMINED** (▼ LAID-BACK ▲ OBSESSED) **SUSPICIOUS** (▼ TRUSTING ▲ PARANOID)
TIRED (▼ REJUVENATED ▲ DEFEATED) **SHARP** (▼ DULLED ▲ SEARING) **COOL** (▼ JITTERY ▲ COLD) **STUBBORN** (▼ FLEXIBLE ▲ PIGHEADED)
CONFIDENT (▼ INSECURE ▲ ARROGANT) **BLUNT** (▼ DIPLOMATIC ▲ CAUSTIC) **BROODING** (▼ UNTROUBLED ▲ MOROSE) **LAID-BACK** (▼ TENSE ▲ INDIFFERENT)

ODG

WIDESCREEN

DOSKVOL

TECHNICALOR



Hound

A HARD-BITTEN FIXER
WHO FOLLOWS THEIR INSTINCTS

SPECIAL ABILITIES

XP

- ☐ **HOUND'S INSTINCTS:** When you **push yourself**, you can also do one of the following: *figure out where to go next, even with zero leads—make someone stop and listen to you for a few moments, no matter how unlikely it is.*
- ☐ **LEARN THE HARD WAY:** Whenever you take harm, clear an amount of Stress equal to the harm level, and it counts as a successful **gather information** roll (with a level of detail equal to the harm level). The GM will tell you what you learn.
- ☐ **JUST A SCRATCH:** Harm doesn't slow you down during a score, and never factors into effect (level 4 harm is still fatal, and you still roll for harm complications). You gain **potency** when you **Consort** with someone who has caused you to mark harm.
- ☐ **FIXER:** During downtime, you get **+1 result level** when you **Acquire Asset** or **Reduce Heat**. When incarcerated, take +1d to any real time prison rolls, or take +2d to a prison time skip roll.
- ☐ **IN TOO DEEP:** Once per score, you can **Consort** with an NPC to form an intimate bond. If you have such a bond with someone involved in a score, you get **+1d** and **potency** to any actions dealing with them.
- ☐ **ECHO PET:** Your pet is imbued with anomalous resonance. It gains **potency** when tracking or fighting the paranormal, and gains a paranormal ability: *time-glitching*, *mind-link*, or *mirror-field*. Take this ability again to choose an additional paranormal ability for your pet.
- ☐ **DOGGED PERSISTENCE:** Twice per score, you may use your **tenacity** to resist a consequence of exhaustion or mental harm (fear, confusion, losing track of someone) or to **push yourself** for influencing someone or searching for clues.
- ☐ **VERSATILE:** Choose a special ability from another source.

SHADY FRIENDS (choose two close friends and one rival)

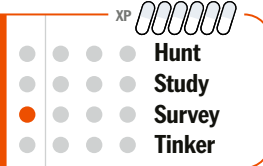
- △▽ Vanden, a lazy Bluecoat
- △▽ Chatterley, a secret agent
- △▽ Mira, a nightclub owner
- △▽ Zam, a street kid
- △▽ Hendrik, a veterinarian

- ★ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.
- ★ Once per session when you **hit a key**, mark 1 xp and mark the key.
- At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:
- ★ You **addressed a challenge with talking or determination.**
- ★ You **struggled with issues stemming from a deadlock.**

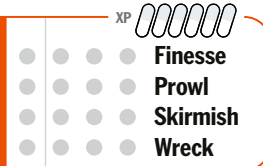
STACKS BANK



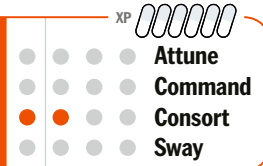
INSIGHT



PROWESS



RESOLVE



ITEMS

◆ 3 QUIET ◆ 6 LOUD

- ☐ Fine snub-nosed handcannon
- ☐ A loyal, clever pet
- ☐ Binoculars
- ☐ Hipflask of the good stuff
- ☐ Pocketful of focus pills
- ☐ RF radio handset
- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

BLADES 68

CREW

DESIGNATION

ALIAS

LOOK

OWNING FACTION

SUSPICION

Spend a downtime action going **ON PROGRAM**. In this state, you do the work assigned by your controller. The GM will tell you what you did. Each downtime phase you skip this, tick the "Suspicion" clock. When full, your owning faction will take steps against you, including cutting you off from their industrial-grade generator (see below).

DRAIN

ROBOTIC DEADLOCKS

BRUTAL - DETACHED - RUTHLESS - UNSTABLE

Recharge your capacitors by connecting to an industrial-grade generator (downtime action). When you do this, clear **5 Drain**. When you mark your last Drain box, you go **ON PROGRAM** immediately (the GM will tell you what you do). Deadlock a key as normal. If you have no keys yet, choose a **robotic deadlock** from above instead and mark it below.

KEYS (YOU START WITH NO KEYS)

DEADLOCKS

DAMAGE

REPAIR

RESOURCES

4. Destroyed

3. Critical

2. Major

1. Passing

Armor

☐

☐

☐

☐

HUMAN MEMORIES

Whenever you would mark playbook xp, you can tick a memory clock instead. When the clock is full, fill in the memory. You also remember: One key of your choice, a human contact, and a special ability from another playbook.

What was my name and heritage?

Memory clock



Add a former friend (choose from friends of other players), key, and special ability

What did I leave unfinished?

Memory clock



Add a former friend (choose from friends of other players), key, and special ability

What was my background? Who or what did I love most in life?

Memory clock



Add a former friend (choose from rivals of other players), key, and special ability

What crime was I sentenced to be Reformed for?

Memory clock



Remember a rival (someone powerful and dangerous), key, and special ability

Hull

THE SOUL OF A CONDEMNED CRIMINAL
TRAPPED IN A ROBOT BODY

HULL TRAITS

XP

- AUTOMATON:** You are a soul powering a robotic body. You have human-like strength and senses, by default. Your frame has built-in **armor** (this doesn't count for your load). Your former human feelings, interests, and connections are almost entirely gone (you start with no keys). You may be repaired if damaged or destroyed. *Whenever you would take Stress, take Drain instead.* Choose two **frame features**.
- A ROOM OF YOUR OWN:** You have your own secret little den. You can now put stacks into bank. You have a pet. You can spend a downtime action to look after the pet (describe the lengths you go to), and mark **3 xp** in a **memory clock** (below) of your choice.
- POWERHOUSE:** Take **1 Drain** to perform a feat of extreme strength or speed (run faster than an autopod, rend metal with your hands, etc.). *This factors into effect.*
- RETRACTABLE ARSENAL:** Your items are built into your frame and may recess beneath panels out of sight. Your frame can now carry **+2 load**.
- ENERGY BEAM:** You may release some of your energy as an electric shock around you or as a directed beam. You may also use this ability to create a lightning barrier to repel or trap a resonance entity. Take **1 Drain** for each level of **magnitude**.
- INTERFACE:** You may **Attune** to the local electroplasmic power field to control it or something connected to it (including another hull).
- FRAME UPGRADE:** Choose two additional frame features.

CONTACTS

Your controller:

★ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.

★ Once per session when you **hit a key**, mark 1 xp and mark the key.

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

- ★ You obeyed orders, or addressed a challenge with **cold simplicity**.
- ★ You struggled with issues stemming from a **deadlock**.

Special Abilities

Whenever you fill a memory clock, choose **another playbook** and roll **1d8**. Use your result to count down the list of abilities from the top, and take that one. If it involves special items, you get those too. How did you acquire these items?

- ★ When all four memories complete, replace first xp trigger with this one: *You worked to free yourself from your owning faction and controller, or you addressed a challenge with your humanity.*

STACKS

BANK *REQUIRES SPECIAL ABILITY



INSIGHT

Hunt
Study
Survey
Tinker

PROWESS

Finesse
Prowl
Skirmish
Wreck

RESOLVE

Attune
Command
Consort
Sway

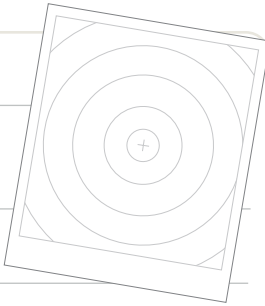
FRAME FEATURES

- ☐ Advanced Visual Sensors
- ☐ Lifelike Appearance
- ☐ Hidden Compartment
- ☐ Smokescreen Emitter
- ☐ Surveillance Hardware
- ☐ Jet Propulsion

ITEMS 3 QUIET 6 LOUD

- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

CREW



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HERITAGE

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— TYCHEROS — USC

FIELDS OF STUDY

HISTORY—BIOLOGY—PHILOSOPHY—SPARK-CRAFT
PARANORMAL—POLITICAL SCIENCE—HARD KNOCKS

STRESS



VICE / HOOKUP

FAITH — GAMBLING — LUXURY — OBLIGATION
PLEASURE — GETTIN' FUCKED UP — WEIRD

KEYS

DEADLOCKS

HARM

4. Mortal

3. Critical

2. Major

1. Passing

HEALING



RESOURCES

Armor

Research

☐

☐

SPARKMIND ASSISTANT

COHORT (EXPERT: RESEARCH, ANALYSIS, OR INGRESS)

NAME

EDGES

FLAWS

Weak ☐ Impaired ☐ Broken ☐

TYPE

- ☐ Research (gathering information)
- ☐ Analysis (studying and invention)
- ☐ Ingress (system hacking)

- ☐ Small (wristwatch, a metal orb, tiny hull, etc.). Less powerful but highly portable.
- ☐ Large (room-sized computer). More powerful, but immobile.

KEYS (CHOOSE OR MAKE UP YOUR OWN) **ARROGANT** (▼ HUMBLER ▲ SELF-OBSSESSED) **SOPHISTICATED** (▼ MODEST ▲ PRETENTIOUS) **INSECURE** (▼ CONFIDENT ▲ ANXIOUS)
ENIGMATIC (▼ OPEN ▲ RECLUSIVE) **LONELY** (▼ SOCIAL ▲ LONER) **DETERMINED** (▼ LAID-BACK ▲ OBSESSED) **ENTHUSIASTIC** (▼ APATHETIC ▲ RECKLESS)
ECENTRIC (▼ ORDINARY ▲ ERRATIC) **IDEALISTIC** (▼ CYNICAL ▲ ZEALOUS) **COLD** (▼ FRIENDLY ▲ BRUTAL) **WITTY** (▼ SERIOUS ▲ GOOFY)
CURIOUS (▼ DISINTERESTED ▲ POSSESSED) **SHY** (▼ BRASH ▲ WITHDRAWN) **TALKATIVE** (▼ QUIET ▲ LONG-WINDED) **RATIONAL** (▼ IRREGULAR ▲ UNCARING)

ODG

WIDESCREEN

DOSKVOL

TECHNICALOR



Intellectual

A BRILLIANT ENGINEER,
SCIENTIST, AND
PHILOSOPHER

SPECIAL ABILITIES

XP

- ☐ **UNALLOYED GENIUS:** When you **craft an invention**, take +1 result level to the roll. Invention clocks start with 1 segment already filled.
- ☐ **MENTALIST:** You can deduce trivial details about anyone. **Study** them to reveal their current intentions as well as a deep desire they're keeping secret or didn't even know they had; gain +1d and **potency** when acting on this information.
- ☐ **HIGH-FUNCTIONING INSOMNIAC:** During **downtime**, you get **two ticks** to distribute among any long-term project clocks that involve research, investigation, or crafting.
- ☐ **TRY NOT TO BREAK IT THIS TIME:** Any flashbacks to give another crew member just the right gadget before the score cost 0 Stress. Gain one free **downtime action** to craft such a gadget in a flashback.
- ☐ **RESEARCHER:** Twice per score, you may use your **research** to resist a consequence of fatigue, weakness, or resonance effects, or to **push yourself** when working with technical skill or handling resonance objects.
- ☐ **ANATOMIST:** You can **Tinker** the human body to treat wounds or stabilize the dying. You may **Study** a sickness or corpse. Everyone in your crew gets +1d to their healing treatment rolls.
- ☐ **ENCYCLOPEDIC KNOWLEDGE:** When you **push yourself**, you can also do one of the following: *instantly find a weak point or exploitable pattern in an obstacle—dazzle an audience with your intellect, leaving them confused and distracted.*
- ☐ **ADVANCED SPARKMIND:** Choose an additional **type**, or add an **edge**, or remove a **flaw**.
- ☐ **VERSATILE:** Choose a special ability from another source.

BRILLIANT FRIENDS

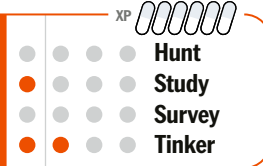
- △▽ Faden, an innovative doctor △▽ subject
- △▽ Penny, a debauched theorist △▽ Ackhurst, a professor (fired)
- △▽ Jarris, an escaped test OLEK, a rogue sparkmind

- ★ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.
- ★ Once per session when you **hit a key**, mark 1 xp and mark the key.
- At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:
- ★ You addressed a challenge with **technical skill** or **cleverness**.
- ★ You struggled with issues stemming from a **deadlock**.

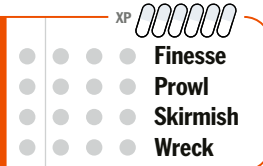
STACKS
BANK



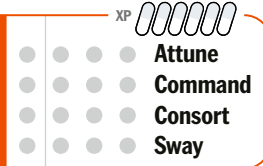
INSIGHT



PROWESS



RESOLVE



ITEMS

◆ 3 QUIET ◆ 6 LOUD

- ☐ Fine tinkering tools
- ☐ Experimental laser cannon
- ☐ Sparkmind assistant
- ☐ Gadgets
- ☐ Pocketful of focus pills
- ☐ RF radio handset
- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

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LEARNED — UNDERWORLD—PERFORMER—TRADE
PROFESSIONAL — ARISTOCRAT—MILITARY — LABOR

STRESS



VICE / HOOKUP

FAITH — GAMBLING — LUXURY — OBLIGATION
PLEASURE — GETTIN' FUCKED UP — WEIRD

KEYS

DEADLOCKS

HARM

4. Mortal

3. Critical

2. Major

1. Passing

HEALING



RESOURCES

Armor

Precision

BACKING FACTION

As an Operative, you start play with a backing faction. Is it the Palace, Blackthorn Park, or another faction? They may give you a personal mission. Complete this personal mission to gain that faction's **prestige ability**.

BACKING FACTION

PERSONAL MISSION

PRESTIGE ABILITY



FAILURE

Operative

A STEALTHY AND
CLANDESTINE
PROFESSIONAL

SPECIAL ABILITIES

XP

- ☐ **CLEAN:** Twice per score, you may use your **precision** to resist a consequence from detection or security measures, or to **push yourself** for a feat of athletics or stealth.
- ☐ **DOUBLE AGENT:** You gain a second **backing faction** of your choice immediately. You get **+2d** when working on long-term projects to influence any of your backing factions. *How long have you been secretly building this relationship? Does your first backing faction know about it?*
- ☐ **DEAD DROP:** You have access to a bound resonance entity who will leave up to **2 load** of items anywhere you need them. The flashback to requesting the item(s) is free, and they're left anywhere you choose. You can also flashback to an Acquire Asset roll for the items as a free downtime activity.
- ☐ **ECHO WALKER:** Pay 2 Stress to step into the resonance field and disappear. Reappear at a moment of your choice, wherever you want (you have to be able to move there physically). When you reappear you are so **cold** (level 1 harm, can be resisted).
- ☐ **WETWORK:** When you **push yourself**, you can also do one of the following: *make an improbable shot at extreme distance or with extreme speed—perform a feat of athletics that verges on the superhuman.*
- ☐ **CIPHER:** You have a deep cover identity. When you use it, you get **+1d** to rolls to confuse or deflect suspicion. When you reveal your true identity, the resulting surprise gives you the initiative in the situation (as well as **+1d** and **potency**). If your cover identity is blown, create a new one with a 4-segment long-term project.
- ☐ **SLEEPER AGENTS:** Once per score, pay **2 Stress** and nominate a minor NPC. They've been working for you this whole time.
- ☐ **CONTROL:** Choose one of your action ratings. When you lead a **group action** using that action, you can suffer only 1 Stress at most regardless of the number of failed rolls, and you may count multiple 6s from different rolls as a critical.
- ☐ ☐ ☐ **VERSATILE:** Choose a special ability from another source.

COVERT FRIENDS

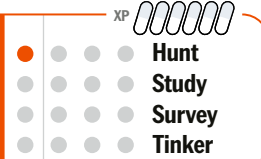
- ☐ ☐ Harani Ankhayat, a diplomat ☐ ☐ Percy, a cat burglar
- ☐ ☐ Tailor, a handler ☐ ☐ Bowman, an undersecretary
- ☐ ☐ Karla, a field agent

- ✦ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.
 - ✦ Once per session when you **hit a key**, mark 1 xp and mark the key.
- At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:
- ✦ You addressed a challenge with **stealth** or **subterfuge**.
 - ✦ You struggled with issues stemming from a **deadlock**.

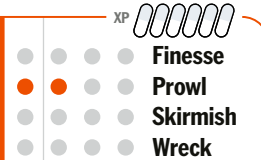
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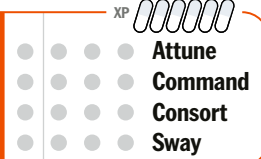
INSIGHT



PROWESS



RESOLVE



ITEMS 3 QUIET 6 LOUD

- ☐ Truth serum syringe
- ☐ Fine sniper rifle
- ☐ Tiny tracking device
- ☐ Fine silenced shooter
- ☐ Fine disguise
- ☐ RF radio handset
- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

KEYS (CHOOSE OR MAKE UP YOUR OWN) **DISCIPLINED** (▽ LOOSE ▲ UPTIGHT) **ENIGMATIC** (▽ OPEN ▲ RECLUSIVE) **HAUNTED** (▽ SELF-ASSURED ▲ TORMENTED)
SHARP (▽ DULLED ▲ SEARING) **FEARLESS** (▽ NERVOUS ▲ TURBULENT) **COLD** (▽ FRIENDLY ▲ BRUTAL) **CONFIDENT** (▽ INSECURE ▲ ARROGANT)
BLUNT (▽ DIPLOMATIC ▲ CAUSTIC) **BITTER** (▽ AFFABLE ▲ VINDICTIVE) **METICULOUS** (▽ SLOPPY ▲ OBSESSIVE) **CALCULATING** (▽ APATHETIC ▲ PARANOID)
PROFESSIONAL (▽ CASUAL ▲ HEARTLESS) **DEDICATED** (▽ CYNICAL ▲ OBSESSED) **BROODING** (▽ UNTRoubLED ▲ MOROSE) **WITTY** (▽ SERIOUS ▲ GOOFY)

ODG

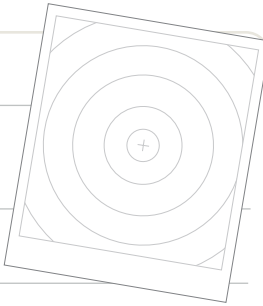
WIDESCREEN

DOSKVOI

TECHNOLOR



CREW



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VICE / HOOKUP

FAITH — GAMBLING — LUXURY — OBLIGATION
PLEASURE — GETTIN' FUCKED UP — WEIRD

KEYS

DEADLOCKS

HARM

4. Mortal

3. Critical

2. Major

1. Passing

HEALING



RESOURCES

Armor

Sixth Sense



Loyal Resonance Entity

COHORT (EXPERT: PARANORMAL ASSISTANT)

Weak ☐ Impaired ☐ Broken ☐ Armor ☐

NAME

EDGES

ABILITIES:

Paranormal assistant

TYPE

FLAWS

KEYS (CHOOSE OR MAKE UP YOUR OWN) **FLAMBOYANT** (▼ DEMURE ▲ SELF-OBSESSED) **ENIGMATIC** (▼ OPEN ▲ RECLUSIVE) **HAUNTED** (▼ SELF-ASSURED ▲ TORMENTED)
BOLD (▼ NERVOUS ▲ RECKLESS) **CHARISMATIC** (▼ QUIET ▲ MANIPULATIVE) **COMICAL** (▼ SERIOUS ▲ UNHINGED) **CURIOUS** (▼ DISINTERESTED ▲ POSSESSED)
DISTANT (▼ WARM ▲ COLD) **ECCENTRIC** (▼ ORDINARY ▲ ERRATIC) **PASSIONATE** (▼ APATHETIC ▲ FURIOUS) **FEARLESS** (▼ NERVOUS ▲ TURBULENT)
IDEALISTIC (▼ CYNICAL ▲ ZEALOUS) **SHY** (▼ BRASH ▲ WITHDRAWN) **OPEN-MINDED** (▼ RIGID ▲ RECKLESS) **SPIRITUAL** (▼ CYNICAL ▲ OBSESSED)

ODG

WIDESCREEN

DOSKVOI

TECHNICAL



Paranormalist

A MAVERICK
THINKER AND
VISIONARY

SPECIAL ABILITIES

XP

- ☐ **THIRD EYE OPENED:** You're always aware of resonance entities in your vicinity. You can **Attune** to the resonance field to force a nearby entity to appear and obey a command you give it.
- ☐ **PRECOGNITION:** Two times per score, you can **assist** a teammate without paying Stress. Tell us how you prepared for this in advance.
- ☐ **PSYCHOKINESIS:** When you **push yourself**, you can also do one of the following: *levitate for a short time—violently push or pull objects through the air.*
- ☐ **EXTRASENSORY PERCEPTION:** Twice per score, you may use your **sixth sense** to resist a paranormal consequence, or to **push yourself** when you deal with paranormal forces.
- ☐ **FORBIDDEN SCIENCE:** You can use a downtime action to perform a **paranormal experiment** to manifest a supernatural effect or being. Gain **one free downtime action** to perform such experiments.
- ☐ **ECHO PROJECTION:** Pay **2 Stress** to become a radiant being of crackling energy. While in this mode, you count as wearing armor, your physical attacks gain **potency**, and you can push yourself to shoot arcs of electropasmic lightning. The projection drops at the end of the scene (or pay 2 Stress to continue for another scene). When you drop the projection, take the level 2 harm *Drained* and the GM will tick a clock of their choice (you may resist these consequences). If you take this ability a second time, the GM will not tick a clock.
- ☐ **MEDIUM:** You can communicate with all paranormal entities, even those not present in the physical realm. Take **+1d** and **potency** when you do.
- ☐ **PARAPSYCHOLOGY:** You're immune to the terror that paranormal entities inflict on sight. Take **+1d** to resistance rolls with Resolve. Take **+1d** when you gather info about the paranormal.
- ☐ **VERSATILE:** Choose a special ability from another source.

STRANGE FRIENDS

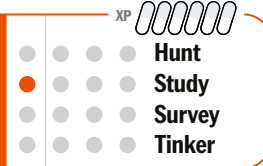
- △▽ Goodridge, an archivist
- △▽ Warley, a mind traveler
- △▽ Scurlock, a recluse
- △▽ Chime, an old whisper
- △▽ Padeen, a Strelai operative

- ★ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.
- ★ Once per session when you **hit a key**, mark 1 xp and mark the key.
- At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:
- ★ You addressed a challenge with **knowledge** or **paranormal power**.
- ★ You struggled with issues stemming from a **deadlock**.

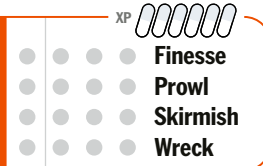
STACKS
BANK



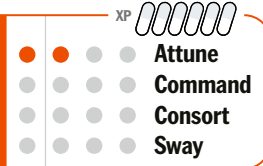
INSIGHT



PROWESS



RESOLVE



ITEMS

3 QUIET 6 LOUD

- ☐ Fine resonance gauge
- ☐ Resonance accelerator pack
- ☐ Fine echo containment unit
- ☐ *Psychic amplification device*
- ☐ *Loyal resonance entity*
- ☐ RF radio handset
- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

CREW

NAME

ALIAS

LOOK

WEARING

HERITAGE

AKOROS — THE DAGGER ISLES — IRUVIA SEVEROS
— TYCHEROS — USC

BACKGROUND

LEARNED — UNDERWORLD—PERFORMER— TRADE
PROFESSIONAL — ARISTOCRAT— MILITARY — LABOR

STRESS



VICE / HOOKUP

FAITH — GAMBLING — LUXURY — OBLIGATION
PLEASURE — GETTIN' FUCKED UP — WEIRD

KEYS

DEADLOCKS

HARM

4. Mortal

3. Critical

2. Major

1. Passing

HEALING



RESOURCES

Armor

☐

Mojo

☐

TWO-SEAT AUTOPOD

NAME

Weak ☐ Impaired ☐ Broken ☐

TYPE

STYLE

☐ Racing (so fast!)

Velvet or leather upholstery, wood detailing, chrome finish, racing stripe, etc.

☐ Impressing (so cool!)

☐ Surprising (hidden gadgets!)

KEYS (CHOOSE OR MAKE UP YOUR OWN) CHARISMATIC (▽ QUIET ▲ MANIPULATIVE) FLAMBOYANT (▽ DEMURE ▲ EGOMANIACAL)
CONFIDENT (▽ INSECURE ▲ ARROGANT) WITTY (▽ GLOOMY ▲ GOOFY) RECKLESS (▽ CAREFUL ▲ SLOPPY) KIND (▽ HARSH ▲ SELFLESS) SOFT (▽ HARD ▲ PASSIVE)
SHARP (▽ DULLED ▲ SEARING) TALKATIVE (▽ QUIET ▲ LONG-WINDED) LAID-BACK (▽ TENSE ▲ INDIFFERENT) ENTHUSIASTIC (▽ APATHETIC ▲ CHAOTIC)
ECCENTRIC (▽ ORDINARY ▲ ERRATIC) ARROGANT (▽ HUMBLER ▲ SELF-OBSSESSED) PLAYFUL (▽ SERIOUS ▲ UNHINGED) LOYAL (▽ SELFISH ▲ SELF-SACRIFICING)

ODG

WIDESCREEN

DOSKVOL

TECHNICAL



Swinger

A WHEELER AND DEALER—
THE LIFE OF THE PARTY

SPECIAL ABILITIES

XP

- ☐ **HERE GOES NOTHING:** Take **2 Stress** to roll your **Sway** or **Consort** rating while performing a different action. Use a free flashback to reveal who you convinced to teach you this particular technique or approach.
- ☐ **YEAH, BABY:** When you agree to an NPC's proposal, even though it complicates the crew's goals, everyone else on the crew marks **1 xp** while you clear **3 Stress**.
- ☐ **GROOVE MACHINE:** You always know where the nearest music is playing and when you start dancing, others feel compelled to join. When you take action while moving it on the dance floor, take **+1d** and **potency**.
- ☐ **IMPROVISER:** When you **push yourself**, you can also do one of the following: *claim to be anyone and others will consider the possibility, no matter how outlandish—plunge blindly in an unexpected direction and find a new path.*
- ☐ **ALWAYS HUSTLING:** Every personal business phase, mark **+1 bank**, and you may give yourself or another crew member **+1 downtime action**. What's your side hustle?
- ☐ **PARTY ANIMAL:** When you Indulge Vice, you can invite an ally to join you. They do not need to spend their own downtime action, and lose the same Stress that you do. One time during the next score, they can **assist** you once for free.
- ☐ **ECHO TWIN:** There's an alternate version of you in the resonance field, ghostly and glitched out. Take 2 Stress to summon them for a few moments, plus 1 Stress for each additional feature: *They last for a scene rather than a few minutes—they appear completely stable and solid—they obey your instructions to the letter.*
- ☐ **SMOOTH:** Twice per score, you may use your **mojo** to resist a consequence of suspicion or social faux pas, or to **push yourself** when talking your way out of a tight spot or driving under pressure.
- ☐ ☐ ☐ ☐ **VERSATILE:** Choose a special ability from another source.

FUN FRIENDS

- △▽ Revel, a drug dealer
- △▽ Una Bell, a socialite
- △▽ Three-Fingers, a lounge singer
- △▽ Honest Stev, an autopod mechanic
- △▽ Noleburn, a politician

- ★ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.
- ★ Once per session when you **hit a key**, mark 1 xp and mark the key.
- At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:
- ★ You addressed a challenge with **charm** or **quick thinking**.
- ★ You struggled with issues stemming from a **deadlock**.

STACKS BANK



INSIGHT

XP

Hunt
Study
Survey
Tinker

PROWESS

XP

Finesse
Prowl
Skirmish
Wreck

RESOLVE

XP

Attune
Command
Consort
Sway

ITEMS 3 QUIET 6 LOUD

- ☐ Fine clothes & jewelry
- ☐ Fine two-seat autopod
- ☐ An invitation to the party
- ☐ Fine concealed shooter
- ☐ Pocketful of sleeping pills
- ☐ RF radio handset
- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

CREW

NAME

ALIAS

LOOK

WEARING

HERITAGE

AKOROS — THE DAGGER ISLES — IRUVIA SEVEROS
— TYCHEROS — USC

TOURS OF DUTY

THE IRONDALE ACTION — THE SEVRIN INVASION
UNITY WAR III — DAGGER ISLES PEACEKEEPING

STRESS



VICE / HOOKUP

FAITH — GAMBLING — LUXURY — OBLIGATION
PLEASURE — GETTIN' FUCKED UP — WEIRD

KEYS

DEADLOCKS



HARM

4. Mortal

3. Critical

2. Major

1. Passing

HEALING



RESOURCES

Armor

☐

Training

☐

USED AND DISCARDED

You have permanent damage from the war. You start with **1 deadlocked key** already.

You also start with the special ability **Military Discipline** and one more of your choice.

DAMAGE

E.g. a notable scar, a missing eye or limb, nightmares, the shakes

SOMETHING THAT HELPS

E.g. a wheelchair, a prosthetic, medication

KEYS (CHOOSE OR MAKE UP YOUR OWN) **PROTECTIVE** (▼ CARELESS ▲ VENGEFUL) **HOPEFUL** (▼ CYNICAL ▲ CONTENT) **ERRATIC** (▼ CALM ▲ CHAOTIC)
COMMANDING (▼ DEFERENTIAL ▲ CONTROLLING) **LONELY** (▼ SOCIAL ▲ LONER) **DISTANT** (▼ WARM ▲ COLD) **VIOLENT** (▼ MERCIFUL ▲ VICIOUS)
RECKLESS (▼ CAREFUL ▲ CHAOTIC) **METHODICAL** (▼ LOOSE ▲ UPTIGHT) **COMICAL** (▼ SERIOUS ▲ UNHINGED) **SUSPICIOUS** (▼ TRUSTING ▲ PARANOID)
TIRED (▼ REJUVENATED ▲ DEFEATED) **ARROGANT** (▼ HUMBLER ▲ SELF-OBSSESSED) **KIND** (▼ HARSH ▲ SELFLESS) **HAUNTED** (▼ SELF-ASSURED ▲ TORMENTED)

ODG

WIDESCREEN

DOSKVOL

TECHNOLOR



Veteran

A BATTERED SOLDIER
RETURNED FROM THE FRONT

SPECIAL ABILITIES

XP

- MILITARY DISCIPLINE.** Twice per score, you may use your **training** to eliminate harm from an attack in combat or to **push yourself** during a fight.
- GOT YOUR BACK.** When you **protect** a teammate, clear **1 stress** and take **+1d** to any resistance rolls.
- ECHO FIGHTER.** Thanks to special training, you may engage enemies in combat with nothing but your mind. You gain **potency** in combat vs. the paranormal. You can attempt to read people's next intentions.
- LEADERSHIP.** 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 **increased effect** and **1 armor**.
- WALKING ARSENAL.** Your load limit is always 2 higher than normal (5 for a Quiet approach, 8 for Loud). Pull out another 1-load gun at any time, no matter how many you've already used. Each additional gun of its type (after the first) is 0-load.
- WAR MACHINE.** When you **push yourself**, you can also do one of the following: *sweep and secure a large area single-handedly and without pausing—engage an improbable number of enemies in a ballet of violence.*
- GET BACK IN THERE.** You were subject to experimental procedures designed to increase the shelf-life of front-line soldiers. Permanently fill in one of your healing clock segments. Take **+1d** to healing treatment rolls.
- CREATIVE COMMUNITY.** You gain a second vice; learning a new creative hobby. What is it? When you indulge this vice by going to class, add **+2** to the result, and then create a new **friend or rival** (classmate or teacher), or develop your relationship with an existing one. These people have no criminal utility, but they might give you a ride or let you lay low at their place in a pinch. When you overindulge, one of these friends is put in danger.
- VERSATILE.** Choose a special ability from another source.

DIFFICULT FRIENDS

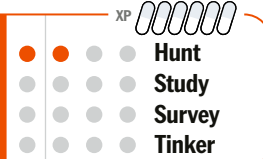
- △▽ Brackley, a deserter
- △▽ Fellows, an army officer
- △▽ Tiptree, a hitwoman
- △▽ Professor, a rough sleeper
- △▽ Grunt, a back-alley doctor

- ★ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.
- ★ Once per session when you **hit a key**, mark 1 xp and mark the key.
- At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:
- ★ You addressed a challenge with **violence** or **discipline**.
- ★ You struggled with issues stemming from a **deadlock**.

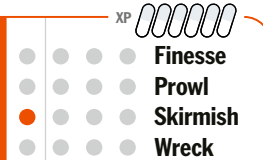
STACKS
BANK



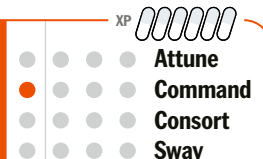
INSIGHT



PROWESS



RESOLVE



ITEMS

◆ 3 QUIET ◆ 6 LOUD

- ☐ Submachine Coilgun (SMC)
- ☐ Heavy Coilgun (HAC50)
- ☐ Heat blade
- ☐ A few grenades
- ☐ Pocketful of go-go pills
- ☐ RF radio handset
- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

CREW

NAME

ALIAS

LOOK

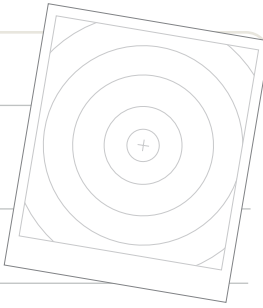
WEARING

HERITAGE

AKOROS — THE DAGGER ISLES — IRUVIA SEVEROS
— TYCHEROS — USC

BACKGROUND

LEARNED — UNDERWORLD—PERFORMER— TRADE
PROFESSIONAL — ARISTOCRAT— MILITARY — LABOR



You have an intense need: **resonance energy**. To satisfy this need, possess a living victim and consume their life essence (this may be a downtime action). When you do so, clear half your Drain (round down). When fully drained, strike out a key but choose an **echo irregularity** instead of a deadlock as normal. You cannot turn keys.

DRAIN



ECHO IRREGULARITIES

CHAOTIC — DESTRUCTIVE — FURIOUS
OBSESSIVE— TERRITORIAL — SADISTIC

KEYS

IRREGULARITIES

	ooo	★
	ooo	★
	ooo	★
	ooo	★

HARM

HEALING



RESOURCES

4. Mortal

3. Critical

2. Major

1. Passing

Armor

☐

☐

☐

☐

☐

NOTES

KEYS (CHOOSE OR MAKE UP YOUR OWN) **FLAMBOYANT** (▼ DEMURE ▲ SELF-OBSSESSED) **ENIGMATIC** (▼ OPEN ▲ RECLUSIVE) **ECCENTRIC** (▼ ORDINARY ▲ ERRATIC)
HAUNTED (▼ SELF-ASSURED ▲ TORMENTED) **BOLD** (▼ NERVOUS ▲ RECKLESS) **CHARISMATIC** (▼ QUIET ▲ MANIPULATIVE) **PASSIONATE** (▼ APATHETIC ▲ FURIOUS)
COMICAL (▼ SERIOUS ▲ UNHINGED) **CURIOUS** (▼ DISINTERESTED ▲ POSSESSED) **DISTANT** (▼ WARM ▲ COLD) **FEARLESS** (▼ NERVOUS ▲ TURBULENT)
IDEALISTIC (▼ CYNICAL ▲ ZEALOUS) **SHY** (▼ OPEN ▲ WITHDRAWN) **OPEN-MINDED** (▼ RIGID ▲ RECKLESS) **SPIRITUAL** (▼ CYNICAL ▲ OBSESSED)

ODG

WIDESCREEN

DOSKVOL

TECHNOLOR



Ghost/Echo

PARANORMAL PLAYBOOK

A RESONANCE ECHO
ADRIPT WITHOUT A BODY

GHOST/ECHO TRAITS

XP

● **RESONANCE ECHO:** You are now a psychedelic being of swirling multicolored vapor that resembles your living body and clothes. You may weakly interact with the physical world and vice versa. You're vulnerable to paranormal 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 change the temperature around you and are mind-bending for the living to behold. You are affected by spiritbane charms (take 2 Drain to overcome the repulsion), but not many people still carry these. You have less effect under the light of bluetime. *Whenever you would take Stress, take Drain instead. When you would deadlock a key, choose an echo irregularity instead.*

○ **DISSIPATE:** You can disperse the vapor of your ghostly form in order to pass through solid objects for a moment. Take 1 Drain when you dissipate, plus 1 Drain for each feature: *It lasts longer (a minute—an hour—a day)—you also become invisible— anything that passes through your form becomes dangerously electrified or frozen.*

○ **MANIFEST:** Take 1 Drain to flow through the electroplasmic pathways of the resonance field in order to instantly travel to any place you knew intimately in life, or to answer the summoning call when compelled.

○ **POLTERGEIST:** Take 1 Drain to strongly interact with the physical world for a few moments (as if you had a normal body). Extend the reach and magnitude of your interaction to include telekinetic force and electroplasmic discharges by taking more Drain (2–6).

○ **POSSESS:** You may **Attune** to the resonance 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 resonance energy from the host—when paranormal powers act against you—when the host's will is driven to desperation.* You may easily and indefinitely possess a hollow or hull that has been prepared for you. If it's a hollow, switch to the Vampire playbook. If hull, switch to the Hull playbook, keeping your previous action ratings. Immediately take one Hull trait, and fill two memory clocks (choose from your previous character's special abilities instead of rolling randomly). To remember more than what those two clocks give you will require filling more memory clocks, as usual.

○○+ **VERSATILE:** Choose a special ability from another source.

★ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.

★ Once per session when you **hit a key**, mark 1 xp and mark the key.

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

★ You exacted **vengeance** upon those whom you deem deserving.

★ You expressed your **outrage** or **anger**.

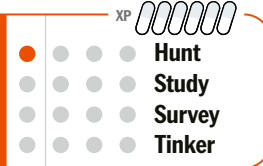
★ You struggled with issues stemming from a **deadlock**.

STACKS

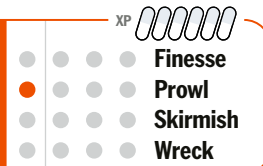
BANK



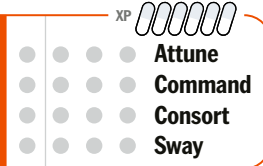
INSIGHT



PROWESS



RESOLVE



Items (with you in ghost form)

Enemies & Rivals

CREW

NAME

ALIAS

LOOK

WEARING

HERITAGE

AKOROS — THE DAGGER ISLES — IRUVIA SEVEROS
— TYCHEROS — USC

BACKGROUND

LEARNED — UNDERWORLD—PERFORMER— TRADE
PROFESSIONAL — ARISTOCRAT— MILITARY — LABOR

STRESS



Your vice is **resonance energy**, consumed from a living human. Use 1 downtime activity to **Hunt** prey and clear Stress equal to the highest die. When you feed, mark 4 ticks on your healing clock (this is the only way you can heal). How do you feed? What telltale sign do you leave on your victims?

KEYS

DEADLOCKS



HARM

4. Mortal

3. Critical

2. Major

1. Passing

HEALING



RESOURCES

Armor



ECHO SPECIAL ABILITIES

STRICTURES

When you gain a new Vampiric trait (except versatile), add a stricture. You start with the Dayfire stricture already.

- **Dayfire:** When your skin is exposed to bluetime, take a new level 1 harm ("Burned") every few minutes.
- **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 residence without permission from the owner.
- **Repelled:** Spiritbane charms can hold you at bay. (Take 2 Stress to resist the repulsion.)
- **Bestial:** When you suffer physical harm or overindulge your vice, your body twists into a horrific bestial form until you next feed without overindulging.
- **Bound:** Your spirit must remain in this body, or be destroyed.

Vampire

PARANORMAL PLAYBOOK

A RESONANCE ECHO
ANIMATING AN UNDYING BODY

VAMPIRIC TRAITS

XP

- **VAMPIRE:** You are a resonance echo who animates an undying body. Your deadlocks are maxed out. Choose four that reflect your vampiric nature. Paranormal attacks are potent against you. If you suffer mortal harm or another deadlock, you are overwhelmed. You take level 3 harm: "Incapacitated" until you feed enough to recover. If you suffer paranormal harm while in this state, you are destroyed utterly. Your xp tracks are longer (you now advance more slowly). You have more Stress boxes.
- **TERRIBLE POWER:** Take **1 Stress** to perform a feat of superhuman strength or speed (run faster than an autopod, bend steel with bare hands, leap onto the roof of a building, etc.). *This factors into effect.*
- **TELEPATHY:** Take **1 Stress** to sense beyond human limits. Read a subject's true thoughts or feelings, see in pitch darkness, sense the presence of invisible things, intuit the location of a hidden object, etc.
- **RESONANCE VOID:** You are invisible to resonance entities 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 MAJESTY:** 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 resistance rating of the attribute you've chosen.
- **SINISTER GUILDE:** During downtime, choose one: get a free additional downtime activity, or take +1d to all downtime activity rolls.
- **FERAL WHISPERS:** You can Attune to animals to have them do your bidding.
- + **VERSATILE:** Choose a special ability from another source.

DARK SERVANTS (START WITH TWO)

- △▽ Blackwood, a chauffeur
- △▽ Carter, a bodyguard
- △▽ Sable, a fashion model
- △▽ Green, a personal assistant
- △▽ Langdon, a biographer

★ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

- ★ You displayed your **dominance** or **slayed without mercy**.
- ★ You struggled with issues stemming from a **deadlock** or **stricture**.

STACKS BANK



INSIGHT

XP

- Hunt
- Study
- Survey
- Tinker

PROWESS

XP

- Finesse
- Prowl
- Skirmish
- Wreck

RESOLVE

XP

- Attune
- Command
- Consort
- Sway

ITEMS 3 QUIET 6 LOUD

- ☐ Fine clothes and accessories
- ☐ Fine personal weapon
- ☐ Fine autopod
- ☐ Vial of rare & exotic drug
- ☐ Demonbane charm
- ☐ Spiritbane charm

- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

CREW

NAME

ALIAS

LOOK

WEARING

HERITAGE

AKOROS — THE DAGGER ISLES — IRUVIA SEVEROS
— TYCHEROS — USC

BACKGROUND

LEARNED — UNDERWORLD—PERFORMER— TRADE
PROFESSIONAL — ARISTOCRAT— MILITARY — LABOR

ALLUVIUM ●●●●●●●●

Instead of Stress, you experience **temporal instability**. Restabilizing requires using a paranormal device powered by a canister of alluvium (downtime action). When you do this, clear **5 Instability** (you cannot overindulge). Note that alluvium is rare and illegal. You arrive with four canisters of alluvium.

INSTABILITY ●●●●●●●●

TEMPORAL
GLITCHES

BODY PHASING— HALLUCINATIONS — LAGGING
HEADACHES— FLASHBACKS— TIME SKIPS

When you mark your last point of Instability, strike out a key but choose a **temporal glitch** instead of a deadlock as normal. When you do, you recall a new **detail** of your mission (below). **Once you have four temporal glitches, you disappear from this time period entirely after the next score.** Make it count.

KEYS

TEMPORAL GLITCHES

	○○○	★
	○○○	★
	○○○	★
	○○○	★

HARM

HEALING



RESOURCES

4. Mortal

Armor

○

3. Critical

○○

2. Major

2. Major

1. Passing

1. Passing

Choose a mission—the reason you travelled back through time. Add a new detail when you gain a new temporal glitch.

☐ PREVENT A TERRIBLE FUTURE

You come from a future where things went bad; you've come back to stop that happening.

☐ 1. What is the terrible future?

☐ 2. Who or what is responsible?

☐ 3. Why did you choose this crew?

☐ 4. What is the inflection moment?

☐ CHASE DOWN SOMETHING BAD

Something or someone dangerous came here from your time, and you followed to stop them.

☐ 1. Who are you chasing?

☐ 2. What did they do in the future?

☐ 3. Why did you choose this crew?

☐ 4. Why did the enemy come here?

Time Traveler

FROM THE FUTURE

PARANORMAL PLAYBOOK

A VOYAGER VISITING
THIS ERA ON AN
IMPORTANT MISSION

STACKS ●●●●●

Place 9 dots (max 3 dots in any action), reflecting your personal history, experience, background, and heritage.

INSIGHT

●	●	●	●	●	●	●	●	●
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XP ○○○○○○○○

Hunt
Study
Survey
Tinker

PROWESS

●	●	●	●	●	●	●	●	●
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XP ○○○○○○○○

Finesse
Prowl
Skirmish
Wreck

RESOLVE

●	●	●	●	●	●	●	●	●
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XP ○○○○○○○○

Attune
Command
Consort
Sway

ITEMS ◆ 3 QUIET ◆ 6 LOUD

- ☐ Powerful mechanical limb
- ☐ Force field device
- ☐ Fine future pistol
- ☐ Fine plasma blade
- ☐ Holo-projector
- ☐ Mysterious tape reel

- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

TIME TRAVELER TRAITS

XP ○○○○○○○○

- ☒ **FUTURE SHOCK:** You are a visitor from the future, here on an important mission. Your mind starts muddled from the time travel process. Every time you fill your playbook xp, you gain clarity—choose a new **Time Traveler trait** and a **versatile ability** from another playbook (reflecting your former life and experiences), **and** take another **temporal glitch**, **and** note down a new **detail of your mission**. You burn brightly but briefly. *Make the most of your time here.*
- ☐ **ADVANCED COMBAT REFLEXES:** Cybernetic implants and futuristic combat training let you react to threats in a fraction of a second and even dodge bullets. Your bare hands count as a *fine* weapon. When there's a question about who acts first, the answer is you.
- ☐ **PSIONICS:** When you **push yourself**, you can also do one of the following: *communicate without words—view another location clairvoyantly—temporarily increase your strength and speed—mentally interface with technology.*
- ☐ **POCKET DIMENSION:** Take 2 Instability to step out of this timeline for a few minutes, disappearing instantly before reappearing in the same place. Take 1 Instability for each additional feature: *it lasts for up to an hour rather than a few minutes—you reappear in a visible location of your choice—you also take anyone you're touching.*
- ☐ **MULTI-DIMENSIONAL:** Unmoored in time, you can tap into the knowledge and experiences of yourself from alternate timelines. **Attune** to instantly “remember” a new skill or experience (e.g. piloting an airship, speaking another language, knowing how to relate to wealthy aristocrats).
- ☐ **QUANTUM DISPLACEMENT:** Take 1 Instability to teleport anywhere you can see.
- ☐ **SAVE AND RELOAD:** Take 5 Instability to rewind the timeline of your physical body to a pre-injured state. Clear all harm.

✦ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.

✦ Once per session when you **hit a key**, mark 1 xp and mark the key.

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

- ✦ You addressed a challenge with **fearless conviction** or **lateral thinking**.
- ✦ You struggled with issues stemming from a **temporal glitch**.

CREW

NAME

ALIAS

LOOK

WEARING

HERITAGE

AKOROS — THE DAGGER ISLES — IRUVIA SEVEROS
— TYCHEROS — USC

BACKGROUND

LEARNED — UNDERWORLD—PERFORMER— TRADE
PROFESSIONAL — ARISTOCRAT— MILITARY — LABOR

ALLUVIUM ●●●●●●●●

Instead of Stress, you experience **temporal instability**. Restabilizing requires a paranormal ritual that uses alluvium as a crucial ingredient (downtime action). When you do this, clear **5 Instability** (you cannot overindulge). Note that alluvium is rare and illegal. You arrive with four vials of alluvium.

INSTABILITY



TEMPORAL
GLITCHES

BODY PHASING— HALLUCINATIONS — LAGGING
HEADACHES— FLASHBACKS— TIME SKIPS

When you mark your last point of Instability, strike out a key but choose a **temporal glitch** instead of a deadlock as normal. When you do, you recall a new **detail** of your mission (below). **Once you have four temporal glitches, you disappear from this time period entirely after the next score.** Make it count.

KEYS

TEMPORAL GLITCHES

	III	★
	III	★
	III	★
	III	★

HARM

HEALING



RESOURCES

4. Mortal

Armor



3. Critical



2. Major

2. Major

1. Passing

1. Passing

Choose a mission—the reason you travelled to this time. Add a new detail when you gain a new temporal glitch.

☐ FIND A SOLUTION AND TAKE IT BACK

There's a terrible problem in the past, and you're here to find the fix and take it back.

☐ 1. What plagues the past?

☐ 2. Who or what is responsible?

☐ 3. Why did you choose this crew?

☐ 4. What is the cure or solution?

☐ SAVE THE PRESENT FROM A PAST MISTAKE

Something terrible happened in your time that's about to impact today. You're here to stop it.

☐ 1. What was the mistake?

☐ 2. Why has it been dormant?

☐ 3. Why did you choose this crew?

☐ 4. What terrible thing is about to happen?

TIME TRAVELER FROM THE PAST

PARANORMAL PLAYBOOK

A VOYAGER VISITING
THIS ERA ON AN
IMPORTANT MISSION

TIME TRAVELER TRAITS

XP



☒ **HAUNTED BY THE PAST:** You are a visitor from the past, here on an important mission. Your mind starts muddled from the time travel process. Every time you fill your playbook xp, you gain clarity—choose a new **Time Traveler trait** and an ability from one of the *Blades in the Dark* playbooks, **and** take another **temporal glitch**, **and** note down a new **detail of your mission**. *You burn brightly but briefly. Make the most of your time here.*

☐ **ANCIENT MARTIAL TECHNIQUES:** You have been trained in mystical combat arts lost to time. Your bare hands count as a *fine* weapon. When there's a question about who acts first, the answer is you.

☐ **SORCERY:** When you **push yourself**, you can also do one of the following: *communicate without words—view another location clairvoyantly—temporarily increase your strength and speed—supernaturally interface with electropasmic technology.*

☐ **STEP INTO THE VOID:** Take 2 Instability to step out of this timeline for a few minutes, disappearing instantly before reappearing in the same place. Take 1 Instability for each additional feature: *it lasts for up to an hour rather than a few minutes—you reappear in a visible location of your choice—you also take anyone you're touching.*

☐ **MULTI-DIMENSIONAL:** Unmoored in time, you can tap into the knowledge and experiences of yourself from alternate timelines. **Attune** to instantly “remember” a new skill or experience (e.g. piloting an airship, speaking another language, knowing how to relate to wealthy aristocrats).

☐ **SHADOW WALK:** Take 1 Instability to teleport anywhere you can see.

☐ **RESURRECTION OF THE FLESH:** Take 5 Instability to reverse the timeline of your physical body to a pre-injured state. Clear all harm.

✦ Every time you roll a **desperate action** or a **zero-dot action**, mark xp in any attribute of your choice.

✦ Once per session when you **hit a key**, mark 1 xp and mark the key.

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

✦ You addressed a challenge with **fearless conviction** or **lateral thinking**.

✦ You struggled with issues stemming from a **temporal glitch**.

STACKS



Place 9 dots (max 3 dots in any action), reflecting your personal history, experience, background, and heritage.

INSIGHT

XP



Hunt
Study
Survey
Tinker

PROWESS

XP



Finesse
Prowl
Skirmish
Wreck

RESOLVE

XP



Attune
Command
Consort
Sway

ITEMS

◆ 3 QUIET ◆ 6 LOUD

- ☐ Fine shadow cloak
- ☐ Fine blade (Jira-forged)
- ☐ Fine antiquated pistol
- ☐ Electropasmic ammo
- ☐ *Demonbane charm*
- ☐ *Mysterious ghost key*

- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter