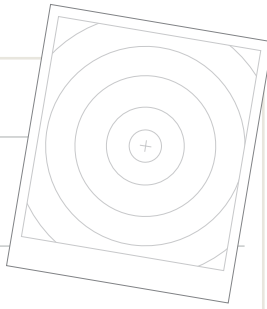


CREW



NAME

ALIAS

LOOK

WEARING

HERITAGE

AKOROS — THE DAGGER ISLES — IRUVIA
SEVEROS — 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

HEALING



RESOURCES

4. Mortal

Armor

☐

3. Critical

Research

☐

2. Major

2. Major

Edge

☐

1. Passing

1. Passing

SPARKMIND ASSISTANT

COHORT (EXPERT: RESEARCH, ANALYSIS, OR INGRESS)

NAME

EDGES

FLAWS

Weak ☐ Impaired ☐ Broken ☐

TYPE

- ☐ Research (investigation)
- ☐ Analysis (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** (▼ HUMBLED ▲ SELF-OBSSESSED) **SOPHISTICATED** (▼ MODEST ▲ PRETENTIOUS)
INSECURE (▼ CONFIDENT ▲ ANXIOUS) **ENIGMATIC** (▼ OPEN ▲ RECLUSIVE) **LONELY** (▼ SOCIAL ▲ LONER)
DETERMINED (▼ LAID-BACK ▲ OBSESSED) **ENTHUSIASTIC** (▼ APATHETIC ▲ RECKLESS) **ECCENTRIC** (▼ ORDINARY ▲ ERRATIC)
IDEALISTIC (▼ CYNICAL ▲ ZEALOUS) **COLD** (▼ FRIENDLY ▲ BRUTAL) **WITTY** (▼ SERIOUS ▲ GOOFY) **CURIOUS** (▼ DISINTERESTED ▲ POSSESSED)
SHY (▼ BRASH ▲ WITHDRAWN) **TALKATIVE** (▼ QUIET ▲ LONG-WINDED) **RATIONAL** (▼ IRRREGULAR ▲ UNCARING)

ODG

WIDESCREEN

DOSKVOL

TECHNOLOR



Intellectual

A BRILLIANT ENGINEER,
SCIENTIST, AND
PHILOSOPHER

SPECIAL ABILITIES

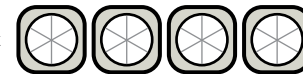
- ☐ **UNALLOYED GENIUS:** When you **craft an invention**, you get **+1 Quality level**. Invention clocks start with 1 segment already filled.
- ☐ **MENTALIST:** You can deduce trivial details about anyone. **Study** them to reveal their current intentions as well as a deep desire they're keeping secret or didn't even know they had; gain **+1d** and **+1 rank** 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 adds **+1 tick** to their healing clocks in downtime.
- ☐ **ENCYCLOPEDIA 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
- △▽ Ackhurst, a professor (fired)
- △▽ Penny, a debauched theorist
- △▽ OLEK, a rogue sparkmind
- △▽ Jarris, an escaped test subject

XP Clocks: Action: 1 per new dot | Special Ability: 2 | Versatile Ability: 3

- ★ 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



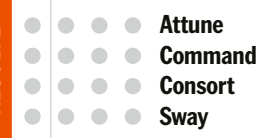
Hunt
Study
Survey
Tinker

PROWESS



Finesse
Prowl
Skirmish
Wreck

RESOLVE



Attune
Command
Consort
Sway

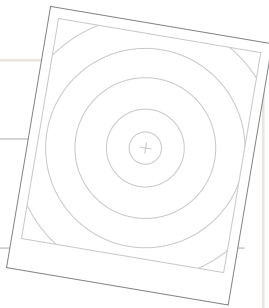
ITEMS

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

CREW



Operative

A STEALTHY AND
CLANDESTINE
PROFESSIONAL

STACKS

BANK



NAME

ALIAS

LOOK

WEARING

HERITAGE

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

BACKGROUND

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

STRESS

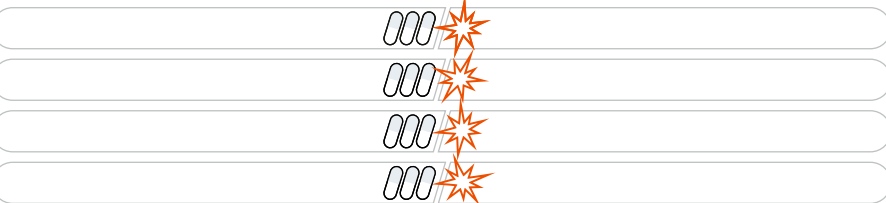


VICE / HOOKUP

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

KEYS

DEADLOCKS



HARM

HEALING



RESOURCES

4. Mortal

Armor ☐

3. Critical

Precision ☐

2. Major

2. Major

Edge ☐

1. Passing

1. Passing

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

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

DOSKVOL

TECHNOLOR



SPECIAL ABILITIES

- 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 **+2 ticks** 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 Acquire 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, gain **1 Edge**, and when you push yourself on behalf of another character during that group action, it only costs **1 stress**.
- 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

XP Clocks: Action: 1 per new dot | Special Ability: 2 | Versatile Ability: 3

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

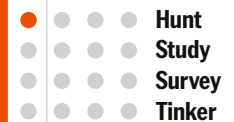


- Once per session when you **hit a key**, mark 1 xp and mark the key.

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**.

INSIGHT



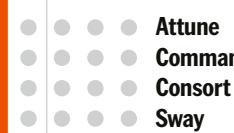
Hunt
Study
Survey
Tinker

PROWESS



Finesse
Prowl
Skirmish
Wreck

RESOLVE



Attune
Command
Consort
Sway

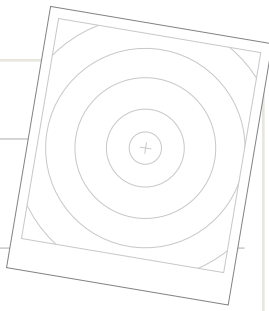
ITEMS

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

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

☐

Sixth Sense

☐

Edge

☐

2. Major

1. Passing

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-OBSSESSED) **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

DOSKVOL

TECHNOLOR



Paranormalist

A MAVERICK
THINKER AND
VISIONARY

SPECIAL ABILITIES

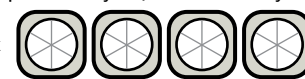
- ☐ **THIRD EYE OPENED:** You're always aware of resonance entities in your vicinity. You can **Attune** to the resonance field to force a nearby entity to appear and obey a command you give it.
- ☐ **PRECOGNITION:** Two times per score, you can add **+1d** to a teammate's roll, or invoke a **flashback** 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 electroplasmic 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. Add **+1d** when you roll against fear or hesitation. During downtime, add **+1 tick** to investigations into 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

XP Clocks: Action: 1 per new dot | Special Ability: 2 | Versatile Ability: 3

- 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:

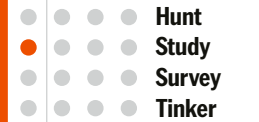
- You addressed a challenge with **knowledge** or **paranormal power**.
- You struggled with issues stemming from a **deadlock**.

STACKS

BANK



INSIGHT



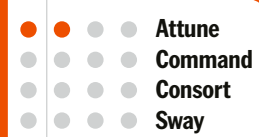
Hunt
Study
Survey
Tinker

PROWESS



Finesse
Prowl
Skirmish
Wreck

RESOLVE



Attune
Command
Consort
Sway

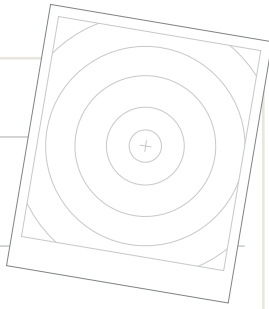
ITEMS

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

RADICALIZED BY

BLUECOATS — LABOR CONDITIONS — BIGOTRY
INEQUALITY — HORRORS OF WAR — DISCRIMINATION

STRESS



VICE / HOOKUP

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

KEYS

DEADLOCKS

HARM

HEALING



RESOURCES

4. Mortal

Armor

☐

3. Critical

Conviction

☐

2. Major

2. Major

Edge

☐

1. Passing

1. Passing

EXPLOSIVES

Take +1 heat if explosives are used during a score

Bandolier

When you use a bandolier slot, choose an explosive.

Bandolier

- | | | |
|--------------------|--------------------------------|-----------------------|
| ◆ Grenade | ◆ Gravity anomaly bomb | ◆ Proximity mine |
| ◆ Placed explosive | ◆ Resonance nullifier | ◆ Euphoric mist |
| ◆ Stun grenade | ◆ Resonance amplifier | ◆ Coolant gel grenade |
| ◆ Smoke bomb | ◆ Anti-sparktech pulse grenade | |
| ◆ Psychedelic mist | ◆ Fire bomb | |

KEYS (CHOOSE OR MAKE UP YOUR OWN) IDEALISTIC (▼ SKEPTICAL ▲ ZEALOUS) DETERMINED (▼ LAID-BACK ▲ OBSESSED)

PROTECTIVE (▼ CARELESS ▲ VENGEFUL) ROMANTIC (▼ CYNICAL ▲ IN LOVE) SUSPICIOUS (▼ TRUSTING ▲ PARANOID)

VIOLENT (▼ MERCIFUL ▲ VICIOUS) STUBBORN (▼ FLEXIBLE ▲ PIGHEADED) RECKLESS (▼ CAREFUL ▲ CHAOTIC)

KIND (▼ HARSH ▲ SELFLESS) COOL (▼ JITTERY ▲ COLD) COMMANDING (▼ DEFERENTIAL ▲ CONTROLLING) PASSIONATE (▼ APATHETIC ▲ FURIOUS)

DEFIANT (▼ COMPLIANT ▲ WILD) CHARISMATIC (▼ COLD ▲ MANIPULATIVE) FEARLESS (▼ NERVOUS ▲ TURBULENT)

Radical

AN AGITATOR—
INCENDIARY IN EVERY SENSE

SPECIAL ABILITIES

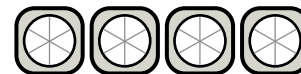
- **TRUE BELIEVER:** Twice per score, you may use your **conviction** to resist a consequence of law-breaking (being arrested or hassled by Bluecoats, etc.) or to **push yourself** when fighting for your ideology.
- **DIRECT ACTION:** When you make a desperate roll with either Wreck or Command, you gain both **potency** and **scale**. Remember that you can trade position for effect to make almost any action desperate, if you dare.
- **ECHO CHAMBER:** The resonance echoes of the downtrodden are drawn to you, and when you open yourself to them, your poetry reverberates with their power. Whenever you loudly recite poetry, a crowd gathers to listen (if possible). When you use poetry as a means to an end, take +1d, and gain **potency** dealing with the paranormal.
- **FELLOW TRAVELERS:** In any scene with more than one NPC, ask the GM which of them are sympathetic to your cause. It's always at least one, but often a few, many, or sometimes all of them.
- **POLEMICIST:** When you **push yourself**, you can also do one of the following: *whip a crowd into a righteous fury—shame a powerful figure into silence or retreat.*
- **PRAXIS:** If you loudly and visibly destroy a symbolic target during a score, take +2 **result ticks** to any **long-term project** clocks related to your revolutionary work during the following downtime.
- **PAMPHLETEER:** You can publish revolutionary literature as a **4-segment long-term project**. Name each work. Once complete, a published work can tick another long-term project clock related to the revolution, once per downtime (maximum of four such works may be in effective circulation). If you die or get imprisoned, each work adds **two ticks**.
- **TOTAL DEDICATION:** You get +1d for **desperate rolls**, but take -1d when you **push yourself** to avoid or reduce the consequence.
- ○ ○ + **VERSATILE:** Choose a special ability from another source.

ZEALOUS FRIENDS

- △ ▽ Vuko, a union rep
- △ ▽ Plundell, a surgeon (& bad poet)
- △ ▽ Delyan, a fireworks technician
- △ ▽ Stoker, a fearless journalist
- △ ▽ Russo, a maverick artist

XP Clocks: Action: 1 per new dot | Special Ability: 2 | Versatile Ability: 3

- ★ 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 **persuasion** or **mayhem**.
- ★ You struggled with issues stemming from a **deadlock**.

STACKS

BANK



INSIGHT

Hunt
Study
Survey
Tinker

PROWESS

Finesse
Prowl
Skirmish
Wreck

RESOLVE

Attune
Command
Consort
Sway

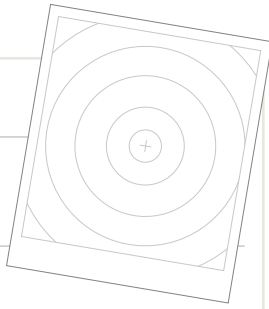
ITEMS

3 QUIET 6 LOUD

- ☐ Provocative manifesto
- ☐ Nondescript change of clothes
- ☐ Bandolier (3 uses)
- ☐ Bandolier (3 uses)
- ☐ 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

STRESS



VICE / HOOKUP

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

KEYS

DEADLOCKS

HARM

HEALING



RESOURCES

4. Mortal

Armor

☐

3. Critical

Mojo

☐

2. Major

2. Major

Edge

☐

1. Passing

1. Passing

TWO-SEAT AUTOPOD

COHORT (EXPERT: BASED ON TYPE)

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 (▽ INSECURE ▲ 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 (▽ HUMBLE ▲ SELF-OBSSESSED) PLAYFUL (▽ SERIOUS ▲ UNHINGED) LOYAL (▽ SELFISH ▲ SELF-SACRIFICING)

ODG

WIDESCREEN

DOSKVOL
TECHNOLOR



Swinger

A WHEELER AND DEALER—
THE LIFE OF THE PARTY

SPECIAL ABILITIES

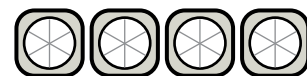
- ☐ **HERE GOES NOTHING:** Take **2 Stress** to roll your **Sway** or **Consort** rating while performing a different action. Use a free flashback to reveal who you convinced to teach you this particular technique or approach.
- ☐ **YEAH, BABY:** When you agree to an NPC's proposal, even though it complicates 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 Stack, and they cannot overindulge (although you can).
- ☐ **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

XP Clocks: Action: 1 per new dot | Special Ability: 2 | Versatile Ability: 3

- ★ 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

Hunt
Study
Survey
Tinker

PROWESS

Finesse
Prowl
Skirmish
Wreck

RESOLVE

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

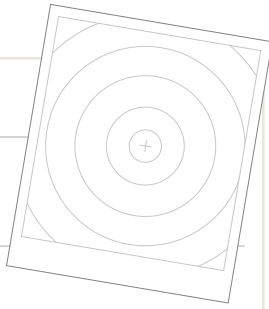
- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

E.g. a wheelchair, a prosthetic, medication

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

- ☐ 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
- ☐ Arc lighter

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 spirit energy (this may be an action — risking electroplasmic backlash — or a downtime activity). When you do, clear all of your drain. When fully drained, strike out a key but choose an **echo irregularity** instead of a deadlock as normal.

DRAIN



ECHO IRREGULARITIES

CHAOTIC — DESTRUCTIVE — FURIOUS
OBSESSIVE — TERRITORIAL — SADISTIC

KEYS

IRREGULARITIES

HARM

HEALING



RESOURCES

4. Mortal

Armor

00

3. Critical

Edge

00

2. Major

2. Major

1. Passing

1. Passing

NOTES

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 (▼ OPEN ▲ WITHDRAWN) **OPEN-MINDED** (▼ RIGID ▲ RECKLESS) **SPIRITUAL** (▼ CYNICAL ▲ OBSESSED)

ODG

WIDESCREEN

DOSKVOL
TECHNOLOR



Ghost/Echo

PARANORMAL PLAYBOOK

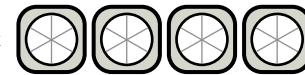
A RESONANCE ECHO
ADRIFT WITHOUT A BODY

GHOST/ECHO TRAITS

- **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 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 resonance field and vanish.* If you choose to vanish, you remain fully in the resonance field until you're compelled, or return through an anomaly.
- **MANIFEST:** Take 1 drain to flow through the electroplasmic pathways of the resonance field to instantaneously travel to one of the following: *anywhere within 100 paces — the closest anomaly (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 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.

XP Clocks: Action: 1 per new dot | Special Ability: 2 | Versatile Ability: 3

◆ 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



Hunt
Study
Survey
Tinker

PROWESS



Finesse
Prowl
Skirmish
Wreck

RESOLVE

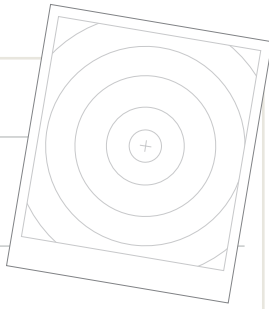


Attune
Command
Consort
Sway

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. Whenever you feed on life essence (whether as a downtime activity or an action in play) you indulge your Vice. If you overindulge, roll a reaction (Deep Cuts page 113). Also, when you feed, fill on your healing clock. This is the only way you can heal.

KEYS

DEADLOCKS

HARM

HEALING



RESOURCES

4. Mortal

Armor

☐

3. Critical

☐

2. Major

2. Major

Edge

☐

1. Passing

1. Passing

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

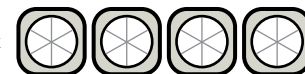
- **VAMPIRE:** You are a resonance echo who animates an undying body. Your deadlocks are maxed out. Choose four that reflect your vampiric nature. You have more stress boxes (12). Paranormal attacks are potent against you. If you suffer fatal Harm or further deadlocks, you survive, but you're overwhelmed. While overwhelmed, you are acutely vulnerable — paranormal Harm can destroy you utterly. To recover from this state, you must feed (and you automatically overindulge).
- **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 GUILF:** During downtime, you get 2 additional free downtime activities.
- **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

XP Clocks: Action: 1 per new dot | Special Ability: 2 | Versatile Ability: 3

- ★ 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:

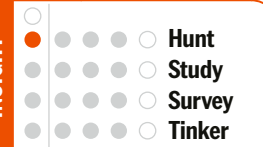
- ★ You displayed your **dominance** or **slayed without mercy**.
- ★ You struggled with issues stemming from a **deadlock** or **stricture**.

STACKS

BANK

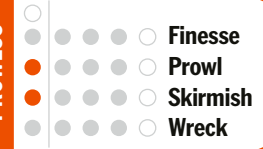


INSIGHT



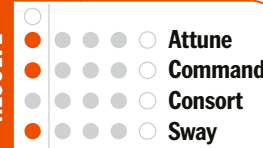
Hunt
Study
Survey
Tinker

PROWESS



Finesse
Prowl
Skirmish
Wreck

RESOLVE



Attune
Command
Consort
Sway

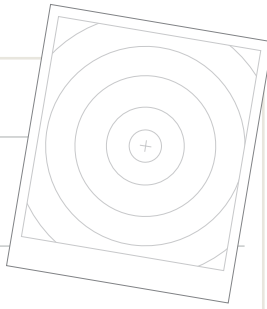
ITEMS

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

Edge

☐

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



Hunt
Study
Survey
Tinker

PROWESS



Finesse
Prowl
Skirmish
Wreck

RESOLVE



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

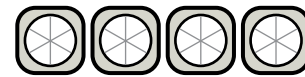
- ☐ A Blade or Two
- ☐ Silenced Shooter
- ☐ Handcannon ☐ x2
- ☐ Electro-Blade
- ☐ Pump-Action Scattergun
- ☐ Armor
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Paranormal Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Arclighter

TIME TRAVELER TRAITS

- **FUTURE SHOCK:** You are a visitor from the future, here on an important mission. Your mind starts muddled from the time travel process. Whenever you pay 2 xp clocks for a new **Time Traveler trait**, **also** take 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.

XP Clocks: Action: 1 per new dot | Time Traveler trait: 2

◆ 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

Edge

☐

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

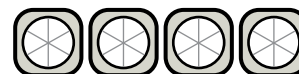
A VOYAGER VISITING
THIS ERA ON AN
IMPORTANT MISSION

TIME TRAVELER TRAITS

- **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. Whenever you pay 2 xp clocks for a new **Time Traveler trait**, **also** take 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.

XP Clocks: Action: 1 per new dot | Special Ability: 2 | Versatile Ability: 3

✦ 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:

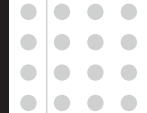
- ✦ You addressed a challenge with **fearless conviction** or **lateral thinking**.
- ✦ You struggled with issues stemming from a **temporal glitch**.

STACKS



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

INSIGHT



Hunt
Study
Survey
Tinker

PROWESS



Finesse
Prowl
Skirmish
Wreck

RESOLVE



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