

DEVIL'S BARGAIN

Take someone's offer
& pay the price.

— **+1 DIE** —

The price is paid, succeed or fail.
May not also Push for +1d.

PUSH

Gain 2 Stress.

If you took a Devil's Bargain,
you cannot Push for +1d.

— **+1 DIE OR EFFECT** —

~OR~ **ACT WHILE INCAPACITATED**

May Push once each for each.

ASSIST

Gain 1 Stress
& help with an action.

— **GIVE +1 DIE** —

Might take the same consequences.
May give Assist bonus to only one character.

RESIST

Tick an Armor box or
Take 6 Stress - Resistance roll
& clear 1 Stress on critical.

— **RESIST OR
REDUCE CONSEQUENCE** —
(NOT EFFECT)

May both roll & use armor; may not roll twice.

SETUP

Take an Action.
Give an advantage to
others' follow-up action(s).

— **+1 POSITION
OR EFFECT (CHOOSE)** —

PROTECT

Take someone else's
Consequences.

— **SUFFER
OR RESIST (CHOOSE)** —

TRADE

Increase danger to improve effect
or reduce danger and effect.

— **-1 POSITION +1 EFFECT
~OR~
+1 POSITION -1 EFFECT** —

FLASHBACK

Gain 0, 1, or 2+ Stress.
Roll Action or Fortune if needed.

— **ALTER THE FICTION** —
Cannot change or undo events.

GROUP ACTION

Leader gains 1 Stress per team member whose roll fails.

USE BEST RESULT

All involved suffer any consequences.
PCs roll same action; Cohorts use Quality.

ACTION ROLL

Roll 1d6 per Action dot.
0 dots: roll 2d6, take lowest.
(no crit)

TAKE HIGHEST ROLL

1-3: fail 4/5: success but...
6: success two 6s: +1 Effect (crit)

FORTUNE ROLL

Roll 1d6 for luck,
or per Action dot or Tier.

+1d per Major Advantage & -1d per Major Disadvantage

TAKE HIGHEST ROLL OR COMPARE TWO ROLLS

1-3: Poor result; 4/5: Limited result; 6: Good result; two 6s: Excellent result.

GATHER INFO

Roll Action or Fortune.

Ask question, get honest answer. Chance to learn may be fleeting.
May need to **INVESTIGATE** instead: start Long-Term Project clock;
when filled may ask several questions & gain exceptional detail.

LEVEL OF DETAIL

1-3: incomplete/partial; may be able to clarify
4/5: good, can clarify 6: exceptional, complete

ATTRIBUTES & ACTIONS

INSIGHT

Resist lie & confusion.

HUNT to locate, carefully track, or ambush a target.

STUDY to scrutinize details and interpret evidence.

SURVEY to observe situations and anticipate results.

TINKER to fiddle with devices and mechanisms.

PROWESS

Resist pain & mistake.

FINESSE to manipulate objects or subtly misdirect.

PROWL to traverse areas skillfully and quietly.

SKIRMISH to attack in close combat and prevent escape.

WRECK to unleash savage force or enact sabotage.

RESOLVE

Resist terror & strain.

ATTUNE to view the ghost field or use arcane power.

COMMAND to compel swift obedience and intimidate.

CONSORT to socialize and gain information or allies.

SWAY to manipulate with guile or charm.

ENGAGEMENT ROLL

Roll 1d for sheer luck.

• operation is bold or daring
• detail exposes vulnerability of target
• friends or contacts provide aid or insight } **+1D** for each
• target is a lower tier

-1D for each {
• operation is complex
• target is strong against approach
• enemies or rivals are interfering
• target is a higher tier

ORDER OF ACTION

1. Player states goal.
2. Player chooses Action.
3. GM sets the Position.
4. GM sets the Effect level.
5. Player adds bonus dice.
6. Player rolls, judge result.

THE SCORE

Choose a type of plan, pick a detail.

ASSAULT	Do violence to a target.	Point of attack.
DECEPTION	Lure, trick, or manipulate.	Method of deception.
STEALTH	Trespass unseen.	Point of infiltration.
OCCULT	Engage a supernatural power.	Arcane method.
SOCIAL	Negotiate, bargain, or persuade.	Social connection.
TRANSPORT	Escort cargo or people.	Route and means.

In your Hunting Grounds and of your preferred type:
Gain 1 Downtime action and +1d Gather Info for the score.

HARM

Consider Position, the fiction, and other factors.

- LESSER (1):** Minor injuries, short-lived. Bruised. Confused. Distracted. Drained. Scared. Sprained Ankle.
- MODERATE (2):** Injuries that impede fundamental tasks. Bleeding Cut. Seduced. Exhausted. Panicked.
- SEVERE (3):** Incapacitating injuries. Impaled. Broken Leg. Catatonic. Shot in Chest. Burned. Terrified.
- FATAL (4):** Unrecoverable Injuries. Drowned. Poisoned. Sucking Chest Wound. Electrocuted.

POSITION

		CONTROLLED	RISKY	DESPERATE	TICKS Crit: +1 4/5 or 6: Ticks
EFFECT	GREAT	1 3	2 3	3 3	
	STANDARD	1 2	2 2	3 2	Effect = Consider... Fiction & Action PCs can... +Setup +/-Trade
	LIMITED	1 1	2 1	3 1	

1-3 or 4/5: → CONSEQUENCES

(suggested Harm level)

Position = consider...
Fiction & Action
PCs can...
+Setup
+/-Trade

Effect = Consider...
Fiction & Action
+/-Potency
+/-Scale
+/-Tier/Quality
PCs can...
+Setup
+Push
+/-Trade

separately determine... 1. Position 2. Effect 3. Harm

COMPLICATIONS

MINOR

- Drop marked item.
- Raise suspicions.
- Discover bad tip.
- Anger friends.
- New trouble arises.
- Suspect behavior.
- Tick a clock once.

STANDARD

- Misplace item.
- Dangerous locale.
- Evidence! 1 Heat.
- 1 status with ally.
- Trouble interferes.
- Ally flees scene.
- Tick a clock twice.

SERIOUS

- Lose marked item.
- Area turns deadly.
- Witnesses! 2 Heat.
- Undermine ally.
- Trapped by trouble.
- Betrayal by ally!
- Tick a clock thrice.

CONSEQUENCES

CONTROLLED

- 4/5: withdraw (try again)*
minor complication
reduced effect
lesser harm
risky position
- 1-3: withdraw (try again)*
seize risky opportunity*
(make same roll again)

RISKY

- 4/5: moderate harm
complication
reduced effect
desperate position
- 1-3: moderate harm
complication
lose opportunity

DESPERATE

- 4/5: severe harm
serious complication
- 1-3: severe harm
serious complication
lose this opportunity

SCALE

- 1: One or two people. Hex. Caustic acid. Unquiet ghost.
- 2: Small group (3-5). Pack of hounds. Grenade. Ancient ghost.
- 3: Medium group (6-10). Fire oil. Squad of Bluecoats. Demon.
- 4: Large group (20). Platoon. Whisper lightning. Ancient demon.
- 5: Huge group (40). Mounted squad. Lightning barrier.
- 6: Massive group (80). Company. Forgotten god.
- 7: Colossal group (160). Battalion of Imperial soldiers.

EFFECT

LIMITED

1 Tick
not quite enough to...

STANDARD

2 Ticks
succeed

GREAT

3 Ticks
...plus a little more

Potency

+1 Effect

CONSIDER & COMPARE

Setup

+1 Effect

Tier/Quality +/- Effect

Critical

+1 Effect

Scale

+/- Effect

Add Item or Ability to Effect after GM sets level.

NAMES

FAMILY

Adric, Aldo, Amosen, Andrel, Arden, Arlyn, Arquio, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crowl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grine, Helles, Hix, Holtz, Kamelin, Kelyr, Kobb, Kristov, Laudius, Laura, Lenia, Lizete, Lorette, Lucella, Lynthia, Mara, Milos, Morlan, Myre, Narcus, Naria, Noggs, Odrienne, Orlan, Phin, Polonia, Quess, Remira, Ring, Roethe, Seseareth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timothy, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira.

Ankhat, Arran, Athanoch, Basran, Boden, Booker, Bowman, Breakiron, Brogan, Clelland, Clermont, Coleburn, Comber, Daava, Dalmore, Danfield, Dunvil, Farros, Grine, Haig, Helker, Helles, Hellyers, Jayan, Jeduin, Kardera, Karstas, Keel, Kessar, Kinclath, Lomond, Maroden, Michter, Morriston, Penderyn, Prichard, Rowan, Sevoy, Skelkallan, Skora, Slane, Strangford, Strathmill, Templeton, Tyrconnell, Vale, Walund, Welker.

POTENTIAL BARGAINS

- Cause collateral damage
- Cause unintended harm
- Sacrifice an item or coin
- Betrayal by a friend
- Start or tick a troublesome clock

- Anger an ally
- Suffer harm
- Increase crew heat
- Make things worse

(Ask: What complication or hard choice do you want to see happen?)

ENTANGLEMENTS

HEAT 0-3

Roll 1d per Wanted level.

1-3

4/5

6

GANG TROUBLE: Your gang or cohort causes trouble. Lose Rep = Tier +1. Make an example of one of them, or face reprisals.

USUAL SUSPECTS: Bluecoats question a friend or vice purveyor. Roll Fortune for them to resist (1-3: +2 Heat; 4/5: level 2 Harm; 6: they don't talk), or pay the Bluecoats off (1 Coin).

RIVALS: A natural faction threatens you, a friend, purveyor, or contact. Ignore it and lose 1 Rep or Coin per rival Tier; or stand up to them and lose 1 status with the rival.

UNQUIET DEAD: A rogue spirit causes problems. Gain a Whisper or Rail Jack asset to deal with it, or deal with it yourselves.

COOPERATION: A +3 status faction asks you to do them a favor. Do what they're asking, or refuse the request and either lose 1 Rep per the faction's Tier, or lose 1 status with the faction.

ENTANGLEMENTS

HEAT 4/5

Roll 1d per Wanted level.

1-3

4/5

6

GANG TROUBLE: Your gang or cohort causes trouble. Lose Rep = Tier +1. Make an example of one of them, or face reprisals.

QUESTIONING: Bluecoats question NPC crew or contact. Roll Fortune for them to resist (1-3: +2 Heat; 4/5: +1 Heat; 6: they don't talk), or pay the Bluecoats off (2 Coin).

REPRISALS: An enemy faction moves against you, a contact, friend, or purveyor. Apologize and pay 1 Rep or Coin per enemy Tier, let them mess with you, or fight back.

UNQUIET DEAD: A rogue spirit causes problems. Gain a Whisper or Rail Jack asset to deal with it, or deal with it yourselves.

SHOW OF FORCE: A faction you have negative status with tries to take one of your claims. Give them the claim, or go to war (drop to -3 status with them). If you have no claims, lose 1 hold.

ENTANGLEMENTS

HEAT 6+

Roll 1d per Wanted level.

1-3

4/5

6

FLIPPED: A rival convinces one of your contacts, patrons, clients, or group of customers to become loyal to another faction.

INTERROGATION: The Bluecoats question one of the PC crew about their crimes. Pay 3 Coin, or take a level 2 Harm 'beating' and +3 Heat for squealing (you may resist each).

DEMONIC NOTICE: A demon offers the crew a dark bargain. Accept, hide from it (lose 3 Rep), or take care of it another way.

SHOW OF FORCE: A faction you have negative status with tries to take one of your claims. Give them the claim, or go to war (drop to -3 status with them). If you have no claims, lose 1 hold.

ARREST: Inspectors give evidence to a magistrate, and the Bluecoats send a force (Scale = Wanted level) to arrest you. Pay them off (Coin = Wanted level +3), hand one of your crew over (clear your Heat) for arrest, or try to evade capture.

CRAFTING

Tinker to produce. Takes 1 Downtime action.
Quality = crew Tier +/- roll result, +1 per Coin.
Create a Study 8-clock if new invention.

GM, Ask: What kind is it? What does it do?
What keeps it from common use?

Player, Ask: Minimum Quality to create?
(GM: Base on Magnitude of effects.)
What are its Drawbacks, if any?

ACQUIRE ASSET

Roll Crew Tier for Quality.

Gain +1d to reacquire the same asset.

1-3: Tier-1
6: Tier+1

4/5: Tier
Crit: Tier+2

Per 2 Coin spent
gain +1 Quality.

GAIN TEMPORARY USE OF AN ITEM, VEHICLE, COHORT, OR SERVICE.

May require a minimum Quality level.

Gain +2 Heat for acquiring poisons, bombs, etc.

RITUALS

Find a source. Takes 1 Downtime activity. May require additional costs. Inflicts Stress = Magnitude.
May also require an Action/Fortune roll.

GM, Ask: What does it do? How is it weird?
What new belief/fear does it cause?

Player, Ask: How to perform? What is the price?

INDULGE VICE

Ignore: Take Stress = Trauma (0 Trauma = 0 Stress).

Lost in Vice: Clear all Stress; but disappear for that session.

Indulge: Specify Vice & purveyor; roll weakest Attribute, clear Stress = roll; if roll > Stress, Overindulge.

Overindulge: Attract Trouble (roll/pick an Entanglement).
(choose one) Brag About Exploits (gain +2 Heat).
Lost (disappear for weeks; clear Stress & Harm).
Tapped (purveyor won't serve you any longer).

DOWNTIME ACTIVITY

Each PC has 2 Downtime activities.
-1 activity if at war, +1 activity for 1 Coin or 1 Rep.
Take +1d to roll if a Friend or Contact helps you.

REDUCE HEAT: Roll Action; describe how.

RECOVER: Roll Action/Quality/0d; heal Harm.

LONG-TERM PROJECT: Roll Action; tick clock.

TRAIN: Gain 1xp or 2xp; may not train same twice.

INDULGE VICE: Roll weakest Attribute; clear Stress.

ACQUIRE ASSET: Roll Crew Tier; gain temporary use.

REDUCE, RECOVER, LTP

1-3: 1 tick May spend coin to
4/5: 2 ticks improve result by
6: 3 ticks 1 tick per Coin.
Crit: 5 ticks

INCARCERATION

Prison sentence = Wanted level.

LEVEL 0	A few weeks, or Bluecoat beating (level 3 harm, no resist).
LEVEL 1	A month or two.
LEVEL 2	Several months.
LEVEL 3	A year or two.
LEVEL 4	Life, or execution.

In prison, roll Crew Tier. 1-3: Take 1 Trauma. 4/5: No incidents.
6: +1 Prison Claim, +1 faction status. Crit: as a 6, and +3 Rep.

COHORTS

Scale & Quality = crew Tier.

- Elite: +1d if type appropriate.
- Experts: Scale 0, Quality +1.

ROLL
QUALITY ELSE **0 DICE**
FOR NON-TYPE ACTIONS

Group Actions: roll Quality or alongside Command.

COHORT TYPES

TYPES

Pick 1. Train more.

ADEPTS are scholars, tinkers, occultists, chemists.

ROOKS are spies, con artists, and socialites.

SKULKs are scouts, infiltrators, and thieves.

THUGs are killers, brawlers, and roustabouts.

EDGES

Pick 1 or 2.

FEARSOME: are terrifying in aspect and reputation.

INDEPENDENT: can be trusted to make good decisions.

LOYAL: cannot be bribed or turned against you.

TENACIOUS: cannot be deterred from a given task.

FLAWS

Equal to Edges.

PRINCIPLED: has an ethic or value; it won't betray.

SAVAGE: are excessively violent and cruel.

UNRELIABLE: has other obligations or gets lost in vice.

WILD: drunken, debauched, and loud-mouthed.

If destroyed, spend Tier+2 Coin to gain a new Cohort of the same type.

FINE & POTENT

Fine tools improve Quality.
(stacks with Tier)

Potent indicates great advantage.

ALTER EFFECT LEVEL

DICE ODDS

	0d	1d	2d	3d	4d	5d
Crit	--	--	03	07	13	20
6	03	17	28	35	39	40
4/5	22	33	44	45	42	37
1-3	75	50	25	13	06	03

percentages have been rounded to nearest whole

HERITAGES

AKOROS: diverse, Imperials, industrial.

DAGGER ISLES: ship-borne wanderers.

IRUVIA: rich, powerful, desert kingdom.

SEVEROS: nomadic deathland horse tribes.

SKOVLAN: marginalized refugees.

TYCHEROS: part-demon, telltales, weird.

DRESS

Collared Shirt	Eel-skin Bodysuit	Fitted Dress	Fitted Leggings
Half-Cape	Heavy Cloak	Heavy Jacket	Hide & Furs
Hood & Veil	Hooded Cape	Hooded Coat	Knit Cap
Knit Sweater	Leathers	Long Coat	Long Scarf
Loose Silks	Mask & Robes	Rags & Tatters	Rough Tunic
Scavenged Uniform	Sharp Trousers	Short Cloak	Skirt & Blouse
Slim Jacket	Soft Boots	Suit & Tie	Suspenders
Tall Boots	Thick Greatcoat	Tricorn Hat	Vest or Waistcoat
Waxed Coat	Wide Belt	Work Boots	Work Trousers

LOOKS

Affable	Athletic	Bony	Bright	Brooding
Calm	Chiseled	Cold	Dark	Delicate
Fair	Fierce	Grimy	Handsome	Huge
Hunched	Languid	Lovely	Open	Plump
Rough	Sad	Scarred	Slim	Soft
Squat	Stern	Stout	Striking	Twitchy
weathered	Wiry	Worn		



NAME OF RITUAL

STRESS

Effect: _____

Weird: _____

Perform: _____

Price & Fear: _____

NAME OF INVENTION

ALCHEMICAL • ITEM • SPARK • CRAFT • ENCHANTMENT

QUALITY I II III IV V VI **USES I II III**

Function: _____

Rare/Strange/Adverse Aspect: _____

Drawback(s)? _____

NAME OF RITUAL

STRESS

Effect: _____

Weird: _____

Perform: _____

Price & Fear: _____

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ALCHEMICAL • ITEM • SPARK • CRAFT • ENCHANTMENT

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