

# URBAN SHADOWS



QUICKSTART <sup>V5.0</sup>



# ABOUT THIS QUICKSTART

This quickstart is a preview of **URBAN SHADOWS: SECOND EDITION**, including rules for nine playbooks; all the basic moves; Debt, Circles, and city moves; intimacy and corruption; harm and NPCs; and more. Here, you'll find everything you need to get started playing and run through a few sessions of the game. These rules aren't intended to be taken as final— we'll be updating and adjusting the mechanics as we work on the final version of the game.

These rules might make more sense to those familiar with the Powered by the Apocalypse framework and games like **DUNGEON WORLD**, **MASKS**, or **ROOT: THE RPG**, but they are designed to be usable by anyone. If you have any questions, or want to give feedback, you can head on over to our Magpie Games Discord server.

**URBAN SHADOWS 2E** was Kickstarted in 2020 by nearly 4,000 backers—you can still [late pledge via Backerkit!](#)

## QUICKSTART 5.0 CHANGELOG

- ◆ corrected typos and errors throughout the quickstart
- ◆ revised **let it out**; players must pick the ability before rolling
- ◆ revised **consult your contacts**; always ask 3, includes holds
- ◆ changed **anchors** to **residents** in City Hubs to avoid confusion
- ◆ revised advanced version (12+ result) of **turn to violence**
- ◆ completely revised the faction turn, including all faction moves
- ◆ removed Rumors to focus faction turns on in-character scenes
- ◆ **AWARE**: revised **let it out** abilities and I Know a Guy
- ◆ **IMP**: changed Business As Usual miss to three complications
- ◆ **IMP**: changed I'm a Fucking Demon to clarify when it activates
- ◆ **IMP**: added a "-1 ongoing to Strength" to On The Shit List
- ◆ **ORACLE**: revised **let it out** abilities, end move, and Foretellings
- ◆ **SPECTRE**: entirely revised passing on so all the anchors matter
- ◆ **SWORN**: revised **let it out** abilities and Stool Pigeons
- ◆ **TAINTED**: revised Demon Form's look options

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# AN ECHO OF VIOLENCE

Isabelle inspected the tag attached to the ritual dagger in Vincent's back. The handwriting of the magical sigil penned on it looked familiar. "I do this and we're even, Calas.. Just knowing who killed Vincent could be dangerous."

"Power has a price."

Isabelle nodded, her attention already back to the corpse. The wizard's body lay in an elaborate circle burned into the wooden floor, black candles marking the cardinal points. A black glass. A puddle of wine. A small dagger. Standard magical implements.

Isabelle set aside her glass and knelt by the body. She pushed her senses out, feeling the weird resistance left over from the magic performed earlier, the faintest echo of violence. Isabelle willed the veil to part, and coldness beyond death seeped into her.

Strands of glittering matter lifted from her skin, swirling in the air to form an image: Vincent kneeling at the altar when the knife rose up and plunged into his back. Isabelle focused on the blade, and a new visage formed in the ectoplasm—Elora—an old friend—her dark curls escaping her headscarf. Elora wasn't known for killing wizards, especially connected ones like Vincent, but perhaps her temper got the best of her?

Another presence appeared: medium height, muscular, light welling from their heart and shining along the axe they carried. Isabelle recognized her new lover, Gareth...

"That's the sentinel the Wizard's Council knighted," Calas said. "They're supposed to protect the council. Are you sure about this?"

Isabelle hesitated, torn between her affection for Gareth and her loyalty to Elora. "It looks like these two may have been involved, but it's not conclusive..."

Calas started towards her, but stopped as if he hit a wall at the edge of the circle. Isabelle looked around in alarm as colors began shining from the sigils burned into the floor. The room darkened, until the circle Isabelle sat in seemed to float in a void. Calas screamed, a high sharp sound that cut off abruptly.

There was a chuckle in the darkness.

"You're a smart little ghostie, aren't you?" The voice was deep and unfamiliar. "Oh yes, Vincent was trying to reach into the afterlife, but not just to talk. No, he thought he could get rid of me."

A spike of darkness probed the edges of the circle, then spiraled towards Isabelle. She kept an eye on it, but concentrated on the voice.

"Vincent was afraid of me, of what I knew, of who I knew. He thought his magics could keep him safe, and he could keep draining people for what he wanted. He thought he could just snap his fingers and send me packing..."

The spike stabbed into the back of Isabelle's hand. Cold pain radiated through her. She cried out and backed into the center of the circle as the voice laughed again.

"Do you think you can send me into the dark, little ghostie?"



# AN OVERVIEW

## URBAN SHADOWS: AN OVERVIEW

### SUMMARY

- ◆ **URBAN SHADOWS** is a political urban fantasy tabletop roleplaying game in which mortals and supernatural creatures alike vie for power in a modern-day city. Vampires, faeries, hunters, wizards, and more clash in the shadows...or make backroom deals for their piece of the streets and skyscrapers.
- ◆ In **URBAN SHADOWS**, you play unique and powerful characters, protagonists who are attuned to the supernatural world. While most of the mortal world remains ignorant of the struggles of the city's supernatural denizens, you are caught in the middle of the physical conflicts and political drama of the city's secret past, present, and future.
- ◆ This game focuses on mature stories of political conflict and personal tragedy, as the many communities of the city come into conflict around you, forcing you to make difficult choices about your friends and allies...and the price you are willing to pay for power.

### THE CITY

In **URBAN SHADOWS**, the city is a living, breathing character all its own. It hides dark desires, wicked deeds, and devious schemes, its shadowy tendrils a danger to mortals and supernatural creatures alike. Some residents have sacred sanctums or secure workshops—places to weather the storms of the city—but a sprawling metropolis lies just outside those little nooks, caring little if you prosper...or bleed out in the gutters.

But nobody faces the city alone. Even the humblest of spirits has a small community, a circle of those who can offer solace in the face of problems and danger. But community is a double-edged sword—demanding as much as it gives—and the needs and desires of those same circles constantly shape and reshape the vibrant urban landscape of the city. Nothing lasts forever, but the city turns over nearly every night, different forces laying different claims to you and yours.

The city hungers. Will you sate its gnawing desires? Or will your enemies make you the feast?

### THE CIRCLES

The city is a fierce cesspool of politics and corruption, but there are clear connections and boundaries between like-minded residents, spheres of influence that make up the scope of politics within the city. Most call these divisions **Circles**, loose political groupings that illustrate the differing affiliations and loyalties in the world, each one a community with its own internal politics and dramas. The Circles are:

- ◆ **Mortalis:** Humans who cross the boundary between the mortal and the supernatural to protect humanity, investigate secrets in the shadows, or steal power from the monsters.
- ◆ **Night:** People who have been irrevocably changed into creatures of the night and monsters of the shadows. Vampires, werewolves, and ghosts all belong to Night.
- ◆ **Power:** Entities who have obtained supernatural power or gifts through training, blessing, or curse. Wizards, oracles, and immortals all belong to Power.
- ◆ **Wild:** Strange beings who hail from outside our world. Faeries and demons belong to Wild, and many creatures bizarre and strange find a home in Wild as well.

Circles aren't organizations or formal alliances; they are more like broad communities or subcultures. The disagreement between two members of the same Circle may be as—or more—intense than any conflict between two differing Circles. A werewolf and a vampire both hail from Night, but that doesn't mean they get along. It only means they understand each other...and the violence inherent in the language of their streets.

### FACTIONS

Yet there are **factions** within each Circle capable of acting in unison, alliances who can shape the city's future—werewolf packs, witch covens, faerie courts, and more. These organizations and groups work to claim resources and territory, but the diversity of viewpoints in the city means they can only rarely agree on the rules of engagement. One werewolf pack's den is another wizard covenant's ley line nexus, and each sees their claim as the truly legitimate one.

Factions sometimes have alliances with characters (or factions) from other Circles, but each faction is always focused on a single Circle. After all, once a werewolf pack decides to stop caring about territory and fully embrace an alliance with wizards to control the long-term politics of the city, they've left Night to join Power.

# THE CHARACTERS

In **URBAN SHADOWS**, you play mortals and supernatural creatures caught in the city's politics and drama. Each player chooses an archetype to create a **player character (PC)**. These **playbooks** (page 29) are a starting point; players can bring in ideas to make the character their own:

- ◆ **THE AWARE (MORTALIS)**—Inquisitive and clever, the Aware is a mortal investigator who has seen through the thin veneer obscuring the supernatural.
- ◆ **THE FAE (WILD)**—Fickle and enigmatic, the Fae is a being from a distant faerie homeland who values promises and oaths above all else.
- ◆ **THE HUNTER (MORTALIS)**—Determined and deadly, the Hunter is a mortal who has joined a secret order to protect humanity from the monsters.
- ◆ **THE IMP (WILD)**—Fixated and dynamic, the Imp owns an establishment in the city catering to supernatural clientele, alongside many other schemes.
- ◆ **THE ORACLE (POWER)**—Prophetic and cursed, the Oracle is a seer whose benefactor pampers them in exchange for useful glimpses of the future.
- ◆ **THE SPECTRE (NIGHT)**—Shattered and alone, the Spectre is a ghost who is anchored to this world, searching for meaning in life after death.
- ◆ **THE SWORN (POWER)**—Loyal and capable, the Sworn has taken a sacred oath to serve an influential faction within Power. They wield a legendary weapon, but often find their morals and duty at odds.
- ◆ **THE TAINTED (WILD)**—Brutal and manipulative, the Tainted is a foolish mortal who sold their soul to a dark patron. They draw strength from the eternal damnation that flows within their veins.
- ◆ **THE VAMP (NIGHT)**—Seductive and merciless, the Vamp is a creature that must feed on humanity to survive. Their web draws in prey and links them to their assets, minions, and debtors.
- ◆ **THE VETERAN (MORTALIS)**—Experienced and clever, the Veteran is retired...until they are dragged back onto the streets. They have a workspace to create all manner of things other characters need.
- ◆ **THE WIZARD (POWER)**—Powerful and dedicated, the Wizard is capable of channeling intense magics—and might still reach even greater heights.
- ◆ **THE WOLF (NIGHT)**—Primal and unstoppable, the Wolf has claimed a section of the city as their territory, but now must confront the politics that arise from the troubles of their hunting grounds.

The full game will feature these twelve different archetypes, but you may add others with expansions.

# RACE, GENDER AND QUEERNESS

Urban fantasy, as a genre, is about a part of human society—dense, urban environments—that is saturated with diversity. The culture of our cities is the product of gay and trans activists, breakers and graf writers, feminists of every race and creed, and immigrants from every corner of the globe. The story of cities is by default the story of diverse people.

The divisions that separate communities in **URBAN SHADOWS** are a metaphor for this kind of content. But the PCs live at the intersection of different identities, and they have to wrestle with what all of those identities mean to them, both mortal and supernatural.

Embrace diversity. Play characters of another race or culture, who expresses a sexuality or gender that is not your own. Seize the opportunity to expand what these stories look like—you don't need to get all the details right to honor the people who worked so hard to make cities beautiful.

# THE MC

One player in your game of **URBAN SHADOWS** will take on a special role: the **Master of Ceremonies (MC)**. The MC is responsible for portraying the rest of the city, including all the **non-player characters (NPCs)**. The MC isn't playing against the players; their job is to portray the city and make it a chaotic, interesting, political place that challenges the players and their characters.

# THE TONE AND THEME

**URBAN SHADOWS** draws from noir and monster movies—like other urban fantasy roleplaying games—but its true roots are in a different space: crime fiction. The protagonists of **URBAN SHADOWS** are not mere private detectives or monster hunters; they are people deeply entrenched in an illicit world, unable to escape the debts and obligations they have to the powers-that-be.

Meanwhile, most mortals know there are secrets in the shadows of the city, but they also know enough to avoid them. Vampires, wizards, faeries, werewolves, demons... these are things best left alone, the same way you might drive past a drug dealer on your street corner and hope you didn't attract his attention. Don't look too closely, and the shadows won't catch you watching.

The best **URBAN SHADOWS** stories aren't about the threat of exposing the supernatural to the wider world of mortals. They are about two forces in conflict and the mess of social and political alliances at the city's heart crashing down on the heads of the PCs.

# CHARACTERS

## MAKING CHARACTERS

### CHOOSING AN ARCHETYPE

Creating player characters for a roleplaying game is a bit like casting a new television show or movie: you want each character to be special and unique, but you also want the cast to be more than the sum of its parts. In **URBAN SHADOWS**, we strike that balance through the use of **archetypes**, templates that capture specific character types found in urban fantasy fiction.

This quickstart features eight archetypes starting on page 29—the Fae, the Tainted, the Vamp, the Veteran, the Wizard, and the Wolf.

Each player (except for the MC) chooses an archetype at the start of play and uses it to create their character. No two players can pick the same archetype; there might be vampires all over your city, but there can only be one vampire protagonist. **URBAN SHADOWS** is about the tensions between communities—our starting cast needs to be as diverse and conflicted as possible.

When it's time for you to select an archetype, pick one that resonates with the kinds of stories you want to tell. It's perfectly fine to pick a character type that's geared to your style of play or to try to branch out by picking something that you think goes against your "usual." Each archetype is a collection of strengths and weaknesses designed to thrust you immediately into dramatic situations filled with problems and opportunities.

### NAME, LOOK, DEMEANOR

After you select an archetype, start constructing your character by selecting your name, look, and demeanor:

**Start with your name.** We've provided a bunch that we think are a good fit for each archetype, but feel free to invent your own name. Characters in urban fantasy stories often have mundane or everyday names, but nicknames and callsigns aren't uncommon.

**Move to your look next.** Your choices here determine how others see you when they encounter you on the streets of the city. Do you have an obvious gender presentation? Are you clearly from one ethnic group? Choose as many or as few as apply to your character.

**Finally, decide on your demeanor.** Each archetype has a unique set of demeanors keyed to the archetype's specific issues; pick one you present to others from the list and tell the group how your character displays it.

## CHARACTER STATS

**Character stats** describe your character, especially their abilities and weaknesses. The four character stats are:

- ♦ **Blood** is the measure of your fight or flight instinct. It tells us how tough, dangerous, coiled, and quick to act your character is in a dangerous situation.
- ♦ **Heart** is the sum of your passion, charm, and charisma. It tells us how proficient your character is at getting what they want through negotiation and discussion.
- ♦ **Mind** is a reflection of your critical thinking and observational skills. It tells us how perceptive your character is and how good they are at deceiving others.
- ♦ **Spirit** gauges your connection to the "other" and your force of will. It tells us how focused your character is under pressure, and what kind of connection they have to the supernatural.

Each archetype comes with a set of predetermined stats, usually one rated at -1, one rated at +0, and two rated at +1. Add +1 to any one of the stats!

## CIRCLE RATINGS

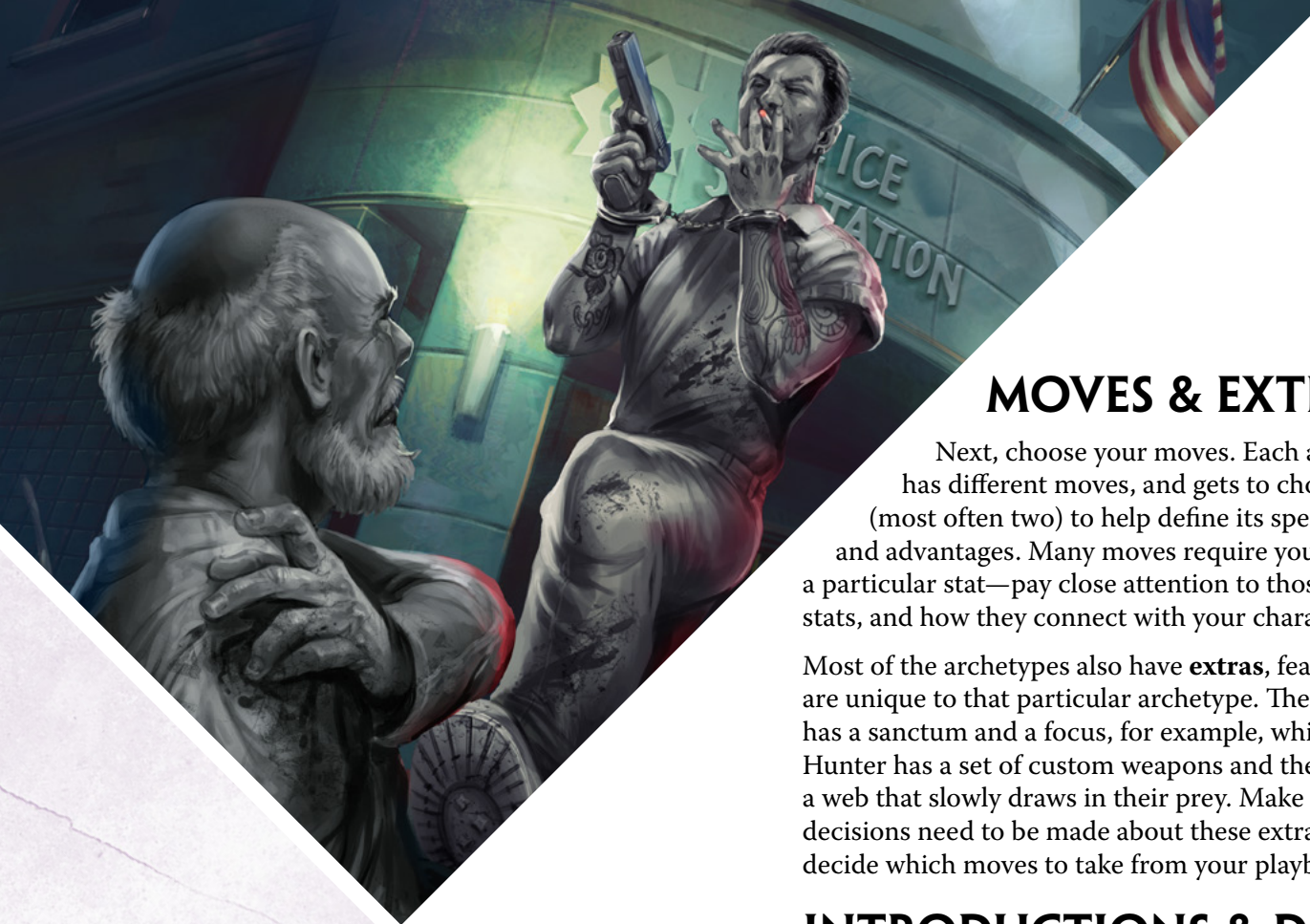
Each character also has **Circle ratings** which represent how well your character understands that specific Circle. A character with a high rating has contacts and connections, and can easily interpret rumors and gossip; a character with a low rating in a particular Circle doesn't understand how that Circle works or who the players are within that community.

Your archetype defines your starting Circle ratings; add +1 to any one of them and write the final numbers in the middle of your playbook. Your character's relationships with these communities change a bit more often than the character stats, so write these ratings in pencil. They'll likely change by the end of the first session!

## CIRCLE STATUS

**Circle Status** represents how members of that Circle view your character. Only relatively major players in the supernatural world warrant Circle Status: ordinary mortals don't have any Status at all, and most of the minions and goons that serve the powers-that-be in the city don't have any Status either.

All archetypes start with Status-1 in their Circle, but can earn more in play through advancement (page 15). That said, you can never have a greater Status than Status-1 in a Circle outside your own; people outside your community might respect you, but they'll never trust you like one of their own.



## INTRO QUESTIONS

Once you've finished writing in your character's status, take a few moments to look over your intro questions. Each set of questions is a collection of prompts to get you thinking about your character and how they relate to the city itself. Try to jot down a few quick answers so that you can mention them when you introduce your character.

## GEAR

All the characters in **URBAN SHADOWS** start with some gear. It's tough to survive in the city if you don't have the shit you need to get by. For some folks, we're talking about weapons—shotguns, knives, and handguns that keep the darkness at bay. Others are less violent; they have gear that helps them connect with the mystic and magical forces that lie just outside of mortal sight.

Sometimes your gear will come from a list, like the Oracle's "set of unique items" or the Wolf's "2 practical weapons." In these cases, pick as many off the list as indicated. Some gear prompts you to say much more about your stuff, like the Spectre's list of "whatever you had on you when you died, albeit spiritual versions of each." In these cases, you can describe whatever makes sense for your character to have at the start of the story.

## MOVES & EXTRAS

Next, choose your moves. Each archetype has different moves, and gets to choose some (most often two) to help define its special abilities and advantages. Many moves require you to roll with a particular stat—pay close attention to those required stats, and how they connect with your character stats.

Most of the archetypes also have **extras**, features that are unique to that particular archetype. The Wizard has a sanctum and a focus, for example, while the Hunter has a set of custom weapons and the Vamp has a web that slowly draws in their prey. Make whatever decisions need to be made about these extras when you decide which moves to take from your playbook.

## INTRODUCTIONS & DEBTS

Once everyone has finished filling out their archetypes, it's time to introduce the characters and assign starting **Debts**, a network of favors and obligations that bind the characters to each other amidst the chaos of the city.

First, each player takes a minute or two to introduce their character, sharing their name, look, demeanor, and answers to intro questions, as well as any additional information that the other characters might know about them. If your character has a reputation in the city for a particular kind of work or behavior, now's a good time to note that. Other players, especially the MC, might ask you a few questions about your character to help the group get a better grasp of your life in the city.

Once each character has been introduced, assign Debts. Go around the circle, each player reading aloud one of the starting Debts listed on their archetype. Each starting Debt establishes a connection between the PC and another character in the form of backstory and ongoing relationships. Most of these relationships will be with other PCs, but it's fine for some of them to be directed at NPCs, especially if there only a few PCs.

When someone owes you a Debt, write down both who owes you and what you did for them on your playbook. In order to **cash in a Debt** later (page 13), you need to remind them why they owe you a favor.

# THE CITY HUB

Cities are giant, complex networks of interconnected communities caught in an almost constant state of change. In order to focus your characters' conflicts and provide reasons for the players to consistently play together across those spaces, **URBAN SHADOWS** uses City Hubs—dynamic sections of urban life that frame the story you're telling together with your characters.

After you've created your characters and introduced them to each other, each player chooses a **resident** and a **relationship** off the City Hub playbook, tying their character to the local NPCs and creating a new dimension of connection with another PC.

## RESIDENTS

Each City Hub has a number of important NPCs called **residents**, each with a bit of description and their associated Circle. These NPCs are vital members of the City Hub—roughly Status 2 members of their Circles—and anyone who sees them or hears their name mentioned in play can **put a name to a face** to determine what kind of relationship they've had with the resident in the past.

At the start of play, highlight one resident from the list and establish why that resident owes your character a Debt. Remember that Debts are owed for serious favors—or because they interfered in your business without cause—so don't be afraid to establish that your character did something truly meaningful for the NPC!

*Vivian is playing Roxy, the Wolf, in a game set in Boston using The University City Hub. She decides to select **Yakov, a homeless immortal who wanders the streets, hunting unknown foes** from the list provided and says "I think Yakov owes me a Debt because she roughed up me and my boy Ruiz when we were hunting down a mortal who torched my tattoo shop. We were going to kill him, but Yakov comes out of nowhere and gives the guy a chance to escape."*

*Mark, her MC, has a question: "Did Yakov tell you why she did that? Or was it just random?"*

*Vivian thinks for a moment, then says, "Yeah, I think she shouted something like 'The boy is a chosen vessel of His will, he must live'...but me and Ruiz weren't exactly listening closely."*

In addition to giving each PC a starting Debt on a powerful NPC, the fiction around these moments can also provide good starting scenes to get PCs moving as the game gets going.

## RELATIONSHIPS

In addition to the connections established by the starting Debts on each playbook, the PCs are also tied together through personal **relationships**, each based on events that happened in the fiction before the game began that help us understand both the history the PCs share with each other and the conflicts that will likely arise in the story as those relationships unfold.

These relationships are more personal than political, more about desire, emotion, and fears than they are about what is owed and the responsibilities the PCs have to each other through their starting Debts.

After highlighting a resident, choose one relationship to share with another PC. Each relationship says a bit about you and your connection to the other PC, so think carefully about how you want to interact in the story when making this choice.

*Vivian looks over the relationships available through The University and decides on "You and \_\_\_\_\_ had a brief, but passionate love affair late last year, one you kept secret from your closest friends. Why did things go cold when the weather turned?"*

*"I think Roxy and Nathaniel, the Vamp, had a brief love affair." She looks over at Derrick, Nathaniel's player, and he nods. We've already established that he lives in Roxy's territory, so they definitely know each other.*

*Mark says, "And why did things go cold? Did the other wolves give you a hard time about seeing a vampire?"*

*"Nah. I just got bored. He's like...the same all the time, like he's stuck in the past. He's not a bad guy; I just need a little more excitement..."*

Like the residents, each relationship also gives your group material for starting scenes to kick off the story.

## HUB MOVES

Finally, all characters have access to **Hub moves** while they're in the vicinity of the Hub. Most Hub moves give players an opportunity to make use of a location's special features—scientists at the University or access to politicians at City Hall—or a way to make use of physical space—a campus, the city's skyscrapers, dark alleys. Players can only use these moves while near the Hub; you can't go across town and expect to still be able to find a spot for a meeting on a campus back by the university!



# PLAYING THE GAME

Roleplaying is a conversation. Sometimes we take turns talking, interrupt each other, or all go silent for a moment, but the conversation keeps moving, each of us pushing it forward by describing what our characters do and say. All the rules here are about structuring the conversation, giving you the tools to keep the story interesting.

Sometimes the conversation will trigger a **move**, a bit of mechanics that helps to resolve uncertainty in the fictional world we're building. When you shoot a gun at someone, you are **turning to violence**; when you run through a magical wall of fire, you're **keeping your cool**.

Either way, the move will tell you how the story proceeds through uncertainty, using a simple rubric: "When X happens, then Y", i.e. "When you **turn to violence**, roll with Blood" or "When you **keep your cool**, say what you're trying to avoid and roll with Spirit."

The core takeaway is this—if a move is triggered, you follow the instructions. If a move hasn't been triggered, you keep the conversation moving. If you pick up the phone to call your mentor, no move is triggered—play out the call in a scene. But if you **hit the streets** to try to see your mentor face to face and demand answers, then you need to roll some dice to see what happens in the story next.

## ROLLING DICE

If a move asks you to roll dice, roll two six-sided dice (2d6) and follow the outcomes listed in the move. Traditionally, moves ask you to roll with something—like "roll with Blood" or "roll with Power"—which means that you add that stat or Circle rating to the roll.

The outcomes of moves fall into three categories:

- ◆ 10+: a full hit! You mostly get your way.
- ◆ 7-9: a partial hit with costs or consequences.
- ◆ 6-: a miss. The MC tells you what happens.

Some moves tell you what happens for each category—"On a 10+, you inflict harm."—while others allow you to choose more options when you roll higher—"On a 10+, pick 3. On a 7-9, pick 1." Rolling higher is usually better!

The MC almost never rolls dice. Instead, they tell you what's happening and respond to the actions your characters take. They also act as the referee if there's a disagreement, especially if the conflict is between two players about how a move affects their characters.

## WHEN DOES THE MC ROLL?

After or between sessions, the MC actually does roll dice to conduct the faction turn (page 24), determining the outcome of the actions that factions take when time passes. The MC might also roll dice to make use of the location, faction, and NPC generators attached to each City Hub!

## THE BASIC MOVES

Every character makes use of the basic moves, included on the following pages. Here's a list of the basic moves, along with their associated stat:

- ◆ **Turn to Violence** (Blood)
- ◆ **Escape a Situation** (Blood)
- ◆ **Persuade an NPC** (Heart)
- ◆ **Figure Someone Out** (Mind)
- ◆ **Mislead, Distract, or Trick** (Mind)
- ◆ **Keep Your Cool** (Spirit)
- ◆ **Let It Out** (Spirit)

These moves help structure the conversation of the game. Most of the things the characters do will fall under one of those moves, and they ensure the conversation moves forward in interesting directions.

## OTHER MOVES

In addition to the basic moves, all characters also have access to Circle moves, Debt moves, and city moves.

### CIRCLE MOVES

**Circle moves** complement the basic moves, allowing your character to interact broadly with the Circles that vie for power within the city. Instead of rolling with a character stat when you trigger one of these moves, you roll with a Circle rating that describes your knowledge of the community with which you're engaging.

### DEBT MOVES

Once people owe you Debts, you can ask them for all kinds of things. And when you put the weight of a Debt behind something, it carries new meaning. **Debt moves** deal with interactions fueled by Debts, including how to cash in a Debt to get what you want and how to refuse to honor a Debt to temporarily slip out of your obligations.

### CITY MOVES

**City moves** cover player actions in the faction turn, a section of the game in which the timeline advances forward a week or two while the various factions of the city scheme, plot, and battle. Each PC gets to make at least one of these moves during each faction turn.

# BASIC MOVES

## TURN TO VIOLENCE

When you **turn to violence**, roll with **Blood**. On a hit, you inflict harm as established and your opposition chooses 1:

- they inflict harm on you
- they put you in a bad spot
- they create an opening to flee

On a 10+, you also choose one:

- you inflict terrible harm
- you take something from them
- you create an opportunity for an ally

**Turning to violence** always involves risk—even on a hit, your opposition gets to strike back. They might instead try to flee, but you still get a chance to thwart an NPC escaping with another move or **get in the way** of a PC.

No matter their choice, you get to inflict your harm on a hit (page 19). On a 10+, you also get to pick an option:

- ♦ *Inflicting terrible harm* means that you escalate your attack—adding +1 harm to what you normally inflict.
- ♦ *Taking something from them* can be taking an object they're holding or something like “the high ground.”
- ♦ *Creating an opportunity for an ally* means you give an ally a chance to act before your opponent can react.

## ESCAPE A SITUATION

When you take advantage of an opening to **escape a situation**, roll with **Blood**. On a hit, you get away and choose 1. On a 7-9, the MC chooses 1 as well:

- you suffer harm during your escape
- you end up in another dangerous situation
- you leave something important behind
- you owe an NPC a Debt for their aid
- you give into your base nature and mark corruption

**Escape** is how you get out of a bad spot. It doesn't matter how dangerous the circumstance is, so long as leaving could be considered risky. To trigger **escape a situation** you need to either create or take advantage of an opening—a difficult task when you're cornered and have no clear avenue of escape. **Turn to violence**, **mislead**, **distract**, or **trick**, and **let it out** are all excellent ways to create the opening you need.

## PERSUADE AN NPC

When you **persuade an NPC** with seduction, promises, or threats, roll with **Heart**. On a hit, they see your point and do as you ask. On a 7-9, they counter your offer or demand payment—a Debt, a favor, resources—before agreeing to follow through. If you cash in a Debt with the NPC before you roll, add +3 to your total.

**Persuade an NPC** triggers when you try to get an NPC to do something for you by seducing them, promising them something, or threatening their interests. Simply talking isn't enough here; you have to have some leverage for the move to trigger. In other words, they have to want something you're offering or be afraid of the consequences you can bring to bear.

On a 7-9, the NPC can *counter your offer*, putting a new deal on the table that's roughly the same, but with different terms—“I won't kill him, but I'll send my friend to do it.” Some NPCs are more straightforward: they will take your deal, but *demand payment* like a Debt or an immediate favor. Give it to them, and they're in.

## FIGURE SOMEONE OUT

When you try to **figure someone out**, roll with **Mind**. On a hit, ask 2. On a 7-9, they ask 1 of you as well. If you're in their Circle, ask an additional question, even on a miss.

- who's pulling your character's strings?
- what's your character's beef with \_\_\_\_?
- what's your character hoping to get from \_\_\_\_?
- what does your character worry is going to happen?
- how could I get your character to \_\_\_\_?
- how could I put your character in my Debt?

**Figure someone out** involves learning another character's motivations and worries by scrutinizing their body language, tone of voice, or other telltale clues. In order to trigger the move, you have to narrate how you're studying the other character, including what things you're looking for in their behavior and appearance.

Whoever answers the questions you ask off the list—MC for NPCs, players for their PCs—must do so honestly. On a hit, you see through masks to the truths beneath.

## MISLEAD, DISTRACT, OR TRICK

When you try to **mislead, distract, or trick** someone, roll with **Mind**. On a hit, they are fooled, at least for a moment. On a 10+, pick 3. On a 7-9, pick 2:

- you create an opportunity
- you expose a weakness or flaw
- you confuse them for some time
- you avoid further entanglement

**Mislead, distract, or trick** is used whenever your character tries to gain the upper hand through deception. The goal could be to deflect someone's attention away from or toward something, convince someone that the lie you're offering them is the whole truth, or fool them into taking an action—or not taking an action—by providing them with false incentives.

If you want your tricks to leave them vulnerable, *create an opportunity* or *expose a weakness or flaw*; if you want your lies to stick, *confuse them for some time*; if you want to get away clean, *avoid further entanglement*.

## KEEP YOUR COOL

When things get real and you **keep your cool**, tell the MC the situation you want to avoid and roll with **Spirit**. On a 10+, all's well. On a 7-9, the MC will tell you what it's gonna cost you.

**Keep your cool** triggers when your character's focus and willpower are needed to accomplish an important goal or avoid serious danger. On a 10+, you sail through without consequences. On a 7-9, the MC tells you the cost—pay it, and you're good to go. **Keep your cool** is one of the most flexible moves in the game. When your MC is looking for a move but isn't sure which one to use, they'll probably choose this one.

## LET IT OUT

When you **let out the power within you**, choose an ability from your playbook and roll with **Spirit**. On a hit, mark corruption and activate the ability; the MC will tell you how the effect is costly, limited, or unstable. On a 10+, ignore the corruption or the complications, your choice.

This move allows you to activate one of the archetype abilities on your playbook at the cost of corruption. While **letting it out** varies from playbook to playbook, it always involves enacting your will on the city at some cost, your assertion of dominance pushing you further into darkness.

## HOLD, +1 FORWARD, +1 ONGOING

Some moves describe your character getting **hold** as a result of the move, such as “hold 1” or “hold 3.” These are resources that you can spend according to the move—such as “spend the hold one-for-one to ask the MC questions”—but once the hold is spent it's gone. Usually hold has to be spent during a given conversation or scene, but moves tell you how long you have before the hold expires. If there's some ambiguity to how long hold should last, ask your MC for clarification.

Other moves describe your character “taking +1 forward” or “taking +1 ongoing.” **+1 forward** means your character gets +1 to the next applicable roll; **+1 ongoing** means your character gets +1 to all rolls that fit the situation the move describes. Like hold, these bonuses only last as long as the move indicates.

On a hit, the ability works but has some limitations or side effects in addition to the corruption—you might weaken a magic spell instead of dispelling it completely or inflict collateral damage in addition to harming your target. On a 10+, you can ignore those complications and activate your ability in full...or avoid marking corruption and accept the limited use of your ability.

Some of the abilities are quite specific—“heal 2-harm instantaneously”—but others are broad—“perform a ferocious feat of lupine strength and speed.” For the broader abilities, work with your MC to figure out how the outcome of the move will manifest in the fiction before you roll the dice!

## LEND A HAND OR GET IN THE WAY

When you **lend a hand** or **get in the way** after a PC has rolled, roll with **their Circle**. On a hit, give them a +1 or -2 to their roll. On a 7-9, you expose yourself to danger, entanglement, or cost.

After a player rolls, other players can jump in to help or interfere with their plans, provided they are fictionally available to do so. Normally they might trigger a basic move—**tricking** another character or **persuading**—but another player has the spotlight. Use this move instead.

The modifiers for these moves tell you when they're useful. You can't **lend a hand** (+1) when someone rolls a 4; you can't **get in the way** (-2) when they roll a 12.

# CIRCLE MOVES

## STUDY A PLACE OF POWER

### PUT A NAME TO A FACE

When you *put a name to a face or vice versa*, roll with **their Circle**. On a hit, you know their reputation; the MC will tell you what most people know about them. On a 10+, you've dealt with them before; learn something interesting and useful about them or they owe you a Debt, your choice. On a miss, you don't know them or you owe them, MC's choice.

The city is filled with more people than anyone can possibly know, but your character is bound to have met—or at least heard of—most of the city's major players. This move lets you establish history or learn someone's reputation upon seeing them or hearing about them for the first time.

You only roll this move the first time you meet someone new or hear a new name. It's not something that you can trigger later when you sit down to really think about the person that you met earlier.

### HIT THE STREETS

When you *hit the streets to get what you need*, name who you're going to and roll with **their Circle**. On a hit, they're available and have the stuff. On a 7-9, choose 1:

- whoever you're going to is juggling their own problems
- whatever you need is more costly than anticipated

*Hit the streets* lets you seek out contacts within the city to help you get what you need: info, magical items, information, your nightly fix, whatever. Any time your character grabs their coat and hat to get out and pound the pavement for resources, you're *hitting the streets*.

You must say who you're making contact with before you roll; they must reasonably be able to provide you with what you need. Whenever possible, circle back to existing NPCs—like the residents of your Hub (page 8).

When you *study a sanctuary, gathering spot, or place of power*, roll with **the Circle that controls it**. On a hit, you see below the surface to the reality underneath; the MC will reveal an area, NPC, or item located within that is not what it seems. On a 10+, your insight reveals much about the Circle's politics and schemes; ask the MC a question about the Circle and take +1 forward when acting on the answer.

This move comes in many forms: you might literally go through the files in a the wizard's council archive or subtly observe the dance floor in a mortal nightclub. But you've got to be looking for answers beyond what you can see with a quick glance. Walking through a crowded room only triggers the move if you are putting in the effort—or using magical abilities—to extend your senses and see what others overlook.

# DEBT MOVES

## DO SOMEONE A FAVOR

When you **do someone a favor**, they owe you a Debt.

Anytime you help someone out without recompense, you get to claim a Debt from them that can be cashed in at a later time. You can claim Debts from both PCs and NPCs, provided you do something useful for them.

## INTERFERE IN SOMEONE'S BUSINESS

When you **interfere in someone's business**, you owe them a Debt

At the same time, you also owe Debts when you negatively interfere in someone else's business without sufficient cause. If you murder someone's business partner, for example, then you owe them a Debt.

## REFUSE TO HONOR A DEBT

When you **refuse to honor a Debt**, roll with the difference in Status between you and your creditor. On a hit, you weasel out of the obligation for now, but you still owe the Debt. On a 7-9, you owe them an additional Debt or mark corruption, your choice. On a miss, you can't avoid the noose: either honor the Debt in full or erase all the Debts owed to you by their Circle and take a -1 ongoing to Status with their Circle until after time passes.

Just because someone has a Debt over you doesn't mean you have to honor it...right now. Maybe it's not a good time or the thing they're asking for is just out of your reach at the moment. And sometimes people ask for "reasonable" things that are going to cost you too much.

When you roll, determine the difference between your Status and the Status of the character holding your Debt. For example, if you try to **refuse to honor a Debt** to a vampire lord (Status-3) before raising your Status, you would roll with a -2.

If you successfully refuse a Debt, the character who tried to cash in a Debt can't cash another in with you until the situation changes. After all, they already asked for one favor, right? You've already said "no" once.

## CASH IN A DEBT

When you **cash in a Debt**, remind your debtor why they owe you in order to...

...make a PC:

- answer a question honestly
- do you a favor at moderate cost
- **lend a hand** to your efforts
- **get in the way** of someone else
- erase a Debt they hold on someone
- give you a Debt they hold on someone else

...make an NPC:

- answer a question honestly
- arrange a meeting with an NPC in their Circle
- grant you a worthy boon or useful gift
- erase a Debt they hold on someone
- give you a Debt they hold on someone else

Whenever you want something from someone who owes you a Debt, remind them why they owe you and tell them what you want. Anything from the list is always a legit request, including *making them answer questions honestly* or *giving you a Debt they're holding on someone else*. Provided they follow through on your request, the Debt is used up and erased.

You can ask an NPC for a moderate favor by **cashing in a Debt** to help **persuade the NPC** with a +3; if you miss, the NPC weasels out of the obligation for now, but you still keep the Debt. Of course, PC debtors can always **refuse to honor a Debt** with all the costs and consequences that come with going back on their word.

## END OF SESSION

At the end of every session, decide if you've grown closer to a Circle you engaged with this session: increase your score in that Circle and decrease your score in a different Circle. Tell the MC how your relationships to these communities have changed because of the events of the story, and mark one of the two Circles involved in those changes.

In addition, think about any Debts you may owe—or Debts that are owed to you—as a result of the session. Tell the group and note them down for next session.

# CITY MOVES

City moves trigger as part of the faction turn (page 24). You choose your moves, make the roll, and then wait for the MC to come back to you with information when the faction turn ends. PCs can make a number of city moves equal to their highest Status, i.e. a Fae with Status 2 (Wild) and Status 1 (Power) can make two city moves in any combination—same move twice, two different moves, etc.

## WEAKEN SOMEONE'S STANDING

When you try to **weaken someone's standing** in a Circle with rumor and gossip, roll with Status. On a hit, the rumors take hold; they take -1 ongoing to moves during the faction turn until they find some way to dispel the whispers. On a 10+, one of their enemies catches wind of your gossip and approaches you with damaging information about your target's interests. On a miss, your target traces the stories directly back to you...and catches you in a vulnerable spot before you can react.

You can use this move to impair NPCs' and PCs' effectiveness when time passes. Rather than do anything yourself, you spread rumors and gossip about their flaws. Sometimes you might even get lucky and attract their enemies to you, giving you crucial new information.

The -1 ongoing applies to any faction the character leads. If you want to keep a vampire clan from killing your friend, spread a rumor that the patriarch of the clan is enslaved by sorcerous magic to a powerful wizard.

## PUT OUT THE WORD

When you **put out the word you need something** to your Circle—a magical tome, secret information, a skilled bodyguard, etc.—roll with Status. On a 10+ it shows up, more or less; it's yours, assuming you pay a fair price. On a 7-9, you get word back that a member of another Circle has what you need; a friend or ally has already scheduled a meeting to close the deal. On a miss, you hear an enemy or rival within your Circle is obstructing your efforts; deal with them first, and what you need will follow soon.

People in your own Circle are always willing to do more for you than anyone else. You get whatever rumors are echoing around for free after time passes; use this move to get resources or secret info from your friends and allies.

On a miss, someone is blocking your request. Once you deal with the obstacle, whatever it is you sought will quickly find its way to you without further delay.

## CONSULT YOUR CONTACTS

When you **consult your contacts in another Circle**, roll with Status in that Circle. On a hit, ask 3; your contacts will answer to the best of their ability. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold—1 for 1—to take a 10+ instead of rolling when the information you gained would aid you on a move.

- What conflict is everyone talking about?
- What happened to \_\_\_\_\_?
- What has \_\_\_\_\_ been up to recently?
- Who is responsible for \_\_\_\_\_?
- Who has a Debt on \_\_\_\_\_?

On a miss, ask 1 and hold 1, but one of your contacts has a few questions about your Circle's politics as well. Answer them honestly, mark corruption, or owe them a Debt, your choice.

While your own Circle's politics come up naturally, you may need to hit up your contacts in other Circles to learn more about the drama within that community. You can always **hit the streets** to learn more, but the faction turn also offers you an opportunity to talk with your contacts and learn what's going on in the bigger picture.

If you miss, your contacts will want you to tell them something juicy about your own Circle, probably information that could only come from you. You can say no, but your contact will be displeased; you can lie, but you must mark corruption to do so convincingly.

## TEND TO YOUR BUSINESS

When you **tend to your business instead of meddling in city affairs**, tell the MC how you pass the time and roll. On a hit, an interesting opportunity presents itself to you; an old friend or new ally approaches you with a scheme or . On a 10+, ask the MC a question about the situation; they will answer it honestly. On a miss, an NPC interrupts your ordinary life to cash in a Debt, mixing you up in a mess within your Circle you'd rather have avoided.

If you want to lay low during the faction turn, you can focus on your own affairs instead of getting mixed up in the politics of the city. Want to just work your regular job or handle some family affairs instead of mixing yourself up in the city's politics? This is the city move for you!

Note that you can't make other city moves and this one in the same faction turn. Once you've decided to lay low and **tend to your business**, you've given up the chance to cause trouble for others or get your hands on resources or information through your friends, contacts, and allies.

# ADVANCEMENT

Characters in **URBAN SHADOWS** aren't static: changes that happen in the fiction affect your sheet and changes that happen on your sheet affect the fiction. The two have to work together, hand in hand.

## MAKING CHANGES

Sometimes you make changes to your sheet because you actually accomplish something in the fiction:

*Roxy's wolf pack frees another pack held captive by a wizard from the east side of town. Without a territory to protect, a number of wolves start hanging out with Roxy's crew. Mark, her MC, tells Roxy's player to change the pack from small to medium. A stronger pack, but more mouths to feed.*

*Solomon gets Liam to make him a new sniper rifle in Liam's workspace so that Solomon can offer cover fire at a distance. Andrew, his MC, stats up the rifle and tells Solomon's player to write the rifle down on Solomon's sheet. The gun is his now.*

And sometimes things go to shit in the fiction and you have to pay the price:

*After he unleashes an attack on an intruder in his sanctum using **Elementalism**, Wesley's whole apartment burns down, destroying his collection of relics. Mark, his MC, tells Wesley's player to cross his sanctum off his sheet. Tough break.*

*Yolanda's **fiendish underlings** are all killed in a battle against another crew of demons. Marissa, her MC, tells Yolanda's player to erase the group from his sheet. Everyone's dead.*

Advancement works the other direction: you make changes to your sheet, and the fiction catches up with you:

*Veronica, the Vamp, advances and selects **+1 Status (max+1)** from the list of advancements. She chooses to add **+1 Status to Wild**, since she wants to deal with the demons who keep harassing her when she's out hunting. She works out with her MC that she's made it known her club downtown is now welcoming and friendly to faeries, earning her a bit of prestige among Wild.*

*Pythia, the Oracle, advances and selects **Get a sanctum**. She works out with her MC that her collection of tomes and relics has grown to the point that her tarot shop is functioning as a full **sanctum**. She grabs a copy of the Wizard archetype to get all the sanctum rules.*

## MARKING CIRCLES ON REFUSED DEBTS

Successfully **refusing to honor a Debt** means that you don't mark the Circle for that Debt. You have to be true to your word to mark the Circle for honoring your Debts! On the other hand, the person cashing in the Debt gets to mark the Circle even if their debtor **refuses to honor** it; they are playing by the city's rules!

## EARNING RESPECT

Advancement in **URBAN SHADOWS** isn't about marking experience points or killing monsters. You are the monsters, and your characters need the support of power brokers in the city more than they need a new magic spell.

Instead, your character advances by participating in city life, cashing in and honoring Debts, and building relationships across the city's Circles. And as you grow your reputation, your power and reach increases in kind. Of course, you could always seek power through other, darker means (see *Corruption* on page 17)...

## MARKING CIRCLES

In order to advance, you've got to **mark all four Circles**, earning the respect of the city as you make a reputation for yourself across all four Circles. There isn't any order in which you need to mark each Circle, but you can't mark a Circle again until you've marked all of them once; if you hit the streets with Mortalis when you've already got Mortalis marked, you can't mark it again.

Here are all the ways that you can mark a Circle:

- ◆ make any Circle move (page 12)
- ◆ make any city move (page 14)
- ◆ trigger intimacy with a PC or NPC (page 16)
- ◆ **cash in** or **honor a Debt** (page 13)
- ◆ **lend a hand** or **get in the way** (page 11)
- ◆ adjust a Circle rating at the end of session (page 13)
- ◆ make a move that tells you to mark a Circle

Once you've marked all the Circles once, erase all your marks and take your advancement. You can only take each advancement once, but you're free to mark a Circle again as soon as you erase the last set of marks and advance.

It's possible to gain multiple advancements in a single session, especially if you're making a lot of Circle moves and spending Debts. In other words, the pace of your character's advancement is entirely within your hands.

# INTIMACY MOVES

Intimacy moves are unique to each archetype, reflecting how your character connects with others during moments of closeness. What defines a moment of intimacy is up to the parties involved, but the MC might ask, “Is this a moment of intimacy?” if no one brings it up. Intimacy require both or all parties to agree it occurred: it means they’ve shared a poignant and personal moment with one another.

There are obvious moments of intimacy—sex, ritual magic, transcendental psychic experiences—but urban fantasy is filled with emotional connections. Two characters might get drunk or tell each other a painful secret or open up about their real desires. Any and all of these moments are triggers for the characters to go deeper into their connection by activating their intimacy move.

When you trigger an intimacy move, read the intimacy moves out loud and follow the instructions given. If an intimacy move requires you to hold one, note that on your playbook.

Sometimes an intimacy move gives other characters moves or bonuses. Tell them to note those on their playbook as well.

*Olivia, the Oracle, is snooping around Veronica’s apartment when she finds Veronica, the Vamp, huddled in a ball near her car, unconscious after barely escaping a vicious beating at the hands of some local demons. Olivia picks Veronica up off the ground and gets her upstairs to safety.*

*Marissa, the MC, says, “Veronica, you start to wake up. You’re a bit defensive, but you see that it’s Olivia who saved you.”*

*Sophia, Veronica’s player, nods and says, “Veronica chokes out, ‘Thank you...’ and you can see she’s really grateful. You’ve never seen her this vulnerable.”*

*Marissa jumps on that statement. “Great! Sounds like a moment of intimacy to me! Right?” Both players nod. “Let’s have you both read your intimacy moves aloud and then we’ll see how they turn out.”*

*Sophia says, “Okay, I have to tell you a secret or I owe you a Debt. I think I’ll tell you a secret. Veronica says ‘I lied to Liam when I said that I didn’t know about Yolanda’s plan. I just thought you should know the truth.’ It also says here that you enter my web and owe me a Debt.” Sophia marks down both on her sheet.*

*Hadi, Olivia’s player, says, “Huh. I thought you were telling the truth! My move says that I get a ‘specific and clear vision’ about Veronica, and that I can mark corruption to ask more questions. What do I see?”*

*Marissa thinks for a moment, then says, “You see Veronica feeding on Liam! They’re in a dark room, and Liam is opening himself up to her, as if he wants her to feed on him. Do you want to mark corruption to ask two more questions?”*

*“Yeah, I want to know ‘When is this going to happen?’”*

*“Tonight. You just know it’s going to be tonight. Ask another!”*

*“Why does Liam want Veronica to feed on him?”*

*“He’s dying,” Marissa says, “and he thinks Veronica can save him. What do you do?”*





# CORRUPTION

The darkness of the city's streets isn't just about shadows and monsters; it lives in your heart, burrowing its way deeper into your psyche each time you take a step toward your darkest self, each time you look for salvation in the worst parts of your soul.

*Sin. Darkness. Taboos. Corruption.*

A whisper in the dark when you aren't expecting it. A sudden flush of lust and greed in a vulnerable moment. A feeling—all too certain—you're better than all this, that you should be ruling this city of weak-willed sycophants. Corruption eats at you when you're alone, promising power in exchange for a bit more control. And it's there when you desperately need an out, ready to trade everything you need for just a piece of your soul.

Until one day, you wake up to find there's nothing left to give up. The darkness already has it all; it's gobbled you up a piece at a time. And now you're the danger and the darkness...and a threat to everyone else.

## GAINING CORRUPTION

Corruption is an advancement system, albeit one that emphasizes personal power and self-driven motives. When you're told to mark corruption, check off a box in the **corruption track**; when you've checked off all five boxes, you unlock a **corruption advance** and clear your corruption track to start anew. These corruption advances, like standard advances, offer your character new abilities, but they usually come at a high price: more corruption.

There are only a few ways to mark corruption:

- ◆ Hitting your archetype's corruption trigger
- ◆ A move tells you to mark corruption
- ◆ The MC tells you to mark corruption

The main way archetypes gain corruption is through their primary corruption trigger. Each of these moves is a unique circumstance that represents your character stepping further away from a normal mortal life or giving in to their supernatural nature. In other words, corruption represents their slide toward inhumanity and darkness.

*Nathaniel, the Vamp, decides to feed on one of the hunters who attacked him outside his haven. Even though his victim attacked him first, Nathaniel's corruption trigger is "when you feed on an unwilling victim, mark corruption," so he marks his track.*

A few of the basic moves (**escape a situation** and **let it out**) also offer you opportunities to mark corruption!

## CORRUPTION ADVANCES

Corruption is more than just *darkness* or *evil*. It represents your character slipping toward the worst parts of their nature, becoming that which should be feared instead of respected, hated instead of loved. Yet, as your corruption mounts, your powers only grow...

Corruption advances allow you to **unlock additional corruption moves** (from your own archetype or another) or **add +1 to a stat (max+3)**. Corruption moves are powerful, but they also generate additional corruption when you use them, a downward cycle that pushes your character further down the dark path.

*Olivia tells her brother that he has to leave town because she's seen his death, a false prophecy. Since she's the Oracle, she marks corruption, her fifth. Her player decides to **take a corruption move from another archetype** as her corruption advance:*

**Telekinesis** from **the Spectre**. Now Olivia can move small objects with her mind, and larger objects if she marks corruption.

## RETIRING AS A THREAT

Eventually, your character will no longer have any more corruption advances left. Instead, you'll be left with only one, ugly option: **retire as a threat**.

If you unlock this advance, your character is no longer yours; they now belong to the MC. Unlike retiring to safety, retiring as a threat means that the MC can now use your character like a weapon against the other players' characters. You slipped over the edge, grew too close to the darkness, and your friends and allies will pay the price.

There's no hard and fast rule about what it looks like for your character to fall to darkness. Your new moves will drive you toward marking more corruption, but that doesn't mean that you have to give in all at once; some characters fight the darkness, hoping to save themselves and the city all at once.

But some characters revel in the thrill of what they've acquired, the sharp rush of power beyond anything else available. They mark corruption whenever they can, and they rush toward the cliff, hoping to accomplish as much as they can before the fall. Judge not lest you be judged; as Lucifer himself once said, "It's better to reign in hell than serve in heaven."

# HARM & VIOLENCE

Characters in **URBAN SHADOWS** are no strangers to violence. The supernatural world is like any community that focuses on illegal or illicit activity: violence is a substitute for all the other forms of communication that are excluded by the nature of the business. You can't, for example, sue another werewolf pack in municipal court for taking your territory or call the cops to tell them that an undead vampire lord murdered and ate your brother. You've got to handle all that shit on your own.

There are methods that help supernatural communities resolve conflicts without resorting to physical force—ancient faeries who serve as neutral arbiters or demonic contracts that magically enforce nonviolence—but they only delay the inevitable. The language of the streets is violence. Always has been, always will be.

## TRACKING HARM

When your character suffers injury and trauma, you take harm. If you take too much harm, you die.

The harm track consists of five boxes moving through three tiers: one faint, two grievous, and two critical. When your character suffers harm, check off a number of boxes on your harm track equal to the harm suffered. A weapon like a gun usually does 2-harm, so getting shot usually requires you to check off roughly two boxes.



You always begin by marking harm in the faint tier and moving down the track into grievous and then critical.

When you mark a box of harm in a new tier, write a short description of the injury on your sheet in the space beside the boxes to remind yourself what harm your character has suffered (and how best it might be treated later). If you ever need to mark harm and can't—because all your other boxes are full—you die. Death usually triggers your end move (page 20).

## HEALING HARM

The different levels of harm reflect how badly your character is hurt, moving from minor injuries to wounds that require immediate medical attention:

- ♦ **Faint harm** is minor—getting stabbed in a non-vital area or getting into a fist fight that doesn't last too long. Most characters can shrug off faint wounds by taking a day or two off and getting some rest.
- ♦ **Grievous harm** is serious stuff—getting shot in the shoulder or hit by a car. If you suffer grievous harm, you need medical attention to keep things from getting worse, but you'll be back on your feet in a few days.
- ♦ **Critical harm** means you're on the verge of dying, like getting shot in the stomach or beat in the head with a metal bat. If you don't get to a hospital—or find some magic to patch you up—you're going to die.

If your character suffers faint harm, it will heal naturally without any special treatment. But when your character suffers grievous or critical harm, your injuries need special attention. You might need to **hit the streets** to find a vampire doctor who can patch you up, a faerie who can magically close your wounds, or—at the very least—an old friend to pull bullets out of your back and bandage you up.

How long before your grievous or critical injuries worsen is entirely up to your MC. They make the decision based on the injuries you've sustained, the conditions in which you find yourself, and the dramatic tension of the scene. In other words, your MC will tell you when to mark another harm when your wounds get worse.

Once you've gotten medical attention or magical assistance, healing happens slowly, removing one faint or grievous harm every couple of days and one critical harm every week. Your MC tells you when you heal harm; mortals can't walk off a bullet wound in a day or two, but some supernatural creatures can bounce back a bit faster.

When you erase harm, you always begin with the harm in the critical tier and move up the track, removing the critical conditions before the serious and faint conditions—your worst injuries heal first while the less severe ones don't start healing until your body is stable. It's possible you sustain further faint harm while still healing from grievous and critical injuries.

# ARMOR

Characters wearing **armor** (a Kevlar vest, stab-vest, chainmail shirt, etc.) receive a layer of protection from most physical attacks. If they suffer harm from which their armor would protect them, they reduce the harm suffered by the rating of the armor.

Most armor is rated at 1-armor or 2-armor. **1-armor** is typically lighter and less conspicuous—bulletproof vests, heavy leather jackets, etc.—whereas **2-armor** is obvious to anyone who sees it—riot gear, plate mail, etc.—and bound to attract a great deal of attention; anyone who sees someone walking around the city with riot gear armor is probably going to call the fucking cops.



Archetype moves may grant your character an armor bonus or rating without the need to wear actual armor. This armor is typically supernatural or situational in nature, and may not appear to the naked, mundane eye. That said, mortals will notice if someone unloads a full clip from a 9mm at close range and misses every shot.

If a character's armor would reduce the harm suffered to zero, the attack inflicts no harm at all; the armor has absorbed the damage, even if the attack was successful. At the same time, attacks that inflict no harm can still have consequences. If a faerie troll knocks you off a bridge while you're wearing riot gear, you might avoid damage from the blow, but you'll have to find your way back to the bridge before you can defend your friends.

When armor is listed, it's written in one of two ways: x-armor or armor+x. X-armor is the base value of a source of armor; armor+x is the value added to a character's base armor by a supplementary source. Thus, x-armor won't stack with another x-armor. Only armor+x can combine with other armor effects to increase the amount of armor a character is wearing.

Armor piercing (ap) weapons ignore armor when used. If your character is wearing a 2-armor bullet-proof vest and suffers 3-harm from a shotgun blast, you would normally reduce the harm to 1-harm instead of 3-harm. If you suffer 3-harm from an armor piercing sniper rifle, you suffer the entire 3 points of harm normally, even if the armor results from a supernatural source.

# HARM RATINGS

**1-harm** is rough but blunt trauma: fists and baseball bats, punches thrown at a rock concert, the kind of thing people sleep off after a bad night.

**2-harm** is painful and obvious: a gunshot wound, a bad car wreck, wounds that are impossible to hide without bandages and slings.

**3-harm** is worse than all that: a bullet at point-blank range, a sword cleaving tendon and bone, a beating that leaves you unrecognizable for a week.

**4-harm** means instant death to a mortal human: a grenade blast at close range, losing a limb or internal organ, falling off the top of a ten-story building.

# SCARS

When you suffer harm, you may always ignore that harm by marking a **scar**. Scars represent your character pushing through the immediate situation at some permanent cost, ignoring harm suffered by immediately reducing one of your main stats. In other words, you get to decide when your character dies from massive trauma by choosing (or not choosing) to negate lethal injuries before they happen at a steep price.

Your character has four scars available:

- ♦ Shattered: (-1 Blood)
- ♦ Crushed: (-1 Heart)
- ♦ Fractured: (-1 Mind)
- ♦ Broken: (-1 Spirit)

**Shattered** means frightened, weakened, and overly cautious. Shattered characters hesitate when they should move, and their attempts to **turn to violence** or **escape a situation** often come up short.

**Crushed** means traumatized, timid, and uncertain. Crushed characters bear the full weight of the wounds they've suffered, and their attempts to **persuade an NPC** are inhibited by their reticent approach to conflict.

**Fractured** means confused, disoriented, and disjointed. Fractured characters are unstable and unsure, and their attempts to **figure someone out** or **mislead, distract, or trick** others are unfocused and imprecise.

**Broken** means hopeless, forlorn, and cowardly. Broken characters have lost their will to fight, and their attempts to **keep their cool** or **let it out** are often half-hearted.

You may only use each scar once. Some archetypes can heal scars through advancement, restoring the stat and erasing the scar. Healed scars may be marked again.



## END MOVES

End moves may only trigger when your character dies or—in many cases—**retires**. Retirement is only available as a result of character advancement (page 15), but death might strike at any time. Note that faking your death doesn't trigger the move. You've got to go for real if you want your end move to kick in and trigger.

When your character fulfills the criteria of their end move—death or retirement—they're removed from the story and their end move triggers. Read the move out loud and follow the instruction as written, like any other move. Some end moves involve a quick resolution in the scene that triggered the move; others have long term effects on the remainder of the story.

A few archetypes' end moves contain opportunities to come back from the dead—the Tainted—or help to clarify when and how a character who is otherwise invulnerable might die—the Spectre. Like the other end moves, these are binding: if someone pays the Tainted's Debt to their dark patron to bring the Tainted back to life, it's done. It doesn't matter if the Tainted was felled by a bullet or explosion or poison or magic...the dark patron follows through on returning them to life.

*Wesley is stuck on the 15th floor of an office building that houses a secret wizard club, caught in the middle of a bizarre turf war between Wild and Power. He's suffered six harm, filling up his harm track, and it doesn't look like there's any way out of the office building.*

*Mark tells Robey, Wesley's player, "Okay, Wesley. You're knocking on death's door. Time for your end move."*

*Robey smiles. "Let's see... 'When you die, you may place a devastating curse on someone nearby. Specify the effects of the curse and how they may end it.' How close is Belanzaer? I can curse her, right? Even though she's a demon?"*

*"Yeah, she's fighting with Nathaniel now. He seems to be having some trouble with her. You see her throw him into a wall as things start to go dark. She's still fair game."*

*Robey jumps at the chance: "I curse you, Belanzaer, to be mortal until you repent for your sins."*

*"Whoa. Nice." Mark is impressed. He didn't see that coming. "Belanzaer screams. You see her horns pulling back into her head, her eyes turning from solid black to a soft blue. She's definitely vulnerable. Nathaniel, what do you do?"*

*Derrick smiles. "She's mortal now? I eat her..."*

# THE MASTER OF CEREMONIES

## AGENDA

- ◆ Make the city feel political and dark.
- ◆ Keep the player characters' lives out of control.
- ◆ Play to find out what happens.

## PRINCIPLES

- ◆ Display the city, from skyscrapers to slums.
- ◆ Address yourself to the characters, not the players.
- ◆ Push the characters together, even across boundaries.
- ◆ Put the characters at the center of conflicts.
- ◆ Cloak your moves in darkness.
- ◆ Name everyone, give them all drives.
- ◆ Treat everyone according to their station.
- ◆ Ask loads of questions and build on the answers.
- ◆ Be a fan of the players' characters.
- ◆ Give the players the chance to weigh in.
- ◆ Dirty the hands of all involved.
- ◆ Give everything a price, especially friendship.

## BASIC MOVES

- ◆ Surface a conflict, ancient or modern.
- ◆ Put someone in danger.
- ◆ Inflict (or trade) harm.
- ◆ Inflict corruption
- ◆ Offer an opportunity with a cost.
- ◆ Reveal a deal done in their absence.
- ◆ Turn a move back on them.
- ◆ Offer or claim a Debt owed.
- ◆ Shift the odds, suddenly or magically.
- ◆ Warn someone of impending danger.
- ◆ Lock down, exploit, or claim a place of power.
- ◆ Tell the consequences and ask.
- ◆ Activate their stuff's downside.
- ◆ After every move: "What do you do?"

## MORE ON THE MC ROLE

If you're interested in reading more about playing the Master of Ceremonies role, check out the full MC chapter in **URBAN SHADOWS 1E** (page 179-246). While some of the specifics have changed, the advice and tools provided should serve you well in any Powered by the Apocalypse game, including **URBAN SHADOWS 2E**.

## IF YOU GET STUCK...

### USE AN NPC TO CASH IN A DEBT

NPCs can get the Debt economy rolling if the players aren't trying to move forward with their goals. If you don't have a Debt with a convenient NPC, you can always award a Debt as a move; it's fine to say "You owe a Debt to this faerie/wizard/hunter who just walked into your bar. What did they do for you?"

### PUSH THEM TO HIT THE STREETS

If the PCs need information or a direction, encourage them to *hit the streets* and get whatever it is they need. The move is designed to keep things moving forward when the story stalls, avoiding problems that arise like "Well, we just don't know who killed this guy, so we can't do anything about it right now..."

### LEAN ON AN PC-NPC-PC TRIANGLE

NPCs pursue their drives with abandon, but that doesn't make them one-dimensional. Show different PCs different sides of the NPCs, creating PC-NPC-PC triangles where two (or more) PCs have fundamentally different relationships with the same NPC, then use the differing perspectives to create conflict between them.

### SHOW UP WITH SOME GUNS

When all else fails, a bunch of vampires or hunters with guns can always raise the tension of a scene. The PCs have plenty of enemies and rivals; it's only a matter of time before someone important decides they need a particular PC kidnapped, intimidated, or killed.

# USING NPCs

## CREATING & USING NPCs

Creating and using NPCs in **URBAN SHADOWS** is simple: when you want to introduce a new character, pick a Circle, give them a name, and describe them a bit to the players. That's it. No character sheets, no elaborate forms, no stress. To create an NPC, invent them fictionally and everything else will follow.

*Marissa decides that a faerie would be an interesting NPC, especially since Jahmal's Fae, Volund, hasn't spent much time dealing with other courts. She names this new faerie the Queen of Winter, and decides she looks like a beautiful, older woman with frost blue hair and a blindingly white dress. Right now, Marissa's not too worried about how much harm she can inflict or suffer; she can figure that out if the Queen comes to blows with any of the PCs.*

As you create more NPCs, start to think about how they relate to each other, who is the enemy of whom, what other resources they can bring to bear. Think offscreen about their activities, and **reveal deals done between them** to the PCs to get them to engage the city's politics.

## NPC DRIVES

In addition to selecting a name, Circle, and look for your NPCs, give them **drives**, motivations that move the NPCs to simple, self-interested action. A vampire hunter probably has a drive like *avenge my sister*; a demon might have a drive like *find a way to stay on Earth* or *move up the corporate ladder*. Drives can be custom, created for each NPC you create, but there's also a list of common drives on the MC Worksheet.

*Marissa decides the Queen's drive is to **dethrone the King of Summer** in an attempt to establish the primacy of the Winter Court over all of Chicago. She's going to want Volund to help her do it, even though it will cost him dearly.*

When an NPC is presented with a challenge, think about how it impacts their drive. If the challenge opposes it, the NPC moves hard and fast against the opposition, hoping to knock it down and solve the problem. But if the challenge isn't directly opposed, the NPC might ask a few questions or bide their time to look for opportunities to make the best of whatever situation the challenge might create. Clever NPCs might even manipulate the PCs into helping the NPCs fulfill their drives...

## NPC GOONS

Some NPCs are **goons**, muscle or minions that don't merit the same level of detail as important NPCs. Give them names, but characters shouldn't be able to **put a name to a face** with minions who don't have a meaningful reputation in the city. Goons aren't mechanically different from regular NPCs in any other way; they still earn Debts, suffer and inflict harm as normal, and build relationships with the PCs. And goons all have the same drive—to *serve the powerful*.

Using goons helps to avoid your players **putting a name to a face** with a bunch of important NPCs at the same time or trying to track too many important NPCs from scene to scene. Introduce important NPCs one at a time, each with their own set of minions and lackeys, and your players can follow what's going on in a bustling city.

## NPC DEBTS

NPCs often acquire Debts from the PCs. You need to track these Debts separately for each NPC; a Debt gained by one NPC can't be cashed in by a different NPC even though you control both characters. We've given you space on the MC Worksheet to track NPCs and Debts, but you will absolutely need additional space as your story unfolds over several sessions.

Here's a few ways that NPCs gain Debts on PCs:

- ♦ a PC **escapes** a scene and chooses (or you choose) owe an NPC a Debt
- ♦ a PC rolls a 7-9 while **persuading an NPC**
- ♦ an NPC **does a favor** for a PC without recompense or a PC **interferes** in the NPC's business without cause
- ♦ a PC rolls a 7-9 or miss while **refusing to honor a Debt** to an NPC

NPCs can **cash in Debts** with characters who owe them Debts per the Debt moves on page 13. Players can **refuse to honor a Debt** if they don't want to follow through, same as if a PC cashed in the Debt with them.

Remember your principles and moves when your NPCs **cash in Debts**. Ask the PCs to do things they're good at doing—**be a fan of the characters**—but make the consequences of those things complicated and messy—**dirty the hands of all involved** and **put the characters in danger**. Point the PCs at each other, ask tough questions, and push the characters toward situations requiring more interesting moves to resolve completely.

## WHEN NPCs ATTACK

Eventually, some of your NPCs will decide the only way to deal with the PCs is to hurt or kill them. Since one of your moves is **inflict harm**, you're free to hit the PCs with harm whenever it's appropriate in the fiction, even to the point that the NPCs kill the PCs. That said, you want to set up the punch before you follow through; no player should be surprised an NPC is stomping on their character's face.

The best way to set up harm is to make a softer move and let the PCs decide how to respond: "Solomon, the two vamps that trapped you in the alley run at you. One of them has a metal baseball bat; the other has a chain. What do you do?" No harm yet, but plenty of pressure.

If Solomon tries to get out of the way, he's **keeping his cool**—maybe saying, "I'm trying to avoid getting hurt". He avoids their blows on a hit, but a miss means you can inflict harm as established (1- or 2-harm, depending on how hard a move you want to make). Or he might try to **persuade them** to back down, **trick them** into thinking he's the wrong target, or **cash in a Debt** to stay their hand.

Once he's dealt with your move, he can try to seize the moment and **turn to violence** against them. If he tries to attack them without getting out of the way or just ignores them completely, you can inflict harm with impunity. You gave him a chance and he blew it. Vampires with bats and chains don't mess around.

Conflicts move fluidly between characters. One side makes a move; the other side responds. This isn't a hard and fast back and forth, though. Sometimes you might make several moves before the PCs get to react, especially if they're hitting on 7-9s and making tough choices.

## NPC HARM AND HEALING

NPCs take harm like PCs: they suffer damage equal to the harm of a weapon minus their armor, modified by move choices like **inflict terrible harm** or other special circumstances. If a PC shoots a cop wearing a bulletproof vest (1-armor) with a 9mm (2-harm close loud), it's 1-harm: 2-harm–1-armor. Easy.

Harm is deadly for mortal NPCs: 2-harm is crippling and 3-harm is usually fatal. Armor helps, but few mortals walk around in bulletproof vests. It draws a lot of attention!

If a mortal NPC survives an attack, getting them medical assistance is crucial. Mortal NPCs who are dying won't last long; the PCs may only have a scene or two to get a wounded NPC to a doctor. NPCs who survive such violence probably spend at least two sessions in the hospital after an attack that left them near death.

## PLAYER VS PLAYER COMBAT

When PCs go at each other, it's important that you share the spotlight between them. One PC may start the conflict—**turning to violence** or **letting it out**—but pass the action around the table so everyone gets time in the spotlight.

**Lending a hand** and **getting in the way** become crucial moves for players engaged in player vs. player conflict. If one character attacks the other, then the target of the attack can only respond by **getting in the way** until the move is resolved. It doesn't matter if they're trying to distract the target, hit back hard, or run away; all attempts to reduce the effectiveness of the attack is rolled up into **get in the way**.

The PCs might also face vampires, demons, ghosts, or any number of monsters that aren't as fragile as mortals. Here are guidelines for how supernatural NPCs suffer harm:

## FICTIONAL POSITIONING MATTERS

Some supernatural NPCs are simply invulnerable to certain kinds of damage. Ghosts, for example, might not have enough physical corpus to suffer harm from traditional weapons; demons might be immune to fire or virtually untouchable by magic that relies on the presence of a soul in the target. In these cases, push characters toward other ways of dealing with these foes, using blessed or magic items or magical powers (**let it out**, rituals, etc.)...or even seeking outside allies.

## RESISTANCES ACT AS ARMOR

If a creature is resistant to damage or a particular type of attack, treat that as armor. Vampires may not suffer much harm from bullet wounds—no internal organs!—so they might get 1-armor even when they're naked. Armor piercing weapons might sometimes inflict harm as normal, even if the armor is supernatural in nature.

## VULNERABILITIES INCREASE HARM

Anything that strikes at a creature's vulnerability either increases the harm done by +1-harm or makes the harm armor piercing (ap). Minor vulnerabilities (cold iron used against faeries) tend to do +1-harm; major vulnerabilities (blessed weapons used against demons) tend to be armor piercing or +2-harm, depending on the situation.

## SURVIVING MORE HARM

Finally, supernatural NPCs can take more harm: it might take 4-harm to drop a vampire or other serious threat, and 8-harm or more to bring down something terrifying like an enraged werewolf. Let the fiction establish how much harm a given NPC can take.

# THE FACTION TURN

When time passes, the MC conducts a faction turn:

- ◆ The PCs make **city moves** (page 14) highlighting how their characters use the downtime in the city as time passes. Each PC makes a number of moves **equal to their highest Status**.
- ◆ The MC reviews the city's **factions** and makes faction moves for those who are striving and collapsing. Size 1–2 organizations make a single move; Size 3–4 organizations make two moves. Initiative order is Mortalis > Night > Power > Wild; higher Strength, then lower Size, then chance are tiebreakers within Circles.
- ◆ The MC offers the PCs **the outcome of their city moves**, alongside any information they would immediately know from the faction turn. All other information is presented via NPCs during the session.

## FACTIONS

**Factions** are organizations, groups, and alliances that can take actions during the faction turn. Factions have two major mechanical attributes—**Size** and **Strength**—alongside **assets** that describe their holdings and resources and a **goal** that indicates their activity.

### FACTION SIZE (RATING: 1-4)

**Size** directly measures the organization's active and committed core membership, ranging from:

- ◆ a Size-1 werewolf pack (15+ werewolves and kin)
- ◆ a Size-2 wizard council (30+ wizards and staff)
- ◆ a Size-3 faerie court (60+ faeries and creatures)
- ◆ a Size-4 mortal conspiracy (roughly 100+ people)

Factions have a three box **recruitment track**; if the track fills, the faction adds +1 Size. If something reduces the Size of a faction, the track clears as well.

### FACTION STRENGTH (RATING: 1-4)

**Strength** reflects the motivation, resources, and coordination within the faction, ranging from Strength-1 (disloyal or chaotic) to Strength-4 (devoted or organized).

Factions have a three box **resource track**; if the track fills, the faction adds +1 Strength and gains a new **asset**. If something reduces the Strength of a faction, the resource track clears as well. Usually the addition of an asset is fictionally noteworthy, like the wizard council purchasing a new building (+*headquarters*) or a dominion of demons summoning a powerful enforcer (+*demonic enforcer*).

## FACTION ASSETS

Factions hold **assets**—tags representing the various abilities, resources, and descriptors that define the group, such as *+fanatical enforcers*, *+magical rituals*, *+faerie magic*. Factions begin play with a number of fictionally appropriate assets equal to their Strength and can gain more during play.

## FACTION GOAL

Finally, factions also have a **goal**, the state of the faction's current plans and activities. Each goal is expressed as both a concrete objective—"control the city's ley lines"—and as the organization's attitude toward the goal itself:

- ◆ **Striving**: the faction is actively pursuing a new goal outside their routine behavior, seeking to topple a rival, secure a particular resource, or even just rid itself of a troublesome player character!
- ◆ **Maintaining**: the faction is conducting business as usual, operating within the confines of its resources.
- ◆ **Collapsing**: the faction has suffered a tragedy or great loss—perhaps the assassination of a critical leader or the loss of 2-Size in the same faction turn—and is currently in decline. It must find a way to right itself before it collapses completely.

Factions that are **striving** pursue their goal through faction moves (page 25) and other actions in play. A striving faction might recruit PCs to help or attempt to eliminate characters who are obstacles to their success.

**Maintaining** factions do not take faction turns; instead, they wait until something interferes with their business or someone within the organization develops new schemes.

Any faction that is **collapsing** takes faction turns as normal, but only in the service of arresting their decline. The faction sacrifices an asset or loses a point of Strength at the end of each faction turn until they accomplish their immediate goal or collapse completely. Any faction whose Strength (or Size) reaches zero disintegrates; the faction's remaining members are absorbed into other groups.

The **URBAN SHADOWS** core book will have more on faction goals. For now, express each goal as a single line describing the faction's drive. For example, a werewolf pack might have any one of the following goals:

- ◆ **Striving**: we will take our block back from the vampires
- ◆ **Maintaining**: our territory is ours; we alone govern it
- ◆ **Collapsing**: we must decide on a new alpha soon!



## FACTION MOVES

When you make a faction move, follow the instructions within the move. You're controlling the faction for that moment, so roll dice, answer or ask questions, and make choices as the faction, pursuing their goals!

If you're ever confused about what a faction might do, it's likely they are *maintaining* instead of *striving* or *collapsing*. Maintaining factions never take actions in a faction turn. Only when something happens to them that causes them to become striving or collapsing do they start taking actions. Striving and collapsing factions, however, pursue their goals each and every faction turn.

### OPENLY ATTACK A FACTION

When a faction ***openly attacks*** another faction, roll with **the difference between the two factions' Sizes**. On a hit, the targeted faction sacrifices an appropriate asset or loses a point of Size, their choice. On a 7-9, the attacking faction must sacrifice an appropriate asset or lose a point of Size as well. On a miss, the target instead springs a clever trap; they capture or destroy an asset or reduce the attacker's Size, their choice.

Sometimes factions go to war, ***openly attacking*** each other's holdings and members while hoping to minimize their own losses. When a faction directly engages in open hostilities like murder, financial seizures, and magical curses, they are ***openly attacking*** another faction.

The attacking faction rolls with the difference between the Sizes of the two factions; this modifier is negative if the targeted faction is bigger than the attacking faction!

On a hit, the defending faction has to choose: lose an asset or suffer a direct reduction in Size as members are killed, driven off, or abandon the organization. If the faction decides to sacrifice an asset, the asset in question must be fictionally appropriate.

On a weak hit, the targeted faction gets some hits in as well, forcing the attacking faction to make the same choice between losing an asset and a reduction in Size. Note that the attacking faction pays this price even if they utterly annihilate the defending faction.

If the attacker misses, the open war is cut short. The defenders spring a trap—capturing or destroying an asset or reducing the attacker's Size—and end the conflict before it starts. Capturing an asset may lead to the defender gaining a new asset if the resource is transferable (+*money*, +*magical tomes*, etc), but it could also mean the defenders take hostages or seize locations associated with an asset without gaining a new asset themselves.

## CONSOLIDATE CONTROL

When the leaders of a faction ***consolidate control*** over their existing forces and assets, roll with **their Strength**. On a 10+, they pick 2. On a 7-9, they pick 1:

- they secure new holdings; mark resources
- they seek new members; mark recruitment
- they demand secrecy; cover up another action

On a miss, their efforts lead to internal strife; an authority is dethroned or humiliated, and a rebel coalition within the faction gains momentum—reduce the faction's Strength.

Anytime a faction tries to get its house in order or build resources for future actions, they are ***consolidating control***. That said, it's easier for factions with lots of resources and devoted members; the rich get richer while the rest of us beg for scraps!

Note that maintaining organizations might collect resources or regularly recruit, but that doesn't mean they are ***consolidating control***. Factions make this move when they are working to acquire novel resources or dramatically expand their organization, i.e. when they are striving toward a goal or trying to forestall a collapse.

On a hit, the faction in question can mark either of their improvement tracks as they secure new holdings and recruit new members or they can choose to cover up another action, hiding their machinations from all but the most perceptive onlookers. On a 10+, the faction can also choose the same option on the list twice, marking one track twice or covering up two other actions they are taking during the faction turn.

When a faction marks the third box on either improvement track, the faction immediately gains an appropriate point of Size or Strength. Unless the action is covered up, such acquisitions are obvious rumors NPCs might spread to the PCs when the faction turn ends.

If a faction raises its Size to 3 or 4, it doesn't get a second move until the next faction turn; if the faction raises its Strength, it adds a fictionally appropriate asset, which can be immediately used to defend against a successful attack or to ***track someone down*** in the same faction turn.

When the faction rolls a miss, the internal politics of the faction come to bear. Make it messy and obvious! The faction doesn't lose an asset along with the lost point of Strength, but don't let the loss be abstract—members leave, holdings slip away, and previously secure assets are suddenly under threat.

## TRACK SOMEONE DOWN

When a faction **tries to track a status-1 or status-2 character down** within the city, roll.

- If the faction has a relevant asset, add 1.
- If their quarry is of the same Circle, add 1.
- If the faction is Size-1 or Strength-1, subtract 1.
- If their quarry is actively hiding, subtract 1.

**If the quarry is an NPC:** On a 7-9, the faction finds their quarry; they attack them, kidnap them, or confront them at some cost. On a 10+, they catch the quarry exposed or vulnerable; the faction can act upon the quarry with impunity. On a miss, the faction's attempts to track them down succeed, but their agents make a mess of things and allow the quarry to escape unharmed.

**If the quarry is a PC:** On a 7-9, the faction tracks down their location, but the PC has time to prepare for the limited forces coming their way. On a 10+, the tracking faction gets the best of their quarry; they corner the PC with overwhelming force or careful planning that leaves them little room to avoid their pursuers. On a miss, someone close to the PC tips them off early to the faction's search...and an opportunity or weakness the PC can exploit..

Eventually, a faction is going to want to **track down** an NPC or PC—to get answers or to take their revenge. Roll with the modifiers, taking into account the faction's assets, the Size and Strength of the organization, the Circle of their quarry, and the quarry's attempts to hide.

If the quarry is an NPC, include the outcome in the rumors PCs hear after the faction turn, provided it makes sense that an NPC would deliver the news. The stronger the quarry, the greater the cost the faction must pay on a 7-9...and the more likely the PCs hear the full story.

When a faction **tracks down** a PC, frame a scene immediately after time passes with the outcome—the faction finds them or a friend tips off the PC to the search and offers a way for the PC to get the upper hand.

On a 7-9, the PC has a few moments to prepare—perhaps even enough time to **escape**—before the hammer falls. On a 10+, however, the faction corners the PC; they will have to confront their pursuers before they can **escape the situation** and look for help.

*Don't shy away from this move.* You can't be a fan of the player characters if you avoid putting them in tough spots. If The Wolf murdered an immortal in broad daylight, the immortal's allies may want to have a word with The Wolf about what happened...and they are not foolish enough to show up unprepared.

## FACTION MOVE LIMITS

Every faction can make *all the faction moves*, but some factions might be reluctant to commit to certain tactics based on their Circle. Mortalis factions, for example, tend to focus on **tracking people down** and **goading opponents**, while Power factions are more likely to **consolidate control** and **perform rituals**; Night factions are some of the few organizations in the city willing to risk **seizing something by force**—a 7-9 result is still very costly—and Wild factions often specialize in **offering passage** in and out of the city.

Remember that factions—like PCs—have to have the fictional positioning necessary for the move. A Mortalis faction can trick another faction without additional resources, but they need some established source of magic, like an asset, in order to **perform rituals**. Similarly, a Wild faction is unlikely to **seize something by force**...but might risk it if they've secured a few trolls to lead the assault.

## GOAD AN OPPONENT

When a faction tries to **goad an opponent** into making a mistake, roll with **the difference between the two factions' Strengths**. On a 10+, the target takes the bait; the instigating faction strikes a terrible blow, destroys a vulnerable asset, or undermines a key relationship or alliance. On a 7-9, the target avoids the worst of the trap, but causes enough trouble to embarrass themselves; they take a -1 ongoing to Strength until they reestablish their reputation. On a miss, the target sees through the scheme; someone from the targeted faction comes to one of the PCs for help turning the tables against the instigating faction.

Rather than **attack openly**, a faction can goad opponents into into a costly mistake through deceit. Mortalis factions are the most likely to use such guerrilla tactics, but other factions may try such trickery as well, especially when they oppose larger, more powerful factions. If the targeted faction has a higher Strength, however, the instigating faction rolls with a negative modifier!

On a strong hit, the instigating faction can land a terrible blow (perhaps reducing the target's Size by 1 or 2), destroy a vulnerable asset, or disrupt the target's networks (perhaps reducing the target's Strength).

On a weak hit, the embarrassment the target experiences is public and open; everyone knows that they foolishly overreached. The targeted faction suffers the penalty (-1 ongoing to Strength) until they can demonstrate they should still be respected or feared by the rest of the city. This penalty can't destroy a faction, however, even if the faction is Strength 1; it reduces their Strength rolls in the faction turn, not their actual Strength attribute.

## SEIZE BY FORCE

When a faction **seizes something vulnerable by force**, roll with **their Strength**. On a hit, they take hold of it; reduce the targeted faction's appropriate attribute and seize a vulnerable asset. On a 10+, all three. On a 7-9, they choose one:

- they don't sacrifice an important leader, ally, or asset
- they don't suffer an immediate, retaliatory attack
- they don't cause serious collateral damage

On a miss, the strike instead results in the utter destruction of the thing the attacking faction attempted to seize; someone comes to one of the PCs looking for help obtaining justice or revenge.

Not all attacks openly target an entire faction; sometimes an organization might want to target a holding or resource another faction controls instead, trying to take hold of the thing for themselves. Sometimes these holdings are assets, but they might also just be fictional resources you've established the targeted faction owns.

Night factions are known for their brutality in such matters, taking assets and resources—or even hostages—in ways that can often catch the other Circles off guard. It is difficult to contend with an outright assault from a werewolf pack! But other factions might engage in this kind of targeted assault as well, especially when they are contending with a larger force that makes **attacking openly** fairly foolish.

That said, the thing in question must be somewhat vulnerable before this kind of outright assault can work. A well-defended vampire clan club can't be taken until something weakens the clan's hold on it, perhaps as a result of PC actions or because someone **goaded** the clan into making a mistake that undermined the relationship with the werewolves who usually defend it.

On a hit, the attacking faction seizes the thing, even if it was defended or difficult to take. On 10+, there are no immediate costs, but the faction targeted will certainly plot their own response eventually. On a weak hit, the attacking faction can't avoid the costs—whatever options they don't pick come to pass in force.

If the attacking faction misses, the asset/resource/person is destroyed; someone affected by that loss seeks justice from a PC and giving you an opportunity to involve the PCs in the conflicts of the city's streets...

## PERFORM A RITUAL

When a faction **performs a ritual** to enact a powerful ward, summon ethereal servants, or uncover secret knowledge, roll with **their Strength**. On a hit, the ritual succeeds; they acquire an appropriate asset. On 7-9, the magic drains them; they take -1 ongoing to Strength until after the next faction turn. On a miss, the ritual is disrupted by infighting; a powerful member of the organization comes to one of the PCs for help securing control.

Some factions—especially Power factions—have a breadth of magical abilities at their disposal to enact wards, summon magical agents, or obtain information (precognition, clairvoyance, etc.). On a 7-9, the cost of the ritual—or the exhaustion of piercing the veil—imposes a -1 ongoing on their Strength that lasts through the next faction turn. Either way, the asset created on a hit lasts as long as fictionally appropriate; information may only be valuable for a faction turn or two, but many summoned assets or secure wards are useful for a longer span of time and persist until they are destroyed.

## OFFER PASSAGE

When a faction **offers passage** to someone—into or out of the city—roll with **their Size**. On a hit, the way is made clear, no matter who opposes it; choose 1:

- someone exits; they are beyond reach until they choose to return
- someone enters; the faction gains a powerful asset

On a 7-9, the passage offends a Status-3 NPC who seeks tribute for the trespass; the faction must perform a favor—dedicating a faction move next faction turn—sacrifice an asset, or risk open war. On a miss, the passage sparks a conflict between the faction and their own allies before it can be completed; someone comes to one of the PCs seeking help to negotiate a truce.

Factions can move people into and out of the city, placing them beyond reach or introducing new allies and assets. Sometimes magical passage is offered by Power or Wild factions, but it's also enough for a Mortalis faction to guarantee the security of a powerful vampire hunter when he gets off the plane in a hostile, unfamiliar city.

On weak hits or misses, make sure to involve the PCs in the drama that results from the consequences and politics that arise. The Status-3 NPC will make it known to all that they have the power to demand such deference, and the conflict sparked by an attempted passage will require meetings and political pressure to resolve. Of course, any PC who can help resolve such a conflict might be handsomely rewarded...

# BASIC MOVES

## TURN TO VIOLENCE

When you **turn to violence**, roll with Blood. On a hit, you inflict harm as established and your opposition chooses one:

- they inflict harm on you
- they put you in a bad spot
- they create an opening to flee

On a 10+, you also choose one:

- you inflict terrible harm
- you take something from them
- you create an opportunity for an ally

## ESCAPE A SITUATION

When you take advantage of an opening to **escape a situation**, roll with Blood. On a hit, you get away and choose 1. On a 7-9, the MC chooses one as well:

- you suffer harm during your escape
- you end up in another dangerous situation
- you leave something important behind
- you owe an NPC a Debt for their aid
- you give into your base nature and mark corruption

## PERSUADE AN NPC

When you **persuade an NPC** with seduction, promises, or threats, roll with Heart. On a hit, they see your point and do as you ask. On a 7-9, they counter your offer or demand payment—a Debt, a favor, resources—before agreeing to follow through. If you **cash in a Debt** with the NPC before you roll, add +3 to your total.

## FIGURE SOMEONE OUT

When you try to **figure someone out**, roll with Mind. On a hit, ask two. On a 7-9, they ask one of you as well. If you're in their Circle, ask an additional question, even on a miss.

- who's pulling your character's strings?
- what's your character's beef with \_\_\_\_?
- what's your character hoping to get from \_\_\_\_?
- what does your character worry is going to happen?
- how could I get your character to \_\_\_\_?
- how could I put your character in my Debt?

## MISLEAD, DISTRACT, OR TRICK

When you try to **mislead, distract, or trick someone**, roll with Mind. On a hit, they are fooled, at least for a moment. On a 10+, pick 3. On a 7-9, pick 2:

- you create an opportunity
- you expose a weakness or flaw
- you confuse them for some time
- you avoid further entanglement

## KEEP YOUR COOL

When things get real and you **keep your cool**, tell the MC the situation you want to avoid and roll with Spirit. On a 10+, all's well. On a 7-9, the MC will tell you what it's gonna cost you.

## LET IT OUT

When you **let out the power within you**, choose an ability from your playbook and roll with Spirit. On a hit, mark corruption and activate the ability; the MC will tell you how the effect is costly, limited, or unstable. On a 10+, ignore the corruption or the complications, your choice.

## LEND A HAND OR GET IN THE WAY

When you **lend a hand** or **get in the way** after a PC has rolled, roll with their Circle. On a hit, give them a +1 or -2 to their roll. On a 7-9, you expose yourself to danger, entanglement, or cost.

## ADVANCED MOVES

- Turn to Violence:** On a 12+, you inflict harm as established and choose 2 from the 10+ list.
- Escape a Situation:** On a 12+, you get away and make an important discovery.
- Persuade an NPC:** On a 12+, they do what you ask and help you see it through to its end.
- Figure Someone Out:** On a 12+, you can ask any questions you like, not limited to the list.
- Mislead, Distract, or Trick:** On a 12+, you get all 4 and choose 1 for double effect.
- Keep Your Cool:** On a 12+, your opposition's cool is compromised. Tell them what it will cost to maintain their current course of action.
- Let It Out:** On a 12+, your powers or abilities manifest in an unexpectedly useful way. Mark corruption to make that manifestation a new ability.

URBAN  
SHADOWS

# CIRCLE MOVES

## PUT A NAME TO A FACE

When you **put a name to a face** or vice versa, roll with their Circle. On a hit, you know their reputation; the MC will tell you what most people know about them. On a 10+, you've dealt with them before; learn something interesting and useful about them or they owe you a Debt, your choice. On a miss, you don't know them or you owe them, MC's choice.

## HIT THE STREETS

When you **hit the streets to get what you need**, name who you're going to and roll with their Circle. On a hit, they're available and have the stuff. On a 7-9, choose 1:

- whoever you're going to is juggling their own problems
- whatever you need is more costly than anticipated

## STUDY A PLACE OF POWER

When you **study a sanctuary, gathering spot, or place of power**, roll with the Circle that controls it. On a hit, you see below the surface to the reality underneath; the MC will reveal an area, NPC, or item located within that is not what it seems. On a 10+, your insight reveals much about the Circle's politics and schemes; ask the MC a question about the Circle and take +1 forward when acting on the answer.

## ADVANCEMENT

When you make a **Circle move**, make a **city move**, trigger an **intimacy move**, **cash in a Debt** or **honor a Debt**, **lend a hand** or **get in the way**, mark the Circle involved. When you've marked all four Circles, erase the marks and advance.

# DEBT MOVES

When you **do someone a favor**, they owe you a Debt.

When you **interfere in someone's business**, you owe them a Debt

When you **cash in a Debt**, remind your debtor why they owe you in order to...

...make a PC:

- answer a question honestly
- do you a favor at moderate cost
- **lend a hand** to your efforts
- **get in the way** of someone else
- erase a Debt they hold on someone
- give you a Debt they hold on someone else

...make an NPC:

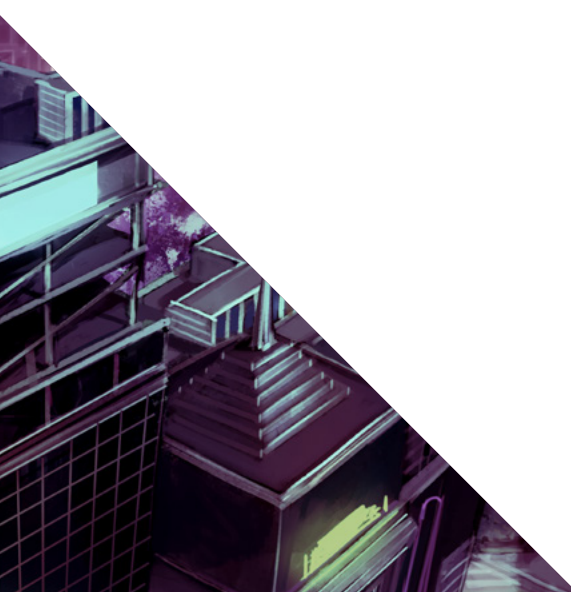
- answer a question honestly
- arrange a meeting with an NPC in their Circle
- grant you a worthy boon or useful gift
- erase a Debt they hold on someone
- give you a Debt they hold on someone else

When you **refuse to honor a Debt**, roll with the difference in Status between you and your creditor. On a hit, you weasel out of the obligation for now, but you still owe the Debt. On a 7-9, you owe them an additional Debt or mark corruption, your choice. On a miss, you can't avoid the noose: either honor the Debt in full or erase all the Debts owed to you by their Circle and take a -1 ongoing to Status with their Circle until after time passes.

# END OF SESSION

At the end of every session, decide if you've grown closer to a Circle you engaged with this session: increase your score in that Circle and decrease your score in a different Circle. Tell the MC how your relationships to these communities have changed because of the events of the story, and mark one of the two Circles involved in those changes.

In addition, think about any Debts you may owe—or Debts that are owed to you—as a result of the session. Tell the group and note them down for next session.



# THE AWARE

Most people have no idea what takes place in the shadows of the city, remaining ignorant of the monsters that walk among us. Those awakened to the world as it truly is can't help but feel the pull of the darkness...

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS



**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



## AWARE MOVES

### CHOOSE THREE:

**I KNOW A GUY**

When you hit the streets to get what you need from a member of your Circle, roll with **HEART** instead of their Circle. On a 7-9, add this option to the list:

- however you find them requires you to offer a Debt to an intermediary

**CHARMING, NOT SINCERE**

Take +1 to Heart (max 3)

**THE LION'S DEN**

When you gain access to a secure sanctuary, gathering spot, or place of power, you can *study* it as if you rolled a 12+. If the location is controlled by a Circle other than your own, the MC will tell you what you need to do to get a Debt on a powerful NPC (your choice) within that Circle.

**THIS IS MY CITY**

When you set up a meeting with a powerful or dangerous individual in a crowded mundane space (museum, restaurant, mall etc) take +1 forward to *escape a situation*. On a miss, you tell the MC how and where they manage to get you cornered.

**IN SHEEP'S CLOTHING**

When you *mislead, distract or trick* someone you've previously shared a moment of intimacy with, roll with **HEART** instead of **MIND**.

**ONE WAY OR ANOTHER**

When you ask a member of your Circle for help with a time sensitive situation, roll with **HEART**. On a hit, they can either agree to lend you aid or owe you a Debt, their choice. On a 10+, their guilt is palpable if they choose to decline; take the Debt and a +1 ongoing against them as long as you hold that Debt. On a miss, you've asked far too much; their help costs you a Debt if they offer it and you take a -1 ongoing to *refusing to honor a Debt* to members of your Circle until time passes.

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

**MORTALIS**     **POWER**

**NIGHT**     **WILD**

- |   |  |
|---|--|
| Available at the beginning of play:                     | After five advances, you may select:               |
| +1 Status (max+1) <input type="checkbox"/>              | <input type="checkbox"/> +1 any Circle (max+3)     |
| +1 Status (max+1) <input type="checkbox"/>              | <input type="checkbox"/> +1 any Circle (max+3)     |
| +1 Status (max+1) <input type="checkbox"/>              | <input type="checkbox"/> Mortalis Status: 2        |
| a new Aware move <input type="checkbox"/>               | <input type="checkbox"/> Erase a scar              |
| a new Aware move <input type="checkbox"/>               | <input type="checkbox"/> change your Circle        |
| a move from another archetype <input type="checkbox"/>  | <input type="checkbox"/> Advance 3 basic moves     |
| a move from another archetype <input type="checkbox"/>  | <input type="checkbox"/> Advance 3 basic moves     |
| open a new mortal relationship <input type="checkbox"/> | <input type="checkbox"/> Change to a new archetype |

## HARM

ARMOR

FAINT  
 SERIOUS  
 CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)       Broken (-1 Spirit)

## END MOVE

When you die, ask another PC to look after up to three of your mortal relationships. If they agree, they immediately advance. If they refuse, they take a corruption advance instead.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- gain access to a secure or locked down location
- draw immediate mortal attention to a person or situation
- spot a previously overlooked clue or advantage in the immediate area
- convince an NPC to act on their kindness, role or own best interest

## CHARACTER CREATION

### NAME (PICK ONE)

Alisa, Anthony, Cam, Cleo, Cole, Datu, Devon, Galina, Hairi, Hans, Julius, Kim, Kirsten, Laasya, Lara, Miguel, Philip, Rashid, Veronica

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- forgettable clothing, business casual, brand name clothing, uniformed

### DEMEANOR (PICK ONE)

aggressive, charming, paranoid, composed

### STARTING CHARACTER STATS

(Add 1 to one of these)

Blood 0, Heart 1, Mind -1, Spirit 1

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night 0, Power 1, Wild -1

### STARTING STATUS

Mortalis 1, Night 0, Power 0, Wild 0

### INTRO QUESTIONS

- How did you discover the supernatural?
- How long have you been in the city?
- What mortal commitment keeps you from leaving your old life behind?
- What mortal aspiration have you given up?
- What powerful faction or person are you currently investigating?

### STARTING GEAR

An small apartment, a used car, a smart phone.

1 Self-defense Weapon:

- 9mm Beretta (2-harm close loud)
  - Taser (stun-harm hand)
  - Switchblade (2-harm hand concealable)
- Your kit (detail)

### STARTING DEBTS

- Someone befriended you long before you discovered the supernatural...and purposefully hid its existence from you when it mattered. They owe you a Debt.
- Someone puts up with your questions about the supernatural. You owe them a Debt.
- You're leveraging dirt you have on someone to get their help dismantling a supernatural scheme that targets innocent mortals. You owe them a Debt.

## YOUR MORTAL RELATIONSHIPS

While you ride the line between the mortal and supernatural worlds, your friends and family are stuck firmly in the mundane realities of everyday life. Choose 3:

- A younger sibling who relies on you for transportation and advice
- A loyal significant other who expects you home by midnight
- A struggling best friend who's always getting into messy altercations
- A demanding boss who calls you into work at inconvenient times
- An elderly parent who always knows when you're lying to them
- An overbearing ex-partner who constantly worries about you

When one of your mortal relationships comes to an end for any reason—they cut you off, they die, they leave the city, you tell them to stop contacting you, etc.—immediately mark a corruption advance. If losing a mortal relationship causes you to retire your character due to corruption, tell the MC who you most blame for the loss; your character will pursue the person responsible as a Threat until “justice” is served.

### TENDING TO YOUR RELATIONSHIPS

When you tend to your mortal relationships during the faction turn, make no other city moves and roll with **HEART**. On a hit, one of the mortals closest to you offers you a way to deepen your bond; clear a corruption advance if you agree to what they propose. On a 7-9, agreeing isn't so simple; what they ask of you threatens to expose them to the part of your life you've kept hidden. On a miss, your attempts to patch things up come too late; one of your mortal relationships finally cuts ties with you in a painful and public way.

## YOUR KIT

You have some gear you've picked up since becoming aware of the supernatural world, mostly stashed away in the trunk of your car or in a bag you carry with you.

When you go to your kit for some mundane gear—road flares, first aid kit, etc.—useful to the situation, roll with **SPIRIT**. On a hit, you find something you can use that pretty much fits the bill. On a 10+, it's perfect; take a +1 ongoing to putting it to use in the scene. On a miss, the situation escalates while you're trying to prepare—brace yourself!

## GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—for the first time with someone who isn't mortal, mark corruption. When you *figure someone* out you've previously shared a moment of intimacy with, roll with Heart instead of Mind.

# CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you ignore your mortal commitments or relationships to deal with the supernatural, mark corruption.

### ■ IN TOO DEEP

Mark corruption to get in the way of someone from another Circle as if you rolled a 10+.

### ■ IF YOU CAN'T BEAT 'EM

Take one ability from an archetype from another Circle. Whenever you let it out and roll a 12+, mark an additional corruption.

### ■ FREE AGENT

Mark corruption to refuse to honor a Debt owed to someone outside your Circle as if you rolled a 12+

### ■ STICKY FINGERS

Mark corruption after meeting with a powerful NPC to reveal that you took something of import from them. Mark corruption again to conceal your role in the theft for some time.

# THE FAE

Fickle and enigmatic, the fae are impossible for a mortal to completely understand. Their ways are steeped in tradition, honor, and, above all else, bargains. They do not simply appreciate these virtues; they embody them.

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS



**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



STATUS      STATUS      STATUS      STATUS

## FAE MOVES

### YOU GET THIS ONE:

#### FAERIE MAGIC

You have access to gifts of your court, powers that call upon your homeland's magic and wonder. Select your powers from the list provided. Whenever you use a faerie power, choose 1:

- suffer 1-harm (ap)
- mark corruption
- give your monarch a Debt

### AND CHOOSE TWO MORE:

#### A DISH BEST SERVED NOW

When you commit to enacting revenge on behalf of someone (including yourself) wronged by another, gain +1 ongoing against the target of that vengeance. For every scene in which you do not pursue vengeance, suffer 1-harm (ap).

#### IN OUR BLOOD

When you *mislead, distract, or trick* someone through lies of omission or clever misdirection, roll with **HEART** instead of **MIND**.

#### SCALES OF JUSTICE

*Cash in a Debt* with someone to use a power from *Faerie Magic* (including powers not normally available to you) targeting them at no additional cost.

#### DRAW BACK THE CURTAIN

When you *escape a situation*, add this option to the list:

- you escape to your homeland, for better or worse

#### WORDS ARE WIND

You know instantly if someone has broken their word to you or reneged on a deal you've made; take a Debt on them and +1 ongoing to claim what you deserve from them or their allies.

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS  POWER

NIGHT  WILD

- |  |  |
|--|--|
| Available at the beginning of play:                    | After five advances, you may select:                     |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> Wild status: 2                  |
| a new Fae move <input type="checkbox"/>                | <input type="checkbox"/> acquire a knightly title        |
| a new Fae move <input type="checkbox"/>                | <input type="checkbox"/> advance 3 basic moves           |
| a move from another archetype <input type="checkbox"/> | <input type="checkbox"/> advance 3 basic moves           |
| a move from another archetype <input type="checkbox"/> | <input type="checkbox"/> retire your character to safety |
| change your Circle <input type="checkbox"/>            | <input type="checkbox"/> change to a new archetype       |

## HARM

ARMOR

FAINT

SERIOUS

CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)       Broken (-1 Spirit)

## END MOVE

When you die or retire your character, bestow the favor of your court upon someone. They can take *Faerie Magic* and two of your faerie powers or advance *persuade an NPC*.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- summon an elemental storm of your court (2-harm close area ap)
- compel the elements of your court to reveal what they have seen
- appear to others as someone you have previously touched
- create a telepathic link between yourself and another for a scene

# URBAN SHADOWS



## CHARACTER CREATION

### NAME (PICK ONE)

Ava, Brianna, Cesar, Chiko, Chloe, Connor, Dylan, Elliot, Fahim, Fiona, Lucas, Maeve, Manuel, Nora, Roman, Salomé, Su-mi, Rachel, Vicente, Yaki

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- colorful clothing, expensive clothing, messy clothing, revealing clothing

### DEMEANOR (PICK ONE)

alien, eccentric, seductive, untamed

### STARTING CHARACTER STATS

(Add 1 to one of these)

Blood -1, Heart 1, Mind 0, Spirit 1

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 0, Night -1, Power 1, Wild 1

### STARTING STATUS

Mortalis 0, Night 0, Power 0, Wild 1

### INTRO QUESTIONS

- Why did you leave your homeland?
- How long have you been in the city?
- What do you love most about humanity?
- Who is your closest confidante or lover?
- What do you desperately need?

### STARTING GEAR

- A comfortable house or apartment, a decent car, a smartphone
- A relic from your homeland
- A symbol of your court (sun, moon, storm, winter, spring, etc.)

### STARTING DEBTS

- Someone disrupted a rare ritual of your court for personal gain, besmirching your reputation with your monarch. They owe you a Debt.
- You are keeping something hidden on behalf of someone else from a powerful member of their Circle. Ask them why. They owe you a Debt.
- You entrusted someone with an important and dangerous task. Ask them if they succeeded or failed. If they succeeded, you owe them a Debt. If they failed, they owe you a Debt.

## FAERIE POWERS

### CHOOSE THREE:

#### NATURE'S CARESS

Your touch heals 2-harm, starting with critical harm; wounds close, bones knit back together, etc. You cannot use this power on yourself.

#### WITHER

You can imbue your touch with the power to kill (3-harm intimate ap). The effect is instantly understood by the target as an attack and leaves behind a nasty mark or scar at the point of contact.

#### GLAMOURS

You create illusions to fool the senses. The effects don't last long, but they are compelling. You cannot disguise or conceal yourself or your actions with these tricks.

#### SHAPE CHANGE

You can change your shape into that of a medium-sized animal for a scene. Up to three people you designate can still understand your speech, but everyone else perceives you to be barking, chirping, etc.

#### BEDLAM

You can touch a target to place them in a specific emotional state (your choice) for the scene. Mark corruption to have that emotion directed toward a target of your choosing.

## YOUR COURT

You belong to a faerie court, presided over by a monarch to whom you have sworn loyalty. Your monarch holds 2 Debts over you; tell the MC what favors they granted you to earn such holdings.

Your court is...

- baroque and formal
- savage and unruly
- aloof and cold
- mysterious and exotic

Your monarch's standing is represented by...

- a crown, magically imbued with your court's royal authority
- a scepter, forged from the elements of your court
- a magical aura, unconcealable by even faerie magics
- a seat of power, capable of summoning your entire court

Your rival is...

- a jealous sibling; you owe them a Debt for their loyalty
- a former lover; you owe them a Debt for their kindness
- an old mentor; you owe them a Debt for their tutelage
- a contemptuous peer; you owe them a Debt for their patience

## GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, demand a promise from them. If they refuse you or break the promise, they owe you a Debt.

## CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you break a promise or tell an outright lie, mark corruption.

#### ■ GACH CUMHACHT

You gain the remaining faerie powers. When you use Faerie Magic, you may no longer choose to suffer harm.

#### ■ SHREWD NEGOTIATOR

When you refuse to honor a Debt, you may mark corruption to take a 12+ instead of rolling.

#### ■ UNEARTHLY GRACE

You get +1 HEART (max +4). When you roll with HEART and roll a 12+, mark corruption.

#### ■ EVERYONE'S GOT ONE

Touch someone and mark corruption to curse them with an elemental vulnerability. All damage from a source you select (fire, steel, iron, etc.) is treated as +1 harm and ap.

# THE HUNTER

Determined and fearless, the Hunter is a mortal who has taken up a cause against the darkness around them, joining the fight alongside other hunters in the night. They carry a heavy burden, one that would eventually crush anyone. How long can they keep from becoming what they hunt?

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS



**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



## HUNTER MOVES

### CHOOSE THREE:

**SLAYER**

When you *keep your cool* or *let it out* on a hunt, roll with **BLOOD** instead of **SPIRIT**.

**DEADLY**

When you inflict harm, inflict harm+1. You cannot choose to reduce this harm.

**SAFE HOUSE**

You have a secure location that you can hole up in. Detail it and choose 3:

- high-tech surveillance equipment
- a mystical or magical prison
- fortified walls/windows/doors
- a week's worth of food and water
- explosives set to blow the place

**THIS WAY!**

When you lead people out of danger, roll with **BLOOD**. On 10+, you all get away safely. On a 7-9, you get hurt or one of them gets hurt (you choose). On a miss, everyone's safe but you; you're left behind and the way out is closed to you.

**WORSE THINGS OUT TONIGHT**

When you *persuade an npc* by promising to protect them from harm, roll with **BLOOD** instead of **HEART**.

**PREPARED FOR ANYTHING**

You have a well-stocked armory, full of modern and ancient weapons. Take another two custom weapons and select one additional add on for each of your existing weapons.

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.



- |  |  |
|--|--|
| Available at the beginning of play:                    | After five advances, you may select:               |
| <input type="checkbox"/> +1 Status (max+1)             | <input type="checkbox"/> +1 any Circle (max+3)     |
| <input type="checkbox"/> +1 Status (max+1)             | <input type="checkbox"/> +1 any Circle (max+3)     |
| <input type="checkbox"/> +1 Status (max+1)             | <input type="checkbox"/> Mortalis Status: 2        |
| <input type="checkbox"/> a new Hunter move             | <input type="checkbox"/> erase a scar              |
| <input type="checkbox"/> a new Hunter move             | <input type="checkbox"/> get a <i>workspace</i>    |
| <input type="checkbox"/> a move from another archetype | <input type="checkbox"/> advance 3 basic moves     |
| <input type="checkbox"/> a move from another archetype | <input type="checkbox"/> advance 3 basic moves     |
| <input type="checkbox"/> change your Circle            | <input type="checkbox"/> change to a new archetype |

## HARM

ARMOR

FAINT

SERIOUS

CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)     Broken (-1 Spirit)

## END MOVE

When you die or retire your character, give another PC one of your custom weapons and one of your Hunter moves. Both are theirs for keeps.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- track someone or something through the city with limited information or trail
- jury rig an explosive (3-harm loud fire) or smoke bomb (s-harm loud smoke)
- improvise a weapon (2-harm hand messy) or armor (1-armor fragile)
- force a vulnerable foe to flee your presence and deliver a message

## CHARACTER CREATION

### NAME (PICK ONE)

Abimbola, Amanda, Anwar, Beatrice, Bianca, Christopher, Elora, Eugene, Flaco, Ilyas, Jason, Jessica, Marcus, Moriko, Patty, Paul, Samuel, Sarah, Sean, Solomon, Susan

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- tactical clothing, casual clothing, dark clothing, dirty clothing

### DEMEANOR (PICK ONE)

- calculating, detached, friendly, volatile

### STARTING CHARACTER STATS

(Add 1 to one of these)

Blood 1, Heart 0, Mind 1, Spirit -1

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night 1, Power 0, Wild -1

### STARTING STATUS

Mortalis 1, Night 0, Power 0, Wild 0

### INTRO QUESTIONS

- What personal tragedy led you to hunt?
- How long have you been in the city?
- What impressive kill are you infamous for?
- What do those you hunt call you behind your back?
- Who inflicted the wound that still haunts you?

### STARTING GEAR

- A shitty apartment, a pick-up truck or muscle car, a cell phone
- A symbol of your society (i.e. tattoo, coin, inscription)
- Your arsenal: 3 custom weapons (detail)

### STARTING DEBTS

- Someone helps you unwind and keeps you sane, despite the horrors of your hunts. You owe them a Debt.
- Your hunts incurred the wrath of a powerful person; someone helped smooth things over. You owe them a Debt.
- Someone has enlisted you to protect them from something dangerous. They owe you a Debt.

## YOUR SOCIETY

You belong to a society of hunters, an affiliation of fellow mortals who stalk dangerous prey to protect the mortal world from the supernatural. Tell your MC to stat up your society as a Size-2, Strength-2 faction within Mortalis.

### WHAT IS YOUR PREY?

- vampires who feed on the weak and coerced
- demons who corrupt the good and the just
- angels who subjugate the will of the faithful
- ghosts who plague the lives of the innocent
- wizards who abuse their power and authority

### WHAT DID YOU SACRIFICE TO JOIN?

- my soul, forever tainted by magic ritual
- my family, forever excised from my life
- my childhood, forever lost to my training
- my body, forever scarred by ceremony

### WHERE DOES YOUR SOCIETY GATHER?

- a swanky, expensive hotel
- a dive bar or gambling den
- a union or veteran's hall
- hallowed religious ground

## YOUR ARSENAL

Create three custom weapons for your hunts; choose a base and two add-ons for each weapon.

### RANGED WEAPONS BASE

- Bow (2-harm close/far reload)
- Shotgun (2-harm hand/close loud reload messy)
- SMG (2-harm close autofire loud)
- Pistol (2-harm close loud)
- Rifle (2-harm far loud)

Add-ons (choose 2 for each weapon):

- Silenced (-loud)
- Big (+1 harm)
- Semi-automatic (-reload)
- Automatic (+autofire)
- Antique/Ornate (+valuable)
- Blessed (+holy)
- High-powered (+1 harm)
- Scoped (+far or +1 harm at far)
- Silvered (+silver)
- Magically resistant (+cold iron)

### HAND WEAPONS BASE

- Staff (s-harm hand/close)
- Whip (1-harm close)
- Haft (1-harm hand)

Add-ons (choose 2 for each weapon):

- Bladed (+1 harm)
- Heavy (+1 harm)
- Exclusive (+booby trapped)
- Famed (+reputation)
- Extendable (+close)
- Chain (1-harm hand area exhausting)
- Enchanted (+anchored)
- Silvered (+silver)
- Magically resistant (+cold iron)
- Blessed (+holy)
- Thick (+s-harm)

## GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, ask them a question; they must answer it honestly. They will ask you a question in return; answer it honestly or mark corruption.

## CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you injure a mortal while pursuing the supernatural, mark corruption.

### ■ DIVIDED I STAND

When you enter a dangerous situation alone, mark corruption to advance all your moves and take +1 ongoing to Blood for the scene.

### ■ HARD TO KILL

Mark corruption to gain armor+1 until the end of the scene.

### ■ EXPECTING COMPANY

Mark corruption to have a backup team of mortal hunters arrive in the scene (3-harm small 1-armor trained). Mark a second corruption for them to show up in a superior position.

### ■ DEATH WISH

If someone nearby is about to suffer harm, mark corruption to suffer the harm instead.

# THE IMP

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

Not all demons serve the old masters. Some—known as imps—have stolen their freedom through tricks and loopholes and now juggle their scams and schemes in pursuit of a better life. There are some advantages to being underestimated.

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS

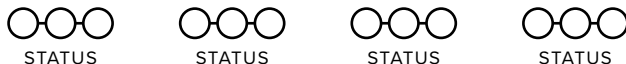


**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



STATUS      STATUS      STATUS      STATUS

## IMP MOVES

### YOU GET THIS ONE:

#### BUSINESS AS USUAL

When time passes—or at the start of the game—roll with **MIND**. On a hit, your usual operations provide an opportunity to advance one of your schemes or generate a new scheme, your choice. On a 10+, you also pick 1:

- A loyal customer reveals the secrets of a powerful NPC, your choice.
- An NPC who owes you a Debt appears to make good on their obligation.
- A Status-3 NPC of your Circle offers you a Debt for your services.

On a miss, a family member or close friend drags you into a scheme you'd rather have avoided; generate a new scheme with three complications, and the MC will tell you what terrible fate could befall your ally should you fail to deliver.

### AND CHOOSE TWO MORE:

#### MEASURE YOUR MARK

When you *figure someone out*, add the following questions to the list:

- What pressing need do you have that I can address?
- What's the most valuable thing you'd offer for sale?

On a miss, ask one from the list, but you come off as suspicious or sleazy, your choice.

#### FRIENDS IN LOW PLACES

When you get a hit while *putting a face to a name* with a Status-2+ NPC, also name a low-level minion or assistant who works for them and describe how this underling recently came to owe you a Debt.

#### I'M A FUCKING DEMON

Ignore all harm the first time someone inflicts at least 2-harm upon you in a scene. At the end of each scene, clear your Faint harm box.

#### WEASEL WORDS

When you *refuse to honor a Debt* by fast-talking your way out of the obligation, roll with **MIND** instead of the difference in Status. On a hit—in addition to the normal effects—mark your debtor's Circle as though you had honored the Debt.

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.



- |  |  |
|--|--|
| Available at the beginning of play:                    | After five advances, you may select:                 |
| <input type="checkbox"/> +1 Status (max+1)             | <input type="checkbox"/> +1 any Circle (max+3)       |
| <input type="checkbox"/> +1 Status (max+1)             | <input type="checkbox"/> +1 any Circle (max+3)       |
| <input type="checkbox"/> +1 Status (max+1)             | <input type="checkbox"/> +1 any Circle (max+3)       |
| <input type="checkbox"/> a new Imp move                | <input type="checkbox"/> Wild Status: 2              |
| <input type="checkbox"/> a move from another archetype | <input type="checkbox"/> advance 3 basic moves       |
| <input type="checkbox"/> a move from another archetype | <input type="checkbox"/> advance 3 basic moves       |
| <input type="checkbox"/> change your Circle            | <input type="checkbox"/> get <i>The Devil Inside</i> |
| <input type="checkbox"/> change your Circle            | <input type="checkbox"/> change to a new archetype   |

## HARM

ARMOR

FAINT

SERIOUS

CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)       Broken (-1 Spirit)

## END MOVE

When you die, one of your schemes comes to fruition, but someone else reaps the rewards. Choose someone to benefit from the plans you put in motion; select a payout for them.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- sniff out a secret stash, even when expertly concealed or hidden
- teleport into your establishment from any distance or position
- infiltrate a hostile area by appearing unworthy of concern
- inflict 4-harm (ap) on an unsuspecting target who underestimates you

# URBAN SHADOWS

## CHARACTER CREATION

### NAME (PICK ONE)

Argent, Babar, Barnaby, Casper, Cash, Doyle, Eve, Gilly, Hamish, Isa, Jezebel, Jun, Lina, Mishka, Nat, Rory, Sabine, Sai, Taryn, Zachariah

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- flashy clothing, formal clothing, uniform clothing, underdressed clothing

### DEMEANOR (PICK ONE)

shrewd, charming, frenzied, beleaguered

### STARTING CHARACTER STATS

(Add 1 to one of these)

Blood -1, Heart 1, Mind 1, Spirit 0

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 0, Night 1, Power -1, Wild 1

### STARTING STATUS

Mortalis 0, Night 0, Power 0, Wild 1

### INTRO QUESTIONS

- How did you escape your servitude?
- How long have you been in the city?
- Who do you call family in the city?
- Who do you turn to when you're in trouble?
- Who did you scam that still holds a grudge?

### STARTING GEAR

- An upscale house or apartment, a car or utility van, a smartphone
- A sentimental gift from a family member
- A ritual object binding you to this realm (eg. the first dollar spent at your business)

### STARTING DEBTS

- Someone is a consistent patron or customer of your establishment, regularly relying on you for your services or assistance. They owe you 2 Debts.
- You offered someone work when no one else would give them the time of day. Ask them if it worked out in your favor. They owe you a Debt either way.
- You partner with someone on your schemes, both of you profiting in equal measure. You owe each other 2 Debts.

## YOUR ESTABLISHMENT

You once served a powerful demon, but you seized upon a loophole—a contract that led to your establishment—and won your freedom. Now you cater to supernatural clientele from all four Circles, securing your place in this world...for now. By default, your establishment has a permanent location, a small but loyal staff, and many regular customers.

### Choose two services you offer:

- Cleaning up gruesome or illegal messes
- Holding or transporting otherworldly creatures
- Appraising and selling magical objects
- Creating forgeries, disguises, and stolen identities
- Operating a gathering place or place of power

### Choose two assets you've acquired over the years:

- A skilled bodyguard or bouncer to provide security
- A high-tech surveillance system and impenetrable vault
- A moving or hidden location to which only you control access
- A magical dead zone secured by wards and ritual
- A powerful and loyal regular in another Circle

### Choose two troubles that plague your business:

- A dangerous competitor edging in on your market
- A hard-to-move acquisition attracting unwanted attention
- A besmirched reputation complicating any new deals
- A demonic ex-liege seeking your immediate return
- A severe state of disrepair endangering your staff

## YOUR SCHEMES

Schemes are risky deals and shady cons designed to expand your business. When you generate a scheme, choose (and mark) a primary Circle, one of your services, and two complications—the MC will tell you what opportunity you've seized upon. When you accomplish a scheme, select two boons and a payout; the MC will detail how they arrive. Generate a scheme whenever a boon or a move tells you to generate a new scheme.

### COMPLICATIONS:

- you promised someone involved something you don't yet have
- you require an unreliable or untrustworthy co-conspirator
- you must fool a powerful and dangerous NPC
- you need to steal something from a secure location
- you need to wait for a predetermined time or event
- you have attracted the attention of dangerous opposition

### BOONS:

- attract new business; generate a new scheme
- pay down your debts; cancel a Debt you owe
- throw your weight around; take a Debt on an NPC
- grow your reputation; mark a Circle affected by the deal

### PAYOUTS

Available at the start of play:

- +1 any Circle (max+3)
- hire *Fiendish Underlings*
- acquire an *arsenal*
- acquire a new asset
- acquire a new asset
- resolve a trouble

After 4+ payouts:

- +1 any Circle (max+3)
- +1 Status (max+2)
- acquire a *legendary weapon*
- acquire a *sanctum*
- acquire *faerie magic*
- retire your character to safety

## GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, promise to get them something they want without asking for anything in return; give them a Debt and take +1 ongoing to getting what you've promised them.

## CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you make a deal that endangers your family, friends, or community, mark corruption.

### ■ THIS IS HOW I WIN

When you *put out the word you need something* to your Circle, mark corruption to take a 12+ instead of rolling. Mark corruption to give the seller a Debt instead of whatever price is asked of you when the thing arrives.

### ■ DIRTY MONEY

When you complete a scheme, mark corruption to take all four boons instead of just two.

### ■ SWEETEN THE DEAL

When you *persuade an NPC* with a deal tilted heavily in their favor, mark corruption to take a 12+ instead of rolling.

### ■ ON THE SHIT LIST

Mark corruption to declare someone an enemy of your people; others of your kind will gaslight, antagonize, or worse. Until you say otherwise, advance *mislead*, *distract*, or *trick* for anyone targeting them; they also take -1 ongoing during each faction turn.

# THE ORACLE

The future is always in motion, like a great river dragging us all to our inevitable ends. There are some who can raise themselves above the surface to see what awaits us, looking into a future both unclear and terrifying. These oracles are blessed with the sight...and cursed by what they see.

NAME  PRONOUNS

DEMEANOR

LOOK

## STATS



BLOOD

HEART

MIND

SPIRIT

## CIRCLES



MORTALIS

NIGHT

POWER

WILD



STATUS



STATUS



STATUS



STATUS

## ORACLE MOVES

CHOOSE TWO:

### PSYCHOMETRY

When you examine an interesting object, roll with **SPIRIT**. On a hit, ask the MC questions from the list below. On a 10+, ask 3. On a 7-9, ask 1:

- what is the history of this object?
- what secrets or mysteries has this object been privy to?
- what bans, wards, or limits are attached to this object?
- what strong emotions have most recently been near this object?
- where does this object belong?

On a miss, the emotion of the object overwhelms you, take -1 ongoing for the scene.

### SKIM THE SURFACE

When you touch someone and attempt to read their surface thoughts, roll with **SPIRIT**. On a hit, ask their player questions from the list below. On a 10+, ask 3. On a 7-9, ask 1:

- what are you thinking about right now?
- what secrets are you currently keeping?
- who or what are you protecting?
- what is your hidden pain?

On a miss, you inflict 1-harm (ap) on them and yourself.

### DUAL LOYALTY

You are known as an ally to the mortal world; take Mortalis as a second Circle. You can earn up to Status-2 in Mortalis and—assuming you have at least Status-1—make one city move each faction turn using your new status. When time passes, the MC will tell you what mortal trouble lands on your doorstep, looking to you for help...

### SOOTHSAYER

When you turn to your prophetic tools to read someone's future, roll with **SPIRIT**. On a hit, the MC will tell you something new and interesting about their destiny. On a 10+, you may ask a followup question; the MC will answer honestly. On a miss, you see vague shapes of what is to come, but something is obscuring your prophetic powers; the future you tried to read is beyond your sight until you resolve the interference.

### FORESIGHT

Advance **keep your cool** for any or all characters you choose in your presence, including yourself.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- uncover the essential truth of a thing or person in your presence
- twist the strands of fate to help or hinder an NPC in your presence
- frighten or impress someone with knowledge of their past
- channel a powerful prophecy from beyond concerning a present character

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.



- Available at the beginning of play:
- +1 Status (max+1)
  - +1 Status (max+1)
  - +1 Status (max+1)
  - a new Oracle move
  - a new Oracle move
  - a move from another archetype
  - a move from another archetype
  - change your Circle
- After five advances, you may select:
- +1 any Circle (max+3)
  - +1 any Circle (max+3)
  - Power Status: 2
  - get a **sanctum**
  - advance 3 basic moves
  - advance 3 basic moves
  - change to a new archetype
  - retire your character to safety

## HARM

ARMOR

FAINT

SERIOUS

CRITICAL

**SCARS**  Shattered (-1 Blood)  Fractured (-1 Mind)  
 Crushed (-1 Heart)  Broken (-1 Spirit)

## END MOVE

When you die or retire your character, choose a PC; the MC will tell you a dark fate you foresee for them. If you issue warning, they take +1 ongoing to avoid it; if you don't, they take -1 ongoing instead.

# URBAN SHADOWS

## CHARACTER CREATION

### NAME (PICK ONE)

Daniel, Dodona, Elijah, George, Hala, Humphrey, Joel, Jonathon, Joaquin, Kami, Khan, Malachi, Maria, Martha, Maximus, Olivia, Penelope, Pythia, Saira, Sonam

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- dirty clothing, casual clothing, revealing clothing, colorful clothing

### DEMEANOR (PICK ONE)

distant, manipulative, paranoid, soothing

### STARTING CHARACTER STATS

(Add 1 to one of these)

Blood 0, Heart -1, Mind 1, Spirit 1

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night -1, Power 1, Wild 0

### STARTING STATUS

Mortality 0, Night 0, Power 1, Wild 0

### INTRO QUESTIONS

- How old were you when your visions began?
- How long have you been in the city?
- How did you originally convince your benefactor to trust you and your visions?
- Who seeks to sway you from your service?
- What signs hint your prophecy grows near?

### STARTING GEAR

Everything provided by your benefactor (detail), and two sets of prophetic tools:

- Divining objects (i.e. tarot deck, crystal ball, set of runes, etc.)
- Ritual instruments (i.e. an athame, a pentacle, etc.)
- Rare tomes and grimoires (i.e. lost scrolls, secret books, etc.)

### STARTING DEBTS

- Someone helps decipher your visions with unique insights. You owe them 2 Debts.
- You had a dark vision about someone, but gave bad guidance. You owe them a Debt.
- Someone interfered with your destiny. They owe you a Debt. Tell them if you've forgiven them—they owe you another Debt if you still hold a grudge for their actions.

## YOUR BENEFACTOR

You have a benefactor, a powerful NPC whose fate is intertwined with your own; you came into their service as a result of your prophetic visions, but they now demand more and more from you and your powers. Name their Circle—Mortalis, Night, Power, or Wild—and choose the prophecy that binds you together, two strengths, and two flaws:

### NAME:

### CIRCLE:

### YOUR PROPHECY:

- They alone can guide you to your true destiny and purpose
- They alone can protect you from a dark fate you have foreseen
- They alone can destroy a uniquely evil foe within their own Circle
- They alone must play a critical role in the war against a coming darkness

### STRENGTHS

- they are Status-3 member of their Circle
- they speak truthfully and honor their word
- they wield significant supernatural power
- their minions are disciplined and loyal

### FLAWS

- they are terrifyingly violent and cruel
- they have defenses against your sight
- they are at war with powerful enemies
- they are madly in love with you

Ask the MC what life your benefactor has provided for you after you make your choices. Their continued largesse depends on how well you serve their interests.

When you go to your benefactor for help or resources, roll with your Status. On a hit, they get you what you need, provided you offer prophetic insight into a problem they have right now. On a 10+, the support they give is abnormally useful. On a miss, they reveal you overlooked something that greatly injured their Status; they are determined to remind you of their power over you before they even consider your request.

## GEAR & NOTES

## FORETELLINGS

Before each faction turn—or at the start of the game—roll with **SPiRiT**. On a hit, pick one of the options below; after the faction turn, the MC will tell you what your prophetic tools have revealed:

- fate has provided an opportunity to fulfill your role for your benefactor; the MC will tell you how to seize it
- an ally has come to own an item that might reveal more about your prophecy; the MC will tell you where they keep it
- a tragedy has made it possible for you to escape or alter your prophesized path; the MC will tell you what you must do

On a 7-9, you must also choose one:

- a threat is closing in; the MC will tell you why it stalks your or your benefactor
- an ally is plotting a betrayal; the MC will tell you when the hammer will fall
- a death lurks in the shadows; the MC will tell you how you can avoid it

On a miss, you instead receive a terrifying premonition about the prophecy that binds you to your benefactor; take -1 ongoing to efforts you make to stop it from coming to pass.

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, you gain a specific and clear vision about that person's future. Mark corruption to ask the MC up to two followup questions; they must answer honestly.

## CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you offer a false prophecy—or lie about the details of a true one—mark corruption.

### ■ EMPATH

When you *figure someone out*, *skim the surface*, or use *psychometry*, mark corruption to ask any questions you'd like, not limited to the lists.

### ■ I, ALL-SEEING

Mark corruption and suffer 1-harm (ap) to have a vision about the situation at hand. Ask the MC a question; they will answer it honestly. Take +1 ongoing to act on the information provided.

### ■ DARK FATE

Mark corruption when nearby someone to pronounce a potent or impressive curse upon them. Mark corruption again to obscure your role in the curse or ensure the curse lasts for a long time.

### ■ EYES THAT BURROW

Mark corruption to lock eyes with someone and force them to be still for as long as you maintain the gaze. Mark corruption again to make them forget the experience.

# THE SPECTRE

Poltergeists, ghosts, spirits—they are our secret fears and unfulfilled dreams, each the echo of one who died. They are the audience for our secret pains and guilty pleasures.

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS



**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



STATUS      STATUS      STATUS      STATUS

## SPECTRE MOVES

### YOU GET THIS ONE:

#### MANIFEST

Regular people can't sense or interact with you unless you manifest; supernatural creatures and perceptive mortals usually know you're present, but can't affect you without magical tools or special powers. If you wish, you can manifest by spending a few quiet moments concentrating—choose 2:

- You can be heard
- You can be seen
- You can touch and be touched

You may mark trauma to instead choose 1 or all 3.

### AND CHOOSE TWO MORE:

#### WON'T BE IGNORED

When you *get in someone's way*, take a 10+ instead of rolling. If you *mislead, distract, or trick* someone with an obvious supernatural display, roll with **SPIRIT** instead of **MIND**.

#### GHOST TOWN

When you *hit the streets* to consult your ghostly contacts, take +1 ongoing to dealing with them. On a miss, you still find a ghost who has what you're looking to get, but they are dangerous or lost, your choice.

#### POTENT

Take +1 Spirit (max +3).

#### "WALL? WHAT WALL?"

You always have an opening to *escape a situation*. You can choose an additional option off the list to bring someone with you, even if they would normally be unable to *escape*. On a miss, you—and whoever you brought with you—end up caught in the dangerous space between the worlds of the living and the dead.

#### CONDUIT

Advance *let it out* for all characters in your presence, including yourself.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- instantaneously travel to one of your anchors, no matter the distance
- take control of a machine or vehicle by possessing its mechanical form
- let loose a psychic blast of ectoplasmic energy (2-harm near area ap)
- follow an ordinary mortal—no matter where they go

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS  POWER

NIGHT  WILD

- |  |  |
|--|--|
| Available at the beginning of play:                    | After five advances, you may select:                       |
| <input type="checkbox"/> +1 Status (max+1)             | <input type="checkbox"/> +1 any Circle (max+3)             |
| <input type="checkbox"/> +1 Status (max+1)             | <input type="checkbox"/> +1 any Circle (max+3)             |
| <input type="checkbox"/> +1 Status (max+1)             | <input type="checkbox"/> Night Status: 2                   |
| <input type="checkbox"/> a new Spectre move            | <input type="checkbox"/> erase a scar                      |
| <input type="checkbox"/> a new Spectre move            | <input type="checkbox"/> advance 3 basic moves             |
| <input type="checkbox"/> a move from another archetype | <input type="checkbox"/> advance 3 basic moves             |
| <input type="checkbox"/> a move from another archetype | <input type="checkbox"/> move on through to the other side |
| <input type="checkbox"/> change your Circle            | <input type="checkbox"/> change to a new archetype         |

## HARM

ARMOR

FAINT

SERIOUS

CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)     Broken (-1 Spirit)

## END MOVE

When your spirit passes on permanently to the other side, any characters present gain +1 Spirit (max+3).

# URBAN SHADOWS



## CHARACTER CREATION

### NAME (PICK ONE)

Bert, Cathy, Clarita, Clark, Davis, Emily, Eric, Grace, Grey Light, Hiro, Isabelle, Joy, Karl, Mohammed, Moises, Monica, Patricia, Rebecca, Thomas, Yuri

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- blood-stained clothing, dark clothing, everyday clothing, vintage clothing

### DEMEANOR (PICK ONE)

antiquated, confused, meek, volatile

### STARTING CHARACTER STATS

(add 1 to one of these)

Blood 1, Heart 0, Mind -1, Spirit 1

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 0, Night 1, Power 1, Wild -1

### STARTING STATUS

Mortalis 0, Night 1, Power 0, Wild 0

### INTRO QUESTIONS

- What memories do you still hold of your death?
- How long have you been in the city?
- Who looks after you when your trauma overwhelms you?
- What place in the city still makes you feel alive?
- Which of your anchors has been mostly recently threatened?

### STARTING GEAR

Whatever was on your person when you died, albeit spiritual versions of each

### STARTING DEBTS

- Someone, or someone's progenitor, was involved in your death. They owe you a Debt.
- Someone is actively watching over one of your anchors. Ask them why they agreed to keep it safe. You owe them 2 Debts.
- Someone almost destroyed one of your anchors once, perhaps by accident. Ask them what happened. They owe you 2 Debts.

## ANCHORS

You have several anchors in the city—important places, people, or objects that keep you from moving on. You might have an opportunity to put an anchor to rest, but anchors can also be ruined or destroyed.

### CHOOSE 4:

- a family member or inheritor, unaware of your existence
- a witness to your death, bound to you by chance or fate
- a friendly household pet, constant companion in your unlife
- a beloved possession of your youth, passed to a new owner
- a marker of your success in life, now claimed by another
- an item related to your death, grimly marking your violent end
- a location of personal importance, a reminder of a past love
- a space you used to live or work, abandoned by the world

When **one of your anchors is put into danger**, you instinctively know; mark trauma and take a +1 ongoing to all moves until you see it to safety. When you **resolve an anchor**, erase a corruption advance; when **an anchor is destroyed or ruined**, fill your trauma track and take a corruption advance.

## TRAUMA

Your sense of self has been shattered by your death, leaving you traumatized. You begin each session with 2-trauma marked, but can clear it—and any additional trauma you take—via trauma moves. If you ever fill your trauma track, the MC may call for you to make a trauma move at any time, but you may always choose which trauma move you make in the moment.

The first time you take harm in a scene, mark trauma; when you fill up on harm, your corpus is scattered and dispersed. Mark trauma to reform in a few days at one of your anchors, or mark 3-trauma to reform immediately at an anchor of the MC's choice.

## PASSING ON

When your **last anchor is resolved or destroyed**, you pass on; pick one blessing or haunting you bestow upon the city for each one of your anchors that was resolved or destroyed, respectively.

### Blessings

- you inspire an NPC to forgive someone who once wronged them, ending a long-standing conflict
- you cleanse or restore a cherished place once thought by all to be ruined or beyond repair
- you heal or restore someone you once injured or wronged
- you reveal to an NPC the truth of your death and passing

### Hauntings

- you leave behind a psychic reflection or your fear and anger, a terrible thing that hunts mortals in the night
- you imbue an object with nightmarish power; the MC chooses who ends up with the cursed item
- you drive an NPC close to you into a downward spiral
- you **do not pass on**, but are instead swallowed by oblivion

## LASH OUT AT AN NPC

When you **lash out at an NPC in furious anger**, roll with **BLOOD**. On a hit, clear all trauma and inflict harm as established. On a 7-9, your violence is wild; it leaves you vulnerable, gets out of hand, or causes some collateral damage, MC's choice. On a miss, you completely lose control of your ectoplasmic form; mark corruption.

## COMMUNE WITH YOUR ANCHORS

When you **commune with one of your anchors**, roll with **SPIRIT**. On a hit, your anchor soothes your fractured psyche; clear 2-trauma. On a 10+, your communion reveals a way the anchor might be resolved; clear all trauma. On a miss, you only clear 1-trauma; something threatening the anchor interrupts your mediation.

## GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, you hold 1 and clear 1-trauma. Whenever they get into trouble, you can spend your hold to be there.

## CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you witness a scene of violence or victimization and do nothing, mark trauma and corruption.

### ■ POSSESSION

Mark corruption to possess a weak-minded person (MC's call) in your presence; clear a trauma for each "normal" human experience—eating a meal, shopping for clothes, etc.—you engage in while controlling their body.

### ■ SIPHON

Mark corruption to reach into someone's body, inflict 2-harm (ap) on them, and clear your harm track.

### ■ NIGHTMARE

Mark corruption to enter the dreams of someone sleeping in your presence. While you're there, you can interact with them and their dreams as if they were spirits as well.

### ■ TELEKINESIS

You can move and lift small objects at a distance by concentrating. Mark corruption to move an object up to the size of a car.

# THE SWORN

The machinations of Power rely on many to keep the wheels turning, but none so much as those sworn to serve the many factions of Power—academies, abbeys, and councils. Yet no matter what oath underlies their service, those sworn must make their own decisions about control, loyalty, and justice...

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS



**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



STATUS



STATUS



STATUS



STATUS

## SWORN MOVES

### CHOOSE TWO:

#### PROTECT AND SERVE

When you read a charged situation, roll with **MIND**. On a hit, ask the MC questions; take +1 when you act on the answers. On a 10+, ask 2. On a 7-9, ask 1.

- where's my escape route / way in / way past?
- which enemy is most vulnerable to me?
- what should I be on the lookout for?
- what's my enemy's true position?
- who here can't be trusted?

On a miss, you recognize a weakness in your own position or preparations you should have seen coming.

#### HARD TO SHAKE

When you follow an NPC through the streets of the city, roll with **MIND**. On a hit, where they go, you follow. On a 7-9, you run into some trouble on the way; deal with it quickly or lose the trail. On a miss, your prey leads you exactly where they want you; brace yourself for the closing jaws of the trap.

#### DEVIIOUS

Take +1 **MIND** (max+3).

#### GENUINE POLICE

When you *put a face to a name* or *study a sanctuary, gathering spot, or place of power*, roll with **MIND** instead of the relevant Circle. You always get to ask the MC an additional question about the person or place in question, even on a miss.

#### CHESS NOT CHECKERS

When you *turn to violence* with any kind of advantage—numbers, position, surprise, etc.—add the following option to the list you can choose from on a 10+:

- you force your target to choose a different option from their list

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.



- |  |  |
|--|--|
| Available at the beginning of play:                    | After five advances, you may select:                     |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| a new Sworn move <input type="checkbox"/>              | <input type="checkbox"/> erase a scar                    |
| a new Sworn move <input type="checkbox"/>              | <input type="checkbox"/> advance 3 basic moves           |
| a move from another archetype <input type="checkbox"/> | <input type="checkbox"/> advance 3 basic moves           |
| a move from another archetype <input type="checkbox"/> | <input type="checkbox"/> change to a new archetype       |
| Power Status: 2 <input type="checkbox"/>               | <input type="checkbox"/> retire your character to safety |

## HARM

ARMOR

FAINT

SERIOUS

CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)     Broken (-1 Spirit)

## END MOVE

When you die or retire your character, offer your weapon to the person you trust the most. If they accept, bind them to three vows from your list as if they had sworn an oath to you.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- shatter a magical spell, illusion, or enchantment with a touch
- strike down all lesser foes in your vicinity with a blast of elemental force
- cloak yourself in magical armor; expend it to ignore all harm one time
- force someone to answer your questions truthfully for a scene

# URBAN SHADOWS

## CHARACTER CREATION

### NAME (PICK ONE)

Daniel, Dodona, Elijah, George, Hala, Humphrey, Joel, Jonathon, Joaquin, Kami, Khan, Malachi, Maria, Martha, Maximus, Olivia, Penelope, Pythia, Saira, Sonam

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- expensive clothing, disheveled clothing, casual clothing, ritual clothing

### DEMEANOR (PICK ONE)

cunning, emotional, obsessive, stoic

### STARTING CHARACTER STATS

(Add 1 to one of these)

Blood 1, Heart -1, Mind 1, Spirit 0

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis -1, Night 0, Power 1, Wild 1

### STARTING STATUS

Mortality 0, Night 0, Power 1, Wild 0

### INTRO QUESTIONS

- Why did you swear your oath?
- How long have you been in the city?
- Who trained you in the ways of your order?
- What marks you as different from the masters you serve?
- Whose disappearance are you investigating?

### STARTING GEAR

A luxurious house or apartment, a fancy car, an expensive smartphone

One backup weapon of choice

- 9mm Beretta (2-harm close loud)
- Hunting Knife (2-harm hand concealable)
- Sawed-off shotgun (2-harm close reload concealable)

### STARTING DEBTS

- Someone gives you info about a Circle you don't understand. You owe them a Debt.
- You secretly helped someone get justice for a wrong done upon them. They owe you a Debt. Tell them why you helped.
- Your service forced you to punish or kill someone's ally or friend on behalf of your masters. You owe them a Debt.

## THE OATH

You've sworn an oath to serve an influential faction of Power, an organization that relies on you to protect its members, punish its enemies, and defend its holdings.

### YOUR MASTERS

You serve (choose one):

- an abbey of prescient oracles
- a council of haughty wizards
- an order of secret immortals
- a academy of religious scholars
- a covenant of earthbound deities

### YOU ARE CHARGED WITH:

(Choose two)

- protecting and policing their members
- recovering lost artifacts and tomes
- uncovering their threats and enemies
- destroying those who would thwart them
- negotiating with their allies and vassals

Tell your MC to stat up your masters as a Size-3, Strength-3 faction within Power. Ask them what you know about the organization's structure, culture, and assets.

### YOUR VOWS

When you break one of your vows, mark corruption. When you take a corruption advance, cross out one of your vows—it no longer binds you. If you strike out every vow, your oath is broken—change playbooks immediately.

You must... (choose 5):

- ...never trespass on another's property
- ...never strike the first blow
- ...never lie about your identity or purpose
- ...never reveal your faction's secrets
- ...always avoid collateral damage
- ...always protect members of Power from harm
- ...always thwart the enemies of your masters
- ...always seize that which your masters desire

## YOUR LEGENDARY WEAPON

Your masters have given you a weapon (3-harm holy anchored) to wield in their name, a legendary artifact of an age long lost.

Choose one:

- a sword wielded by rightful kings (*figure someone out*)
- a hammer stolen from heaven itself (*let it out*)
- a staff imbued with stealthy sorcery (*escape a situation*)
- a knife cut from demonic steel (*mislead, distract or trick*)
- an axe forged in the blood of gods (*turn to violence*)
- a spear blessed by otherworldly magic (*keep your cool*)

So long as you bear this legendary armament, advance the named move. But your weapon—like your oath—is bound to your loyalty. If your oath is broken, the weapon will be lost to you, even betraying you to ensure it exits your service.

### GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, tell them if they matter more than your Oath. If you say they do, mark corruption and they hold 1; they can spend the hold at any time to summon you to their location.

## CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you break one of your vows or work against your masters, mark corruption.

### ■ AHEAD OF THE GAME

You get +1 **MIND** (max+4). Whenever you roll with **MIND** and roll a 12+, mark corruption.

### ■ STOOL PIGEONS

Mark corruption to roll with **MIND** instead of Status when you consult your contacts in another Circle. On a miss, mark corruption again—then choose to either answer the questions honestly or owe your contact a Debt.

### ■ STUDENT OF THE ARTS

Choose three Spells. Mark corruption to gain two hold you can use to cast those spells.

### ■ INFERNAL AFFAIRS

When you *turn to violence*, you may mark corruption to take a 12+ instead of rolling.

# THE TAINTED

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

Most tainted remember a time before all this; before their souls ended up in the hands of demons and devils. Now they're something more than just human, working jobs for patrons who are never satisfied, never finished demanding obedience. But a contract is a contract...

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS

BLOOD     HEART     MIND     SPIRIT

## CIRCLES

MORTALIS     NIGHT     POWER     WILD

STATUS     STATUS     STATUS     STATUS

## TAINTED MOVES

### THE DEVIL INSIDE

When you assume your demon form, roll with **BLOOD**. On a 10+, pick 3. On a 7-9, pick 2. On a miss, pick 1 and give your patron a Debt...or go without your form.

- +demonic weapon (3-harm hand or 2-harm close)
- +demonic movement (flight, flaming motorcycle, etc.)
- +demonic senses (infrared sight, smell lies, etc.)
- gain armor+1
- heal 2-harm
- take +1 forward

If you're working a job for your patron, pick 1 more. If you mark corruption, pick 1 more.

### CHOOSE TWO MORE:

#### INVOCATION

You may *cash in a Debt* with someone to appear in their presence. Others may *cash in a Debt* with you to have you appear as well.

#### TONGUED AND SILVER

When you *figure someone out* by tempting them with power, roll with **HEART** instead of **MIND**.

#### DARK BARGAIN

When you seal a bargain with someone in smoke and blood, roll with **HEART**. On a hit, you infuse the agreement with demonic force. On a 10+, pick 2. On a 7-9, pick 1.

- All parties intuitively know if the deal is being honored.
- All parties take +1 ongoing to *letting it out* while fulfilling the deal.
- Anyone violating the pact instantly suffers 4-harm ap.

On a miss, the bargain displeases the powers you called upon to sanctify the deal; you must perform an act of contrition before you can invoke their influence again.

#### COLD AS ICE

Take +1 **BLOOD** (max +3)

#### TOUGH AS NAILS

You get 1-armor. Blessed or holy sources ignore your armor. Weapons designed to stun or impair you have no effect.

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS  POWER   
NIGHT  WILD

- |  |  |
|--|--|
| Available at the beginning of play:                    | After five advances, you may select:                     |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> Wild Status: 2                  |
| a new Tainted move <input type="checkbox"/>            | <input type="checkbox"/> gain <i>Fiendish Underlings</i> |
| a new Tainted move <input type="checkbox"/>            | <input type="checkbox"/> erase a job from your contract  |
| a move from another archetype <input type="checkbox"/> | <input type="checkbox"/> advance 3 basic moves           |
| a move from another archetype <input type="checkbox"/> | <input type="checkbox"/> advance 3 basic moves           |
| change your Circle <input type="checkbox"/>            | <input type="checkbox"/> change to a new archetype       |

## HARM

ARMOR

### FAINT

### SERIOUS

### CRITICAL

- SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)     Broken (-1 Spirit)

## END MOVE

When you die, cash in all the Debts your patron owes you to come back, healing all harm. If you have none, your patron asks someone else to pay the Debt for you. If they refuse, time's up.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- imbue your touch with demonic corruption (2-harm intimate ap)
- impress, dismay, or frighten someone with a display of demonic fury
- move through or past a physical obstacle created by mortal hands
- summon your dark patron's attention directly on your location

# URBAN SHADOWS

## CHARACTER CREATION

### NAME (PICK ONE)

Alfred, Alma, Catarina, Dawa, Fahad, Father Luke, Iris, Jake, Jeremiah, Kaito, Kyo, Lana, Landon, Latifah, Nabhi, Nadia, Ophelia, Shiro, Tamali, Yuina

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- dirty clothing, expensive clothing, formal clothing, trendy clothing

### DEMEANOR (PICK ONE)

corporate, detached, paranoid, unstable

### STARTING CHARACTER STATS

(Add 1 to one of these)

Blood 1, Heart 1, Mind -1, Spirit 0

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night -1, Power 0, Wild 1

### STARTING STATUS

Mortalis 0, Night 0, Power 0, Wild 1

### INTRO QUESTIONS

- Why did you trade away your soul?
- How long have you been in the city?
- Which fellow demonic agent do you loathe?
- How do you cope with your demonic dreams and hungers?
- What do you desperately need?

### STARTING GEAR

A house or apartment, a car, a smartphone. One brutal weapon of choice:

- Collapsible baton (2-harm hand conceal)
- 9mm Beretta (2-harm close loud)
- Pump shotgun (3-harm close loud messy)
- Sword (3-harm hand messy)

### STARTING DEBTS

- You're protecting someone from a dark power, a rival and enemy of your demonic patron. Your ward owes you a Debt.
- Someone is trying to save you from damnation and keeps suffering for it. Ask them why they care when no one else does. You owe them a Debt.
- You hurt or killed someone's good friend or ally on your demonic patron's orders. You owe them a Debt.

## DEMONIC JOBS

Your dark patron keeps you on Earth for a reason. Choose two jobs from the list below:

*Collecting souls, tracking down rogue demons, delivering threats and messages, guarding someone or something, assassinating your patron's enemies, brokering demonic contracts, hiding demonic contraband, operating a demonic establishment*

When you complete a job for your patron, mark Wild. Your patron owes you a Debt for every job completed. You can cash in a Debt with your Patron in order to have them:

- answer a question honestly
- arrange a meeting with an NPC from Wild
- grant you a worthy boon or useful gift
- erase a Debt they hold on someone
- give you a Debt they have on someone else

Your patron holds 3 Debts on you. They may offer you the chance to buy your freedom, but Debts alone won't be enough. At any time, your patron may cash in any Debts you owe them—1-for-1—to inflict corruption on you.

## DEMON FORM

Since your patron claimed your soul, you have a new look: a demon form. Pick as many as apply from the lists below:

- **HEAD:** bone, concave, crown, flames, halo, horns, spikes
- **EYES:** absent, animal, empty, glowing, smoky, un-blinking
- **LIMBS:** claws, heavy, hooped, many, severed, twisted
- **WINGS:** blood, feathers, insects, leather, metal, paper, none
- **SKIN:** chitinous, marked, misty, sticky, stretched, translucent

## GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, they give you a Debt they hold on someone else.

# CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you persuade someone on your patron's behalf, mark corruption.

### ■ JUST BELOW THE SURFACE

Mark corruption to assume your demon form without a roll and gain all the options listed.

### ■ NOT TO BE DENIED

Mark corruption to make their result a miss (after rolling) when someone *refuses to honor a Debt* you've cashed in on them.

### ■ FROM HELL

Mark corruption to have your patron send a gang of demons to work on your behalf for a scene (2-harm small 2-armor demonic).

### ■ FRINGE BENEFITS

Mark corruption to make an additional city move when time passes; if you use your Circle status for the move, add +1 to your roll.

# THE VAMP

Strong, fast, eternal in age, and insatiable in hunger, the vampire is a pure, unadulterated predator. They are a monster, a twisted reflection of the person they once were, doomed to walk the earth and feed their hungers. Keep your distance.

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS



**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



## VAMP MOVES

### YOU GET THIS ONE:

#### ETERNAL HUNGER

You hunger for human blood, flesh, or emotions, pick one. When you feed on someone, roll with **BLOOD**. On a 10+, all 3. On a 7-9, choose 2:

- You heal 1-harm or take +1 forward
- You learn a secret about your prey
- Your prey doesn't suffer 3-harm (ap)

On a miss, your hunger gets the best of you, and everyone suffers.

### AND CHOOSE TWO MORE:

#### HAVEN

You have a safe place, secure from outside dangers. It has emergency rations, a few ghouls, and an escape vector. When someone willingly comes to your Haven, they enter your Web.

#### COLD-BLOODED

When you *keep your cool* by flaunting mortal social conventions and expectations, roll with **BLOOD** instead of **SPIRIT**.

#### KEEP YOUR FRIENDS CLOSE

When you *figure someone out* by helping them indulge their vices, roll with **BLOOD** instead of **MIND**.

#### IRRESISTIBLE

Take +1 **HEART** (max+3)

#### IN THE NEIGHBORHOOD

When you *hit the streets* with someone who owes you a Debt, you can cash in the Debt before rolling to add +3 to your roll.

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.



- |  |  |
|--|--|
| Available at the beginning of play:                    | After five advances, you may select:                     |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> Night Status: 2                 |
| a new Vamp move <input type="checkbox"/>               | <input type="checkbox"/> erase a scar                    |
| a new Vamp move <input type="checkbox"/>               | <input type="checkbox"/> advance 3 basic moves           |
| a move from another archetype <input type="checkbox"/> | <input type="checkbox"/> advance 3 basic moves           |
| a move from another archetype <input type="checkbox"/> | <input type="checkbox"/> retire your character to safety |
| change your Circle <input type="checkbox"/>            | <input type="checkbox"/> change to a new archetype       |

## HARM

ARMOR

FAINT  
 SERIOUS  
 CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)     Broken (-1 Spirit)

## END MOVE

When you die, name the person you hold most responsible; your agents and allies relentlessly pursue them until "justice" is served.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- create an opportunity to *escape*, ignoring all mortal bindings
- perform a fantastic feat of vampiric strength or agility
- extend your vampiric senses for a short period of time
- display your dominance; low-status NPCs flee, PCs must *keep their cool*

## CHARACTER CREATION

### NAME (PICK ONE)

Adel, Ash, Bilal, Clara, Cleopatra, Damon, Danielle, Hadier, Isa, Joseph, Klaus, Leanne, Marta, Maximillian, Monique, Nathaniel, Orion, Salim, Reginald, Zoe

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- concealing clothing, formal clothing, ordinary clothing, vintage clothing

### DEMEANOR (PICK ONE)

antiquated, feral, seductive, volatile

### STARTING CHARACTER STATS

(Add 1 to one of these)

Blood 1, Heart 1, Mind 0, Spirit -1

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night 1, Power -1, Wild 0

### STARTING STATUS

Mortalis 0, Night 1, Power 0, Wild 0

### INTRO QUESTIONS

- When did you become a vampire?
- How long have you been in the city?
- How do you keep your cravings in check?
- Where do you spend your days and nights?
- What scheme are you invested in right now?

### STARTING GEAR

A secluded apartment, a comfortable car, a smartphone.

One stylish weapon of choice:

- Dual Colt Double Eagles (3-harm close loud)
- Sword (3-harm hand messy)
- Walther PPK (2-harm close reload concealable)

### STARTING DEBTS

- Someone makes sure you get fed regularly, without attracting too much attention. You owe them 2 Debts.
- Someone relies on you for their fix. Ask them what you provide that keeps them sane. They owe you a Debt; add them to your Web.
- Someone recently sold you out to one of your enemies. You avoided the worst of their attacks, but your betrayer owes you a Debt; add them to your Web.

## YOUR WEB

When someone comes to you to ask for a favor, look for advice/info, or threaten your interests, they enter your Web and owe you a Debt...even if you don't offer them anything in return. People leave your Web only when they no longer owe you a Debt.

When someone is in your Web, you gain the following when dealing with them:

- Get +1 ongoing to *lend a hand* or *get in the way* of their efforts
- Add this option to *figure someone out*: "What is your character's true hunger?"
- Advance *persuade an NPC* when spend a Debt with them before rolling

When time passes—or at the start of the game—choose someone in your Web and learn a secret about them that they'd rather keep buried. Mark corruption to ask a followup question about the answer.

## TRAPPED IN YOUR WEB

## GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, tell them a secret about yourself or owe them a Debt. Either way, they enter your Web and owe you a Debt.

# CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you feed on an unwilling victim, mark corruption.

### ■ TRUE HUNTER

Mark corruption when pursuing a human NPC at night. Your prey cannot escape you, no matter where they attempt to flee, and you can prey on them or kill them at will.

### ■ PULL THEM BACK IN

When you cash in your last Debt on someone in your Web, mark corruption to keep the Debt and keep them in your Web.

### ■ BLOOD MAGIC

Choose 2 Faerie Powers. Mark corruption to use one of these powers. You may take this corruption advance a second time to gain the remaining Faerie Powers.

### ■ FAKE NEWS

When you *weaken someone's standing* via false rumors, mark corruption to roll with **HEART** instead of **STATUS**. On a miss, mark corruption to have the trail lead back to an ally, not you.

# THE VETERAN

Once upon a time, you were someone important...and dangerous. People knew you and gave you a wide berth. You were a force to be reckoned with in this city. And then you got old, broken, or both.

NAME PRONOUNS

---

DEMEANOR LOOK

---

## STATS



**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



## VETERAN MOVES

### YOU GET THIS ONE:

**OLD FRIENDS, OLD FAVORS**

When you first encounter an NPC, you may declare them an old friend instead of *putting a name to a face* and roll with **MIND**. On a hit, they offer you comfort and aid, even if it exposes them to danger or retribution. On a 7-9, tell the MC why you owe them a Debt. On a miss, tell the MC why they want you dead.

### AND CHOOSE TWO MORE:

**TRUE ARTIST**

When you present a valuable or rare gift you've created to a Status 2+ NPC of a Circle, gain +1 ongoing (max+1) to your Status with that Circle until after time passes.

**INVESTED**

When someone owes you 2 or more Debts and you *lend them a hand or get in their way*, roll with **MIND** instead of Circle.

**TOO OLD FOR THIS SHIT!**

When you get caught up in a fight you tried to prevent, you get +1-armor and take +1 ongoing to seeing yourself and others to safety.

**THE BEST LAID PLANS**

When you work out a plan with someone, roll with **MIND**. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold 1-for-1, regardless of distance, while the plan is being carried out to:

- Add +1 to someone's roll (choose after rolling)
- Dismiss all harm someone suffers from a single attack
- Ensure your people have the exact gear they need on hand

On a miss, hold 1, but your plan encounters some disastrous opposition right from the start.

**GUN TO A KNIFE FIGHT**

When you *turn to violence* against someone by seriously escalating the conflict, roll with **MIND** instead of **BLOOD**

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

**MORTALIS**     **POWER**

**NIGHT**     **WILD**

- |   |  |
|---|--|
| Available at the beginning of play:                       | After five advances, you may select:               |
| +1 Status (max+1) <input type="checkbox"/>                | <input type="checkbox"/> +1 any Circle (max+3)     |
| +1 Status (max+1) <input type="checkbox"/>                | <input type="checkbox"/> +1 any Circle (max+3)     |
| +1 Status (max+1) <input type="checkbox"/>                | <input type="checkbox"/> erase a scar              |
| a new Veteran move <input type="checkbox"/>               | <input type="checkbox"/> Mortalis Status: 2        |
| a new Veteran move <input type="checkbox"/>               | <input type="checkbox"/> advance 3 basic moves     |
| add 2 features to your workspace <input type="checkbox"/> | <input type="checkbox"/> advance 3 basic moves     |
| a move from another archetype <input type="checkbox"/>    | <input type="checkbox"/> change to a new archetype |
| change your Circle <input type="checkbox"/>               | <input type="checkbox"/> retire to safety          |

## HARM

ARMOR

FAINT

SERIOUS

CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)     Broken (-1 Spirit)

## END MOVE

When you die or retire your character, choose a character to inherit your **Workshop**.

## LET IT OUT. TO ACTIVATE THESE ABILITIES

- blindsides an unsuspecting target with a terrible or knockout blow
- frighten or intimidate someone with a reminder of who you used to be
- barricade or secure a place using minimal supplies
- reveal the ways an old ally or enemy is shaping a current conflict

# URBAN SHADOWS



## CHARACTER CREATION

### NAME (PICK ONE)

Alejandro, Bartholomew, Beth, Constance, Danuta, David, Emma, Frank, Joanne, Jose, Julie, Kimiko, Leo, Mahinder, Michelle, Skylar, Tabitha, Terry, Regis, Yakub

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- casual clothing, dirty clothing, formal clothing, uniform clothing

### DEMEANOR (PICK ONE)

charming, crass, professional, reserved

### STARTING CHARACTER STATS

(add 1 to one of these)

Blood -1, Heart 1, Mind 1, Spirit 0

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night 0, Power 0, Wild 0

### STARTING STATUS

Mortalis 1, Night 0, Power 0, Wild 0

### INTRO QUESTIONS

- What were you once known for in the city?
- How long have you lived here?
- What was your greatest accomplishment?
- Why did you step back from who you were?
- What do you desperately need?

### STARTING GEAR

An apartment or warehouse hideout, a practical car or old pick-up truck, a smart phone, a workshop (detail).

One trusty weapon of choice:

- 9mm Beretta (2-harm close loud)
- Pump-action shotgun (3-harm close loud reload messy)
- Magnum revolver (3-harm close loud reload)

### STARTING DEBTS

- Someone relies on you for training or knowledge. Ask them why they need your help; tell the MC what you've provided and ask how many Debts (1-3) you're owed.
- You're working on something big for someone, and it's nearly ready. They owe you a Debt.
- Someone keeps pulling your ass out of the fire when you forget you're retired. You owe them a Debt.

## YOUR WORKSHOP

You have a workshop that includes a large space for your tools and/or supplies. When you go into your workshop to work on something, the MC tells you, "Sure, no problem, but..." and then 1 to 4 of the following.

- It's going to take you hours/days/weeks/months of work or recovery time
- First you'll have to summon/build/construct \_\_\_\_\_
- You'll require the services of \_\_\_\_\_ to complete it
- You require a rare and expensive ingredient or material
- It will only work for a short time, and may be unreliable
- It's going to mean exposing anyone nearby to serious fallout
- Your workspace lacks \_\_\_\_\_; add this and you'll be able to complete it
- It will require a part of yourself to complete
- You must journey to \_\_\_\_\_ in order to complete it

The MC can combine any set of requirements or offer two sets of costs to the same task. Once the requirements are completed, what was set out is completed. The MC will stat it up, reveal some info, or whatever is called for now.

Items created in your workshop are safe from the MC. They can't be destroyed or taken without your permission, even if you sell or give them away to another character. When you create something specifically for another character, mark their Circle when the project is complete.

Choose and underline 3 features that your workshop includes:

*automotive hoist and tools, a darkroom, a regulated growing environment, two or three skilled assistants, a junkyard of raw materials, machining tools, transmitters & receivers, a testing ground, deadly booby traps, a library of old books, a scattering of ancient relics, a mystical focus, magical wards, a medical station, an operating room, high-tech electronics and computers, an advanced surveillance system, a forge, a science lab, a portal to another dimension*

## GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, tell them a story about the past and the lessons you learned. If they accept your advice, hold 1. Spend the hold to lend a hand to that character from any distance. If they reject your wisdom, mark corruption.

## CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you knowingly head straight into danger, mark corruption.

### ■ BACK AT IT

Take two abilities from another archetype. When you *let it out* to use these abilities, you cannot choose to avoid corruption on a 10+.

### ■ PACK RAT

You may mark corruption to reach into your kit and find just the gear you need to deal with your current situation.

### ■ CATCH YOU FUCKERS AT A BAD TIME?

Mark corruption to arrive in a scene. Mark an additional corruption to bring someone with you.

### ■ DARK EXPERIMENTS

When you work over someone (alive or dead) in your *Workshop*, mark corruption to ask up to two questions about their weaknesses or secrets. They must answer honestly.

# THE WIZARD

Mages are among the deadliest and most powerful of all humans. Their ability to reshape the world around them grants them tremendous powers. But nothing corrupts quite like power...

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS



**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



STATUS      STATUS      STATUS      STATUS

## WIZARD MOVES

### ✓ CHANNELLING

When you channel and collect your magics, roll with **SPIRIT**. On a 10+, hold 3. On a 7-9, hold 3 and choose 1 from the list below. On a miss, hold 1, but you cannot channel again this scene.

- Take -1 ongoing until you rest
- Suffer 1-harm (ap)
- Mark corruption

Your hold lasts until you spend it or the scene ends. You can spend it to cast any spell you have as per the spell's details.

### ✓ SANCTUM SANCTORUM

When you go to your sanctum for a spell ingredient, relic, or tome, roll with **SPIRIT**. On a 10+, you've got pretty much just the thing. On a 7-9, you've got something close, but it's flawed or lacking in some significant way. On a miss, you don't have what you're looking for, but you know someone from another Circle who probably has it in stock.

## YOUR WARD

A status-3 member of your Circle has charged you with caring for an important ward. They live and dine with you; their safety is your sworn duty. Choose 2 from each list below.

### WHY DO THEY NEED PROTECTION?

- They are the key to a forbidden ritual or magical catastrophe
- They are the heir to a powerful position or inheritance
- They are the secret child of an influential and powerful enemy
- They are a gifted mage in need of a teacher and guardian

### WHY DID YOU AGREE TO THIS ARRANGEMENT?

- You are in love with the ward (or the status-3 member)
- Your membership in a faction compels your agreement
- You and your ward are supernaturally linked
- You hope to redeem yourself for a past failure

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.



- |   |  |
|---|--|
| Available at the beginning of play:                     | After five advances, you may select:                     |
| +1 Status (max+1) <input type="checkbox"/>              | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>              | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>              | <input type="checkbox"/> Power Status: 2                 |
| add 2 features to your sanctum <input type="checkbox"/> | <input type="checkbox"/> take on an apprentice           |
| learn 3 more spells <input type="checkbox"/>            | <input type="checkbox"/> advance 3 basic moves           |
| a move from another archetype <input type="checkbox"/>  | <input type="checkbox"/> advance 3 basic moves           |
| a move from another archetype <input type="checkbox"/>  | <input type="checkbox"/> retire your character to safety |
| change your Circle <input type="checkbox"/>             | <input type="checkbox"/> change to a new archetype       |

## HARM

ARMOR

FAINT

SERIOUS

CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)       Broken (-1 Spirit)

## END MOVE

When you die, you may place a devastating curse on someone nearby. Specify the effects of the curse and how they may end it.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- deflect or redirect an oncoming blow before it strikes
- detect the presence and function of magical items or spells
- perform a feat of telekinetic strength or precision
- reshape the essence or nature of an exposed object or magical spell

## CHARACTER CREATION

### NAME (PICK ONE)

Ailea, Alanna, Andrés, Brandon, Calvin, Christine, Desmond, Hugo, Jocelyn, June, Krista, Laura, Marlowe, Miranda, Randall, Vincent, Vivian, Wesley, Wraith, Zoha

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- archaic clothing, casual clothing, expensive clothing, ritual clothing

### DEMEANOR (PICK ONE)

beleaguered, detached, disheveled, ominous

### STARTING CHARACTER STATS

(add 1 to one of these)

Blood 0, Heart -1, Mind 1, Spirit 1

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 0, Night -1, Power 1, Wild 1

### STARTING STATUS

Mortalis 0, Night 0, Power 1, Wild 0

### INTRO QUESTIONS

- How did you learn to wield magic?
- How long have you been in the city?
- What mistake keeps you up at night?
- What have you sacrificed for your power?
- What conflict are you trying to mediate?

### STARTING GEAR

A nice apartment or simple house, a crappy car, a decent cell phone and a sanctum (detail).

One useful weapon of choice:

- Snubnosed revolver (2-harm close loud reload concealable)
- 9mm Glock (2-harm close loud)
- Sword (3-harm hand messy)

### STARTING DEBTS

- Someone tempted your ward away from you and into danger. Ask them what it cost your ward to walk that path. They owe you a Debt.
- Someone is your go-to when you get into trouble, providing information or muscle to get things done. You owe them 2 Debts.
- You are helping someone keep a dangerous secret from powerful members of their Circle. They owe you a Debt.

## YOUR SPELLS

### CHOOSE THREE:

#### TRACKING

Spend 1 hold to learn the location of a specific person. You must have a personal object that belongs to the target or recent leavings of their body (a lock of hair, fingernail clippings, their blood, etc.).

#### ELEMENTALISM

You conjure the elements to strike out at your enemies. Spend 1 hold to **turn to violence** with your magic as a weapon (3-harm close or 2-harm close area).

#### LINKING

Spend 1 hold to telepathically link up to two characters in your presence for a few hours, allowing them to communicate with each other—and with you—regardless of distance. You may spend additional hold—1 for 1—to add more characters to this network, even if the other members are not present.

#### SHIELDING

Spend 1 hold to provide armor+1 to yourself or someone nearby, or spend 2 hold to provide armor+1 to everyone in a small area, possibly including yourself. This armor lasts until the end of the scene. You can stack multiple uses of Shielding at once.

#### VEIL

Spend 1 hold to make yourself invisible from sight—physical and electronic—for a few moments.

#### TELEPORT

Spend 1 hold to teleport yourself a short distance within a scene you're in.

#### HEX

Spend 1 hold to inflict 1-harm (ap) on someone from any distance. You must have a sample of their hair, blood, or saliva to do so.

## YOUR SANCTUM

Choose and underline 4 features of your Sanctum:

*an extremely knowledgeable assistant, a testing ground, magical booby traps, a library of old tomes, a scattering of ancient relics, a mystical prison, magical wards, a portal to another dimension, a focus circle, an apothecary*

Choose and underline 2 downsides of your Sanctum:

*it's cursed by a previous owner, it attracts otherworldly attention, it contains many volatile substances, its location is known by many, it always lacks a key piece or ingredient, it's tough for you to access, it contains secrets unfamiliar even to you*

When you go into your sanctum to work on something, the MC will tell you, "Sure, no problem, but..." and then 1 to 4 of the following:

- It's going to take you hours/days/weeks/months of work or recovery time
- First you'll have to summon/build/construct \_\_\_\_\_
- You'll require the services of \_\_\_\_\_ to complete it
- You require a rare and expensive ingredient or material
- It will only work for a short time, and may be unreliable
- It's going to mean exposing anyone nearby to serious fallout
- Your sanctum lacks \_\_\_\_\_; add this and you'll be able to complete it
- It will require a part of yourself or comparable sacrifice to complete
- You must journey to \_\_\_\_\_ in order to complete it

The MC can combine any set of requirements or offer two sets of costs to the same task. Once the requirements are completed, what was set out is completed. The MC will stat it up, reveal some info, or whatever is called for now.

## GEAR & NOTES

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, decide if you care about them. If you do, you form a sympathetic connection; you can target each other with magics at any range and intuitively know if the other is in danger. If you don't, mark corruption.

## CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you ignore a genuine plea for help from someone vulnerable, mark corruption.

### ■ THE DARK ARTS

When you **turn to violence** with magic or psychic energies, mark corruption to roll with **SPIRIT** instead of **BLOOD**.

### ■ UPON A PALE HORSE

Mark corruption—1 for 1—and speak the true name of a character in the scene to inflict up to 3-harm (ap) on them; you may only target a character with this power once per session.

### ■ BLACK MAGIC

Mark corruption to ignore a requirement set by the MC when using your Sanctum.

### ■ WARDING

Mark corruption to create a magical ward the size of a small room. The ward lasts for a month and a day or until you release it.

# THE WOLF

Primal, deadly, and awesome. Little in the world can match the werewolf's relentlessness or brute force. Those cursed by a bite or born into a bloodline carry a great fury within them. But fury, like all emotion, can be tempered and forged into something greater...

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

DEMEANOR \_\_\_\_\_  
LOOK \_\_\_\_\_

## STATS



**BLOOD**      **HEART**      **MIND**      **SPIRIT**

## CIRCLES



**MORTALIS**      **NIGHT**      **POWER**      **WILD**



## WOLF MOVES

### YOU GET THIS ONE:

#### COMES WITH THE TERRITORY

If you are actively patrolling your territory when time passes—or at the start of the game—roll with **BLOOD**. On a 10+, your territory is secure and trouble is at a minimum; take +1 ongoing when you *hit the streets* in your territory. On a 7-9, one of your troubles surfaces (your choice), along with an opportunity to address it. On a miss, or if you aren't attending to your territory, things go south and your troubles are fast and furious.

### AND CHOOSE ONE MORE:

#### ALPHA DOG

When you *persuade an NPC in your territory with threats or promises*, roll with **BLOOD** instead of **HEART**.

#### RECKLESS

If you jump right into danger without hedging your bets, you get armor+1. If you're leading a group, it gets armor+1 also.

#### BLOODHOUND

When you *hunt someone down*, roll with **BLOOD**. On a hit, you know exactly where to find them and can follow their scent until you do. On a 10+, you find them alone or vulnerable; take +1 forward against them. On a miss, someone unpleasant finds you first.

#### MARK OF THE BEAST

When you *mark a building with your signs or sigils*, roll with **SPIRIT**. On a hit, you lay claim to the location for the next few days. On a 10+, pick 3. On a 7-9, pick 1. At any distance, you can:

- sense who is in the building at all times
- control the doors, locks, and windows
- conceal the building's location or true function

On a miss, your attempt to claim the building awakens a sleeping or passive threat you had not considered; the MC will tell you who you angered with your impulsive claim.

## ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

**MORTALIS**     **POWER**

**NIGHT**     **WILD**

- |  |  |
|--|--|
| Available at the beginning of play:                    | After five advances, you may select:                     |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> +1 any Circle (max+3)           |
| +1 Status (max+1) <input type="checkbox"/>             | <input type="checkbox"/> Night Status: 2                 |
| A new Wolf move <input type="checkbox"/>               | <input type="checkbox"/> advance four basic moves        |
| A new Wolf move <input type="checkbox"/>               | <input type="checkbox"/> erase a scar                    |
| Join or lead a Wolf Pack <input type="checkbox"/>      | <input type="checkbox"/> erase a scar                    |
| A move from another archetype <input type="checkbox"/> | <input type="checkbox"/> retire your character to safety |
| Change your Circle <input type="checkbox"/>            | <input type="checkbox"/> change to a new archetype       |

## HARM

ARMOR

FAINT

SERIOUS

CRITICAL

**SCARS**  Shattered (-1 Blood)     Fractured (-1 Mind)  
 Crushed (-1 Heart)       Broken (-1 Spirit)

## END MOVE

When you die or retire your character, anyone in the scene you wish to protect escapes and reaches safety, no matter the odds.

## LET IT OUT: TO ACTIVATE THESE ABILITIES

- heal 2-harm instantaneously, starting with critical harm
- perform a ferocious feat of lupine strength and speed
- transform from one form into the other without seeing the moon
- enhance your lupine senses to supernatural levels

# URBAN SHADOWS

## CHARACTER CREATION

### NAME (PICK ONE)

Anders, Brenda, Carmen, Christian, Dana, Habib, Junot, Kareem, Lee, Lucia, Mani, Matt, Mel, Robin, Roxanne, Suze, Tori, Trent, Vanessa, Vic

### LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, \_\_\_\_\_
- baggy clothing, dark clothing, dirty clothing, tactical clothing

### DEMEANOR (PICK ONE)

aggressive, feral, restless, violent

### STARTING CHARACTER STATS

(add 1 to one of these)

Blood 1, Heart -1, Mind 0, Spirit 1

### STARTING CIRCLES

(Add 1 to one of these)

Mortalis 0, Night 1, Power -1, Wild 1

### STARTING STATUS

Mortalis 0, Night 1, Power 0, Wild 0

### INTRO QUESTIONS

- When did you first experience the change?
- How long have you been in the city?
- What is the best part of your other form?
- Who is the most important person in your territory?
- What do you desperately need?

### STARTING GEAR

A duffel bag with your personal belongings, a shitty cell phone.

Choose two practical weapons:

- Snub Nosed revolver (2-harm close loud reload concealable)
- 9mm Beretta (2-harm close loud)
- Butterfly knife (2-harm hand concealable)
- Machete (3-harm hand messy)
- Baseball bat (2-harm hand stun)

### STARTING DEBTS

- Someone intervened on your behalf when you crossed someone powerful from another Circle. You owe them a Debt.
- Someone hired you for a job and you fucked it up. Tell them why another obligation got in the way. You owe them a Debt.
- Someone lives in your territory, benefiting from your protection. They owe you a Debt.

## YOUR TERRITORY

You've claimed an area of the city as your own. By default, your territory covers a city block or two and has the trouble: +crime.

### CHOOSE 2:

- Your territory spans several city blocks you've owned for years (add blessing: +influence)
- People in your territory work hard to keep the streets safe (remove +crime)
- You are widely accepted as this place's protector (add blessing: +supported)
- Your territory includes open grounds for you to roam and hunt (add blessing: +hunting ground)
- You've made a deal with someone, or something, to protect your territory when you're not around (add blessing: +guardian)

### CHOOSE 2:

- Your territory owes fealty to someone more powerful than you (add trouble: +obligations)
- A status-3 NPC wants your territory and is working to get it (add trouble: +encroachment)
- Mortals in the area are actively trying to revitalize local businesses and infrastructure (add trouble: +upheaval)
- Your territory is plagued by a mystical or supernatural presence (add trouble: +haunted)
- You have offered protection within your territory to someone, and now their problems are yours (add trouble: +fealty)

## GEAR & NOTES

## THE TRANSFORMATION

By default, you can change into your wolf form—at will—in the sight of the moon: you gain natural weaponry (2-harm), 1-armor, and all of the qualities and weaknesses you choose below.

### CHOOSE 3 QUALITIES:

- You are massive: gain armor+1 and harm +1
- You are savage: your harm is armor piercing (ap) and *messy*
- You are versatile: take +1 ongoing to **letting it out**
- You are swift: take +1 ongoing to **escaping**
- You are cunning: take +1 ongoing to **keeping your cool**
- You are steadfast: you fight like a small group against groups

### CHOOSE 3 WEAKNESSES:

- Silver weapons ignore your armor and inflict harm+1
- Sometimes you lose control while transformed
- Sometimes you transform when you are stressed or angry
- The transformation is brief; you shift back at the end of a scene
- The transformation is violent and painful; suffer 1 harm
- The transformation draws the attention of supernatural creatures

# CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another archetype or your own
- retire your character; they may return as a Threat

**TRIGGER:** When you destroy a threat to your territory instead of driving it out, mark corruption.

### ■ ONE WITH THE BEAST

Mark corruption when you transform to select two additional qualities or remove two existing weaknesses from your Transformation. Mark a second corruption to do both.

### ■ FORCE OF NATURE

You get +1 **BLOOD** (max +4). Whenever you roll with **BLOOD** and roll a 12+, mark corruption.

### ■ STREET HOUND

Mark corruption to transform into a coyote or dog. While in this form, you can roll with **SPIRIT** instead of **MIND** to **figure someone out** or **mislead, distract, and trick** them.

### ■ FAMILIAR TERRITORY

Mark corruption to locate the source of the greatest danger to you or someone you select within your territory or city hub, even if the threat has concealed itself with magic or misdirection.

## INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, you create a primal bond with them until the end of the next session: you always know where to find them and when they're in trouble.

# CITY HUB DOWNTOWN

*Downtown only reveals its true nature at sunset—the moment at which business as usual comes to a halt and the affairs of Night can be truly addressed. It doesn't matter if you've lived here your whole life or wandered in last week—the hustle and bustle of Downtown guarantees you'll find nearly anything you seek. That is... if the dangers of the back alleys and deep shadows don't find you first.*

## RESIDENTS PICK ONE, WHY DO THEY OWE YOU A DEBT?

Player Character	Residents	Faction	Why they owe you?
	Maya Lopez, an oracle working the downtown market with a knack for foretelling your enemy's path to ruin	Power	
	Mrs. Lane, a wizard and owner of an exclusive five star hotel who lives for gossip	Power	
	Dinesh Chopra, a hunter who keeps his block of boutiques a vamp-free zone by any means necessary	Mortalis	
	Cyril Callas, a famous paranormal investigator who gives out "free" advice from the comfort of his apartment's bus stop	Mortalis	
	Taan, a flesh-eating vamp with a particular appetite for wandering tourists	Night	
	Gi Riddle, a boisterous ghost who works downtown as a haunted bar tour guide	Night	
	Blessing, a fae whose impassioned speeches on ecological crisis can be heard outside the aquarium most any time of the day	Wild	
	Akiko Tanaka, a tainted with an impressive history of collecting demonic contracts among local entrepreneurs	Wild	

## RELATIONSHIPS PICK ONE, ASSIGN ANOTHER PC TO THE BLANK

Player Character	Relationship
	You've recently fallen for a successful shop owner downtown, but you haven't ended your relationship with _____ yet. Why are you hesitant to break things off, even though the spark is gone?
	While doing some delivery work for a few of the more popular eateries downtown, you caught _____ in a scandalous situation. What did they offer to buy your silence and why is it still not enough?
	_____ recently became the owner of a legendary artifact you've been trying to get your hands on for years. They've refused to part with it, but you're determined to change their mind. How?
	A colleague of yours has recently become a target of a powerful ghost. Why has _____ agreed to lend their services to ensure your coworker's safety?
	Your ex-spouse still lives with you, even though you've asked them to move out time and time again. Why has _____ agreed to help you remove them from the premises, even if (when) things get ugly?
	You and _____ go shopping at the faerie market every Sunday. What underground scheme did the two of you accidentally uncover there last week?
	You and _____ got into a heated argument over your recent involvement with an elder vampire's schemes. What false promise did you make to keep them off your back?
	You recently got in on the drug trade downtown and decided to take more than your share of the profits from your werewolf dealer. Why is _____ covering for you?

## HUB MOVES

### UP FOR GRABS

When you *smash and grab something useful from the streets or shops downtown*, name what you're after and roll + **BLOOD**. On a hit, you take what you want by force. On a 7-9, you spot someone who will make trouble for you leaving the scene with evidence of your wrongdoing. On a miss, you get your hands on something close to what you wanted, but the victim of your theft takes it personally; the MC will tell you which of your closest allies has become an additional target of their ire.

### BAR BUDDIES

When you *go drinking downtown in the hopes of networking with the wealthy and powerful*, roll + **HEART**. On a hit, you meet just the person—someone connected to an NPC of your choice; the MC will tell you who they are. On a 10+, you get along famously; you can count them among your friends and they (drunkenly) agree to one favor you ask of them right away. On a 7-9, they are a bit more cautious, only scratching your back if you scratch theirs; take a +1 ongoing to persuade them to help you out if you agree to a small favor before you roll. On a miss, you overindulge in whatever vice plagues you most; the MC will tell you how your foolish needs get you in over your head.

## LOCATION

2d6	Control	Type (with common NPCs)	Nature	Atmosphere	Trouble
2	Shared	<b>sacred space:</b> caretaker, parishoner, pilgrim	dilapidated	whimsical	cursed
3	Shared	<b>hotel:</b> bellhop, concierge, manager	abandoned	safe	unreliable
4	Mortalis	<b>street corner:</b> drug dealer, beat cop, homeless	bizarre	dirty	xenophobic
5	Mortalis	<b>illegal gambling hall:</b> dealer, pit boss, degenerate gambler	dangerous	secretive	watched
6	Night	<b>office building:</b> doorman, security guard, custodian	cramped	professional	corrupt
7	Night	<b>retail store:</b> cashier, buyer, customer	noisy	cold	contested
8	Night	<b>restaurant:</b> waiter, maître d', diner	massive	dark	violent
9	Wild	<b>dive bar:</b> bartender, bouncer, drunk	religious	intoxicating	unstable
10	Wild	<b>civic site:</b> security guard, reporter, tourist	modern	eerie	expensive
11	Power	<b>medical site:</b> doctor, nurse/tech, patient	secure	inviting	despotic
12	Power	<b>city park:</b> jogger, drug addict, stalker	pristine	bright	stagnant

## RUMORS

1d6	Rumor
1	A Power faction is buying up properties downtown for reasons unknown.
2	Someone is selling a mysterious drug that afflicts mortals with supernatural abilities.
3	A Wild faction is attempting to acquire a downtown asset from a local wizard.
4	A politician has been spotted meeting with Night factions across downtown.
5	A mortal, an agent of an unknown faction, is snooping on Night's affairs.
6	Witnesses report a monster is stalking the streets, each describing a different threat.

## FACTIONS

2d6	Purpose	Structure	Mood	Size	Strength	The Faction...
2	to protect and secure magical knowledge (Power)	Anarchic	rigid, refusing needed change	4	4	...is being manipulated by a devious immortal
3	to profit from the supernatural world (Mortalis)	Anarchic	evolving, accepting transformation	1	1	...is deeply indebted to an elder vampire
4	to discover the truth of the supernatural (Mortalis)	Despotic	hedonistic, indulging in vices	1	1	...contains many defectors from other Circles
5	to protect mortals from the supernatural (Mortalis)	Despotic	paranoid, hunting for traitors	1	1	...has secret paths throughout the area.
6	to obtain and maintain property or fealty (Night)	Oligarchal	vengeful, seeking retribution	2	2	...acts mostly through mortal agents
7	to protect members of the faction from threats (Night)	Oligarchal	scheming, plotting mischief	2	2	...limits direct contact with mortals
8	to capture and profit from mortal institutions (Night)	Oligarchal	territorial, reinforcing borders	2	2	...recently suffered the loss of a beloved leader
9	to secure a foothold for extradimensional beings (Wild)	Divided	conflicted, a civil war looms	3	3	...is new to this area of the city
10	to maintain and fulfill ancient oaths or contracts (Wild)	Divided	beseiged, fearful of further loss	3	3	...has many allies within other Circles
11	to hide from extradimensional enemies (Wild)	Democratic	ritualistic, preparing traditions	3	3	...has a contract with a demonic patron
12	to train others in the magical arts (Power)	Democratic	open, pursuing opportunities	4	4	...has been cursed by a powerful wizard

## NPC

2d6	Circle	Presenting	Look	Demeanor	Role	Trait	Quirk	Drives
2	Power	androgynous	South Asian	strange	aristocracy	warped/cursed	unable to arrive anywhere on time	complete a magnum opus
3	Power	androgynous	South Asian	crass	investigator	strange aura	committed to a rigid code of ethics	purchase a location or property
4	Power	androgynous	Latinx	nervous	broker	odd voice	romantically involved with a rival	humiliate a rival or enemy
5	Night	nonconforming	Latinx	charming	leader	unusual hair	deeply indebted to a status-3 NPC	reconnect with an estranged loved one
6	Mortalis	conforming	Asian	cautious	enforcer	pierced/tattooed	enamored with a mortal hobby	secure more power/money/influence
7	Night	conforming	White	violent	manipulator	scarred	always accompanied by lackeys	avenge a fallen loved one
8	Mortalis	conforming	Middle Eastern	cunning	courier	notable accessories	deeply concerned with appearance	get a fix of blood/drugs/magic
9	Night	nonconforming	Black	aggressive	thrall	unusual eyes	perpetually mourning a personal loss	increase/maintain status within the city
10	Wild	shifting	Black	desperate	entrepreneur	curious gait/posture	embraces outlandish fashion	protect a neutral party/location
11	Wild	shifting	Indigenous	thoughtful	envoy	pungent	trades in ritual components	find a superior employer/faction
12	Wild	shifting	Indigenous	sentimental	caretaker	radiant/luminous	leads a double mortal life	create something beautiful in the city