



DARK AWAKENING

Every time you use a stat you haven't used before, **mark static** and assign it one of these: +1, 0, 0, -1.

Whenever you hit 5 Static, erase them and gain 1 Shadow.

When this takes you from 0 to 1, add 1 to a stat of your choice, pick your first Shadow Look, two Castle Moves and your trademark Gear.

When you gain Shadow 2-5, add 1 to a stat or gain a Shadow Move, and elaborate on your Shadow Look.

If you're at Shadow 5, **mark harm** instead of **static**.

CASTLE MOVES

FREE RUNNING

When you **Flow Like Water**, on a 10+ hold 1. Spend it to pick a **Flow Like Water** option without having to roll.

RADICAL EMPATHY

When you would inflict the killing blow on an Adversary, you may stay your hand. If you do, roll +Cups. On a 7-9 they get enough control to tell you how they can be saved, or how the Vassal's plans can be set back. They then retreat into the shard's depths.

On a 10+ they change sides and work alongside you, though they cannot act directly against the Vassal.

RESOURCEFUL

When you dig through your pockets for something useful, roll +Coins. On a 10+ you have it, basically. On a 7-9 it'll make do, but any moves to use it have Disadvantage.

HEY, ASSHOLE!

When you insult or distract an enemy, roll +Wands. On a hit, they focus on you. On a 7-9 pick 1, on a 10+ pick 2:

- They can't bring their full might to bear on you.
- They reveal a weak spot to your allies.
- You have a clear escape route.

HARM



Minor Wound
Major Wound
Deadly Wound

SHADOW LOOK

Pick a number of categories equal to Shadow, then pick an option from each or make your own.

Myth

Lupine claws, promethean fire, gorgon hair, skeleton grin.

Clothes

Assassin robes, insurgent fatigues, punk motley, outlaw coat.

Accessories

Shadow tendrils, mirage duplicates, pyrotechnics, shifting face.

Mien

More glorious, more terrifying, more true, more serene.

SHADOW MOVES

SHADOW STEP

When you hide in the shadows, you can **mark static** to reappear from any other shadow in sight.

AVENGER'S RESOLVE

When another rebel takes a major or deadly wound, you may **mark static** to heal a wound of your own.

A SHADOW LIKE A MIRROR

When you **Flow Like Water**, you may **mark static** to leave a duplicate of yourself in place. You can **mark static** again to reveal that the 'duplicate' was the real you.

SUBVERSIVE WHISPER

When you spy on minions of the castle unobserved, you can **mark static** to whisper an incendiary secret into their minds and turn them against a target of your choosing.

GEAR

Gain a weapon of your choice (1 perk, 1 flaw): _____

Also pick one:

- Improvised bombs (cleave, ammo).
- Reinforced coat (1 Armour).
- A disguise (once per delve, can pass as a castle minion).

THE HERETIC

NAME

The Heretic rebels against the castle's insidious tendrils by spurning all authority and forging their own path in life. They might be a class troublemaker, a political agitator, or a grifter. In the castle, they misdirect foes, find hidden paths, and lay traps for the opposition.

COVENANTS

NAME	ARCANA	RANK	SWORN?
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>

STATIC



SHADOW



MAKING THE HERETIC

ROLE

Pick a category and a vocation:

DELINQUENT

[BLACK MARK IN INFAMY]

- Runaway:** When you find a safer place to live, refresh Lack.
- Hoodlum:** When you get even with someone who's wronged you, refresh Infamy.
- Defiant:** When you show that your way is better than an adult's, refresh Contamination.

PRODIGAL

[BLACK MARK IN LACK]

- Punk:** When you practice or perform your art, refresh Infamy.
- Activist:** When you provide aid and comfort to the afflicted, refresh Blood.
- Thief:** When you get someone the item they wanted, refresh Heat.

TRAITOR

[BLACK MARK IN CONTAMINATION]

- Thinker:** When you help someone see the injustice in society, refresh Lack.
- Scene Mom:** When you protect and comfort a fledgling in your scene, refresh Infamy.
- Whistleblower:** When you get evidence of injustice broadcast by the press, refresh Contamination.

LOOK

Pick one from each:

Feminine, Masculine, Ambiguous, Concealed.
Distressed uniform, alternative fashion, identity-hiding mask.
Sardonic eyes, wary eyes, fiery eyes, frightened eyes.

RESISTANCE

Gain resistance in either **Heat** or **Contamination**.

BONDS

Pick one to ask the other players:

Which of you gives me comfort when it gets too much?

The one who volunteers gains a Sworn **Devil** covenant with you.

Which of you depends on my talents?

The one who volunteers gains a sworn **Justice** covenant with you.

Which of you helped me put my life back together?

The one who volunteers gains a sworn **Tower** covenant with you.

CONTACTS

Pick one to add to your covenants, and give them a name:

The Chariot: The The Hanged Man: An old friend battling chronic illness.

The Sun: The visionary firebrand who fills you with righteousness.

The High Priestess: The artist who helps you see a better world.

Then pick another entry above to represent your covenant with another rebel's contact.

SHELTER MOVE

Ask the Architect: what danger should we most be on the lookout for? They must answer honestly.



ROLE

What's your mundane role? What locations are important to it?

TROUBLES

BLOOD |

LACK |

INFAMY |

HEAT |

CONTAMINATION |



DARK AWAKENING

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When you gain Shadow 2-5, add 1 to a stat or gain a Shadow Move, and elaborate on your Shadow Look.

If you're at Shadow 5, **mark harm** instead of **static**.

CASTLE MOVES

SOOTHING PRESENCE

When you Help or Hinder an ally or use **Stand With Me**, they erase 1 Harm and 1 Static no matter what else happens.

MOTHER KNOWS BEST

When you give another rebel advice and they follow through with it, they gain fleeting advantage.

SELF-SACRIFICING

When you jump in front of a blow that'd hit another rebel, roll +Cups. On a hit you're struck instead of your Ally; on a 10+ you have 1 Armour against the attack.

HEART TO HEART

When you **Drink Deep**, you can also ask: 'Who does the Vassal most cherish?' On future uses of **Drink Deep** you can ask followup questions.

When you act on the answers in mundane world, roll with fleeting Advantage.

HARM



Minor Wound
Major Wound
Deadly Wound

SHADOW LOOK

Pick a number of categories equal to Shadow, then pick an option from each or make your own.

Myth

Medusa hair, dryad bark, spider eyes, merfolk scales.

Clothes

Blue temple robes, doctor's coat, quartermaster's bandoleers, bodyguard's armour.

Accessories

Flocks of doves, floral wreaths, belts of potions, a caduceuss.

Mien

More glorious, more terrifying, more true, more serene.

SHADOW MOVES

HELP TO HEAL

When you treat someone else's wounds, **mark static** to heal yourself for the same amount.

MAMA BEAR

You can **mark static** to augment your strength and stability, letting you carry any weight. Leverage may still present issues.

TUTOR

When you Drink Deep, you can **mark static** to share the ability learned with your allies.

MOTHER OF MONSTERS

You can **mark static** to craft a loyal creature from the swirling chaos of the void. They'll follow your orders, but have needs and desires of their own. They have a weapon (one perk and one flaw of your choice), and you can sacrifice them to apply 1 Armour to a single blow.

GEAR

Gain a weapon of your choice (1 perk, 1 flaw): _____

Also pick one:

- Home cooking (Share and consume when you take Shelter to pick an extra option).
- Hardwearing clothes (Armour 1).
- Sanctified bow (ranged, brace).

THE PROVIDER

NAME

Sometimes the best you can do is to keep those close to you safe. Whether they're a parent, a volunteer or a carer, the Provider spends their time protecting and nurturing those that depend on them. In the castle, they heal, protect and avenge their companions.

COVENANTS

NAME

ARCANA

RANK

SWORN?

STATIC



SHADOW



MAKING THE PROVIDER

ROLE

Pick an age category and a vocation:

DELINQUENT

[BLACK MARK IN INFAMY]

- Big Sister/Brother:** When you solve a problem in your sibling's life, refresh Infamy.
- Tender:** When you feed strays or tend your garden, refresh Contamination.
- Carer:** When you take on a responsibility your parent/guardian can't, refresh Lack.

PRODIGAL

[BLACK MARK IN LACK]

- Teaching Assistant:** When you help a student reach a new understanding, refresh Lack.
- Bartender:** When you let a regular vent their worries without judgement, refresh Heat.
- Medic:** When you complete a long shift on the ward, refresh Infamy.

TRAITOR

[BLACK MARK IN CONTAMINATION]

- Emergency Responder:** When you dive into danger to save a life, refresh Infamy.
- Parent:** When you put your kid's needs first, refresh Lack.
- Cleric:** When you show your faithful how they can act to improve society, refresh Heat.

LOOK

Pick one from each:

Feminine, Masculine, Ambiguous, Concealed.

Practical uniform, a bag of supplies, rumpled and overworked.

Kind eyes, weary eyes, hooded eyes, intense eyes.

RESISTANCE

Gain resistance in either **Contamination** or **Blood**.

BONDS

Pick one to ask the other players:

Which of you feels you can always come to me to feel cared for?

The one who volunteers gains a Sworn **Empress** covenant with you.

Which of you trusts me to rein you in when you go too far?

The one who volunteers gains a sworn **Temperance** covenant with you.

Which of you did I guide through misfortune?

The one who volunteers gains a sworn **Wheel of Fortune** covenant with you.

CONTACTS

Pick one to add to your covenants, and give them a name:

- The Tower:** The charity case you can't help but take care of.
- Death:** A critically-ill confidante, unsure if they'll be able to find treatment.
- The Lovers:** Your paramour/partner who you can trust implicitly.

Then pick another entry above to represent your covenant with another rebel's contact.

SHELTER MOVE

Ask the other rebels: who has a problem with another rebel? If you help them work through their problems, they rank up their Covenant with each other.



ROLE

What's your mundane role? What locations are important to it?

TROUBLES

BLOOD |

LACK |

INFAMY |

HEAT |

CONTAMINATION |



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When you gain Shadow 2-5, add 1 to a stat or gain a Shadow Move, and elaborate on your Shadow Look.

If you're at Shadow 5, **mark harm** instead of **static**.

CASTLE MOVES

I CAN DO THAT BETTER

When you observe another explorer's miss, if you do the same thing, make that move with fleeting advantage.

AGE UP MY SLEEVE

When you hold the enemy's attention with trickery or sleight of hand, **Line It Up** with Wands instead of Coins.

TRUMP CARD

When you pull out a last-ditch weapon, say what it is and roll +Wands. Whatever the result, you defeat the Adversary by the skin of your teeth. On a 9 or less, it costs you a lot: immediately max out Lack, Heat or Contamination, depending on whether your trick used your tools, your connections or the void. On a 6 or less, you mess up real bad: mark your Deadly Wound box too.

Once you've used this, you cannot use it again until you've completely cleared your Contamination track.

LAUGH THROUGH THE PAIN

When you take harm from an adversary, hold 1. Spend 1 to reveal a weakness in their fighting style and give an ally advantage against them. Spend 3 to create an Opening.

HARM



Minor Wound

Major Wound

Deadly Wound

SHADOW LOOK

Pick a number of categories equal to Shadow, then pick an option from each or make your own.

Myth

Will'o'the'wisp aura, siren scales, rabbit ears, monkey tail.

Clothes

Jester motley, shapeless habit, catwalk fashion, dandy coat.

Accessories

Laugh track, narcotic haze, prismatic eyes, quicksilver mask.

Mien

More glorious, more terrifying, more true, more serene.

SHADOW MOVES

MADE YOU LOOK

When you make yourself the centre of attention, **mark static** to pick one:

- The enemy reveals a hidden weakness or limitation.
- The enemy turns their attention away from your allies.

The enemy will act against you, of course. That can't be helped.

TEARS OF A CLOWN

When you put on a pantomime of emotion in front of a minion or Adversary, **mark static** to strike to the heart of them. They'll be overcome with the emotion you were performing; each Rebel gets fleeting Advantage taking advantage of it.

I WAS NEVER HERE

When you roll a 10+ on Dodge, **mark static** to leave a duplicate in your place to be the target of the enemy's attack. **Mark static** again to blow it up (Stun, Close).

WILD CARD

Choose a Shadow Move from another Rebel playbook.

GEAR

Gain a weapon of your choice (1 perk, 1 flaw): _____

Also pick one:

- A fancy jacket (1 Armour)
- Confusing fighting style (cleave, close).
- Lucky charm (destroy to reroll a missed roll).

THE HARLEQUIN

NAME

Maybe they don't think your little rebellion is going to change anything. Maybe they're trying to keep morale up. Or maybe they think a revolution without dancing is no revolution at all. Either way, the Harlequin tries not to take things too seriously. In the mundane world, they might be the class clown, a slacker, or a provocative artist; in the castle, they're great at finding alternative solutions to problems, clowning on their foes, and keeping allies upbeat.

COVENANTS

NAME	ARCANA	RANK	SWORN?
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>

STATIC



SHADOW



MAKING THE HARLEQUIN

ROLE

Pick an age category and a vocation:

DELINQUENT

[BLACK MARK IN INFAMY]

- Class Clown:** When an authority figure singles you out for punishment, refresh Infamy.
- Dropout:** When you let your responsibilities lapse despite knowing the consequences, refresh Heat.
- Dreamer:** When you lose yourself in daydreams and let the Architect say where you wake up, refresh Contamination.

PRODIGAL

[BLACK MARK IN LACK]

- Stoner:** When you self-medicate to ignore responsibilities or unwind, refresh Heat.
- Artist:** When you are finally satisfied with an artwork and release it, refresh Lack.
- Temp:** When you make a good impression at a new workplace, refresh Infamy.

TRAITOR

[BLACK MARK IN CONTAMINATION]

- 'Independent Means':** When you tap into your reserves of wealth to make a problem go away, refresh Heat.
- Scam(?) Psychic:** When your spiritual guidance helps a client, refresh Lack.
- Cashier:** When you turn a blind eye or bend the rules to help someone in need, refresh Contamination.

LOOK

Pick one from each:

Feminine, Masculine, Ambiguous, Concealed.
Threadbare uniform, comfortable clothes, weird clothes.
Laughing eyes, bloodshot eyes, sleepy eyes, bright eyes.

RESISTANCE

Gain resistance in either **Heat** or **Infamy**.

BONDS

Pick one to ask the other players:

Which of you did I believe in, when no one else would?

The one who volunteers gains a Sworn **Fool** covenant with you.

Which of you enjoys wasting time with me?

The one who volunteers gains a sworn **Hanged Man** covenant with you.

Who was struggling with a dilemma when I showed them a third way?

The one who volunteers gains a sworn **High Priestess** covenant with you.

CONTACTS

Pick one to add to your covenants, and give them a name:

- Temperance:** The coworker/classmate who's always free to hang.
- The Hermit:** The recluse you bonded with over a common interest.
- The Moon:** The fellow survivor who reminds you of a time you'd rather forget.

Then pick another entry above to represent your covenant with another rebel's contact.

SHELTER MOVE

You kick back and relax, say how. Anyone who joins you loses 1d6 Static at the cost of gaining fleeting disadvantage.



ROLE

What's your mundane role? What locations are important to it?

TROUBLES

BLOOD |

LACK |

INFAMY |

HEAT |

CONTAMINATION |



DARK AWAKENING

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If you're at Shadow 5, **mark harm** instead of **static**.

CASTLE MOVES

CASTLE GUIDE

The nightmare landscape of the Castle feels like home to you. When your group **Travels the Labyrinth**, they gain a Trace even on a miss, and you can ask the Architect a single question about the area you arrive in.

SOUL BOND

Choose a rebel you have a Covenant with, and one of their moves. While the Covenant is at least level 1, you have access to that move, and you can **Help or Hinder** them after they roll.

UNNATURAL FORM

When you take advantage of your inhuman body to move quickly, powerfully or strangely, gain advantage on **Dodge** and **Flow Like Water**.

CHILD OF LILITH

You have kinship with all things descended from the void. When you spare a minion or Adversary's life, roll +Cups - on a hit, gain 1 Bond with them, and you can visit them during the mundane world phase.

HARM



Minor Wound
Major Wound
Deadly Wound

SHADOW LOOK

Pick a number of categories equal to Shadow, then pick an option from each or make your own.

Myth

Ghostly veil, animal gait, cosmos eyes, automaton gears.

Clothes

Something archaic, something futuristic, nothing at all.

Accessories

Lesser spirits, eerie music, localised storms, runic halo.

Mien

More mundane, more pleasant, less true, more chaotic.

SHADOW MOVES

MY TRUE FORM

You realise that the Castle had a stronger hand in your creation than you thought. Describe how your Shadow Look changes to reflect this. You may **mark static** to grow an organ or limb - arms, tentacles, eyes, wings, mouths or similar.

GHOST EATER

When you defeat a minion of the Vassal, you can consume its body and roll +Cups. On a hit, you ingest it; on a 7-9, it taints you and you **mark static**. So long as the creature is ingested, you can freely use one of its moves. When you **mark static** you can destroy the ingested creature instead. You must destroy your currently ingested creature to catch another.

PSYCHOPOMP

You can **mark static** and spend 2 Traces to guide your group to or from: an individual's psyche, the land of the dead, **the castle's** home.

APPARITION'S BLADE

You are a conduit for the hunger of the Void. **Mark static** to channel its full power into an attack, giving it Advantage and a tag of your choice.

GEAR

Gain a weapon of your choice (1 perk, 1 flaw): _____

Also pick one:

Gleaming claws (piercing, close).

Hardened skin (1 Armour).

A disguise (once per delve, can pass as a castle minion).

THE INHUMAN

NAME

The strange forces of the void sometimes find root in unexpected places, gifting sentience to animals, forces of nature and the spirits of the unquiet dead. Most of these newborn creatures end up recruited as a minion or a vassal, but some break free of those fetters and seek out others rebelling against the castle. They walk disguised in the mundane world - as an animal, or with a fake body, or possessing a willing partner.

COVENANTS

NAME	ARCANA	RANK	SWORN?
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>

STATIC



SHADOW



MAKING THE INHUMAN

ROLE

Pick a category and a vocation:

PRETENDER

[BLACK MARK IN INFAMY]

You try to blend in with humanity, and prevent them from realising something's off with you. Get advantage on Lack, but disadvantage on Contamination.

- Ordinary High School Student:** When you get an unexceptional grade on a major assignment, refresh Infamy.
- Office Drone:** When you celebrate with your co-workers, refresh Lack.
- Pensioner:** When you learn something important from your peer's stories of their lives, refresh Contamination.

INTERLOPER

[BLACK MARK IN BLOOD]

You're on the fringes of society, revelling in your strangeness. Get advantage on Heat, but disadvantage on Infamy.

- Midnight Carnival:** When you use your performances to show someone a new way to live, refresh Infamy.
- Mystical Consultant:** When you confront the supernatural cause of a client's problems, refresh Contamination.
- Nomad:** When you find a new and willing host, refresh Lack.

LURKER

[BLACK MARK IN HEAT]

You don't even pretend to be human, haunting the city's alleys and rooftops. Get advantage on Contamination, but disadvantage on Lack.

- Stray:** When your animal form lets you learn crucial information, refresh Heat.
- Hunter:** When you get someone to confess and face consequences, refresh Blood.
- Monster:** When you use force to protect someone, refresh Infamy.

LOOK

Pick one from each:

Feminine, Masculine, Agender, Concealed.

Animal, construct, spirit, ghost, dream.

Human imposter, mundane animal, bizarre creature.

RESISTANCE

Gain resistance in either **Blood** or **Lack**.

BONDS

Pick one to ask the other players:

Which of you is obsessed with me, and doesn't quite know why?

The one who volunteers gains a Sworn **Moon** covenant with you.

Who is trying to bring out my potential?

The one who volunteers gains a sworn **Star** covenant with you.

Who remembers me as I used to be?

The one who volunteers gains a sworn **Death** covenant with you.

CONTACTS

Pick one to add to your covenants at level 1, and give them a name:

- Judgement:** An ancient inhuman, ambivalent to humanity.
- The Heirophant:** A humble shop owner teaching you how to be human.
- Strength:** An activist as ostracised from human society as you, but still standing firm.

Then pick another entry above to represent your covenant with another rebel's contact.

SHELTER MOVE

You tap into the thoughts of the nearest Adversary. The Architect will describe what they can see and hear, and you may ask a question about what the Adversary is thinking and feeling.



ROLE

What's your mundane role? What locations are important to it?

TROUBLES

BLOOD |

LACK |

INFAMY |

HEAT |

CONTAMINATION |



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CASTLE MOVES

RESHAPE CHAOS

The shifting nightmare of the castle bends to your will. Spend a Trace to uncover one of these close to hand:

- A mechanism that will close off a passage.
- A secret passage or trapdoor to shelter from harm.
- An envSwordsmantal hazard ready to be triggered.

BEND TIME

When you roll 10+ on **Dodge**, time seems to slow for everyone except you. If you can perform your next action within a few seconds, it'll have Advantage.

PINNING FIRE

When you attack a foe with a ranged weapon, they must choose: hunker down/stay in cover, or get knocked out (if a minion)/provide an Opening (if an adversary)

TRIAGE

When you study a wound another character has taken, roll +Coins. On a 10+, choose 3. On a 7-9, choose 1.

- Ask a question from the **See Clear** list.
- You treat their wounds. They heal 2 Harm.
- The next time they would **mark static**, they ignore it.

HARM



Minor Wound
Major Wound
Deadly Wound

SHADOW LOOK

Pick a number of categories equal to Shadow, then pick an option from each or make your own.

- Myth:** Grigori eyes, gargoyle skin, mothman wings, ghost translucence.
- Clothes:** Street camo, PI longcoat, cyberpunk apparel, urban explorer rigging.
- Accessories:** Hacker tech, goggles and lenses, satchels of books, occult junk.
- Mien:** More glorious, more terrifying, more true, more serene.

SHADOW MOVES

BRAIN RADIO

If there's static, there's signal. When you're in **the castle**, you can **mark static** to talk to any one person who's felt **the castle's** touch - rebels, vassals, covenants etc.

EYES ON THE INSIDE

You can **mark static** to perceive the intangible and immaterial. When you use this sight to guide your mystic arts, roll +Coins instead of +Cups on **Drink Deep**.

CHAOS EYES

The shifting chaos of the castle bleeds out of your mind and into those that meet your gaze. Your eyes are a weapon with *ranged, piercing, painful*.

ASTRAL PROJECTION

You may **mark static** to send your soul out into the castle. As long as you concentrate you can see through its eyes and - with effort - pull switches, open doors, move small object, etc. Most castle minions won't be able to see or interact with it. Most

GEAR

Gain a weapon of your choice (1 perk, 1 flaw): _____

Also pick one:

- Detailed notebook (Once per delve, use to get advantage on **See Clear**).
- Smoke bomb (Once per delve, use to disappear from sight).
- Hunting rifle (*ranged, ammo*)

THE WATCHER

NAME

The signs of the castle are everywhere, if you know how to look. The Watcher has developed the keen insight to match their hunger to know more - useful in their daily life as a nerd, an academic, or maybe an investigator, but also a great asset in navigating and surviving the castle.

COVENANTS

NAME	ARCANA	RANK	SWORN?
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>

STATIC



SHADOW



MAKING THE WATCHER

ROLE

Pick a category and a vocation:

DELINQUENT

[BLACK MARK IN INFAMY]

- Star Pupil:** When you win an award for your school, refresh Infamy.
- Nerd:** When you find someone who shares your passions, refresh Contamination.
- Junior Reporter:** When your advisor supports you in pursuing a divisive subject, refresh Heat.

PRODIGAL

[BLACK MARK IN LACK]

- Blogger:** When you make an important subject approachable for a broader audience, refresh Lack.
- Hacker:** When you get a client the data/access they want, refresh Heat.
- Researcher:** When you get your findings published, refresh Infamy.

TRAITOR

[BLACK MARK IN CONTAMINATION]

- PI:** When you solve a case for a client, refresh Lack.
- Professor:** When you talk a student through a problem they're having, refresh Blood.
- Conspiracist:** When you explain your theories to someone without alienating them, refresh Contamination.

LOOK

Pick one from each:

Feminine, Masculine, Agender, Concealed.
Sturdy coat, drab camouflage, nerd chic.
Shiny Coinses, hooded eyes, piercing eyes.

RESISTANCE

You maintain your distance. Gain resistance in either **Infamy** or **Heat**.

BONDS

Pick one to ask the other players:

Which of you knew me by my handle long before we met IRL?

The one who volunteers gains a Sworn **Hermit** covenant with you.

Which of you found fortune through my advice?

The one who volunteers gains a Sworn **Sun** covenant with you.

Which of you am I tasked with assessing?

The one who volunteers gains a Sworn **Judgement** covenant with you.

CONTACTS

Pick one to add to your covenants at level 1, and give them a name:

- Devil:** The journalist who pays you to dig up dirt.
- Empress:** The (surrogate?) parent who makes sure you're safe and well.
- Justice:** The civil servant who leaks you intel on what's really going on. Then pick another entry above to represent your covenant with another rebel's contact.

SHELTER MOVE

You submerge your mind in the shifting chaos of the labyrinth. Roll 2d6; on a 7+ gain a Trace, on a 6- **mark static**. Either way, tell the group what you understand better about this castle shard or the vassal.



ROLE

What's your mundane role? What locations are important to it?

TROUBLES

BLOOD |

LACK |

INFAMY |

HEAT |

CONTAMINATION |



DARK AWAKENING

Every time you use a stat you haven't used before, **mark static** and assign it one of these: +1, 0, 0, -1.

Whenever you hit 5 Static, erase them and gain 1 Shadow.

When this takes you from 0 to 1, add 1 to a stat of your choice, pick your first Shadow Look, two Castle Moves and your trademark Gear.

When you gain Shadow 2-5, add 1 to a stat or gain a Shadow Move, and elaborate on your Shadow Look.

If you're at Shadow 5, **mark harm** instead of **static**.

CASTLE MOVES

EYES ON ME

When you perform, the castle's minions and monsters can't keep their attention away from you. Your allies have fleeting advantage making use of this distraction - though if they fail, the Architect may make a move against you.

REFLECTED GLORY

Whenever you roll a 12+, pick another Rebel nearby to inspire. They gain fleeting advantage, and can raise the rank of their covenant with you.

WORDS OF FIRE

When you score any hit on **Stand With Me**, you can pick an extra option. When you **Find Shelter**, you can encourage all your allies instead of just one.

BEST OF THE BEST

When you attempt an impossible feat of grace, strength or endurance, roll +Swords. On a 7-9 pick one, on a 10+ pick two:

- For as long as the feat takes, you have +1 Armour.
- You can easily stop performing the feat if you need to.
- You doesn't overexert yourself - else, take 1-3 Harm.

HARM



Minor Wound
Major Wound
Deadly Wound

SHADOW LOOK

Pick a number of categories equal to Shadow, then pick an option from each or make your own.

Myth

Siren voice, Sylph wings, stag's antlers, infernal hooves/tail.

Clothes

Wrestler's costume, diva's gown, sharpest suit, trendsetting style.

Accessories

Champion's laurels, spectral chorus, gleaming medals and awards, glorious jewellery.

Mien

More glorious, more terrifying, more true, more serene.

SHADOW MOVES

IMPOSSIBLE PERFECTION

You are impossibly beautiful, and that perfection cannot be marred. So long as you don't have any wounds marked, you can **mark 1-5 static** instead of marking an equal amount of harm.

STEAL YOUR HEART

When you attempt to sway, dazzle or seduce a minion of the castle, **mark static** and roll +Cups. On a hit, they're enamoured with you. Pick one: they'll actively fight other minions, they'll see your allies as friendly too, they tell you something useful. On a 7-9 your influence only lasts a few moments - and once it's broken they'll hate you for the manipulation.

AUDACITY

While in a shard's heart or when you roll 10+ on **Drink Deep**, **mark static** to summon the vassal's avatar to talk. Pick one:

- You distract them from your city identity; refresh Heat.
- They let slip how you can remove a tick from their clock.
- They reveal their Qualities and their Enforcer's roles.

IMPROVISATION

It's a poor idol that's failed by their tools. When your weapon doesn't fit your needs, you can **mark static** to change its perk or its flaw.

GEAR

Gain a weapon of your choice (1 perk, 1 flaw): _____

Also pick one:

- Microphone (stun, grazing).
- Bulletproof confidence (1 armour).
- Loyal fans (can be sent to do simple tasks).

THE ICON

NAME

The Icon is adored by society - but that adoration can be its own set of chains. They might be a top athlete, a model or a celebrity. In the castle, they may be a paragon of excellence, an opponent their foes cannot ignore, or an unassailable beacon of perfection.

COVENANTS

NAME	ARCANA	RANK	SWORN?
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>

STATIC



SHADOW



MAKING THE ICON

ROLE

Pick a category and a vocation:

DELINQUENT

[BLACK MARK IN INFAMY]

- Track Champ:** When you train with your team, refresh Blood.
- Diva:** When you get someone new to join your clique, refresh Lack.
- Vandal:** When you mark a place impressively hard to reach, refresh Infamy.

PRODIGAL

[BLACK MARK IN LACK]

- Athlete:** When you beat your personal best, refresh Health.
- Influencer:** When you make a deal with a new sponsor, refresh Lack.
- Streamer:** When you direct your followers towards a cause you care about, refresh Contamination.

TRAITOR

[BLACK MARK IN CONTAMINATION]

- Author:** When you resolve a problem with your draft, refresh Lack.
- Celeb:** When you spend a full day in public with no-one recognising you, refresh Contamination.
- Pundit:** When you get someone to reveal their corruption on air, refresh Infamy.

LOOK

Pick one from each:

Feminine, Masculine, Agender, Concealed.

Customised uniform, athletic gear, stunning cosmetics.

Bright eyes, intense eyes, laughing eyes, sunCoins-hidden eyes.

RESISTANCE

You're spotless. Gain resistance in either **Blood** or **Infamy**.

BONDS

Pick one to ask the other players:

Which of you am I teaching confidence and resilience?

The volunteer gains a Sworn **Strength** covenant with you.

Which of you gives me a place to crash when home is too far away or too much of a burden? The volunteer gains a sworn **Chariot** covenant with you.

Which of you is in a committed relationship with me?

The volunteer gains a sworn **Lovers** covenant with you.

CONTACTS

Pick one to add to your covenants, and give them a name:

- The Emperor:** The manager or coach who is guiding your development.
- Wheel of Fortune:** Your past rival, now fallen on hard times.
- The Star:** A new talent, naive in the ways of your trade.

Then pick another entry above to represent your covenant with another rebel's contact.

SHELTER MOVE

You may ask the Architect - what is the Vassal currently feeling most guilty about? They will answer honestly, and you gain fleeting advantage acting on it.



ROLE

What's your mundane role? What locations are important to it?

TROUBLES

BLOOD |

LACK |

INFAMY |

HEAT |

CONTAMINATION |