

LOTS & SCHEMES

Your immortal life is governed by your clever **schemes**. Choose two projects on which you have been working for some time. Tell everyone the schemes you've chosen, and the MC will ask you questions about them accordingly. You may never have more than two schemes at a time, but you may halt a scheme and begin a new one at the beginning of any session. When you complete a scheme, claim the benefit associated with it. The MC will ensure that the benefit comes to pass; you may then choose another scheme.

- Alias:** Declare a new identity. Your true name and identity are masked to any who knew them and cannot be uncovered without your permission. Set aside any Debts held against you; they are void until you reveal yourself.
- Alliance:** Name a group within a Faction: you have earned their allegiance. Add +1 to their Faction and take +1 ongoing against their members.
- Leverage:** Name an NPC: they owe you a Debt that can never be repaid. You always have a Debt on them until they die, and maybe even after they slip this mortal coil. Mark corruption whenever you cash in that Debt.
- Revenge:** Choose someone who has—in your opinion—wronged you. You have them alone and exposed, no matter their holdings or allies. If you show them mercy despite their sins, erase a corruption advance.
- Stewardship:** Declare an NPC or thing you protect: it is safe and can never again be endangered, even by you. Erase a corruption advance.

INTERRUPTIONS

Despite your maneuverings, the city has a tendency to disrupt even the best of your careful plans. At the start of play, choose three interruptions from the list below, and tell the MC which scheme each of them has affected and why they require you to directly intervene in the events to come.

- An ancient foe resurfaces
- An old friend or lover returns
- An arcane asset vanishes
- A clever feint explodes
- A new enemy interferes
- A new ally stumbles

You can apply all three interruptions to one scheme or spread them among the schemes in which you are engaged. Either way, these intrusions will not resolve on their own; you must directly engage to protect your investments.

START OF SESSION: MACHINATIONS

When you make the start of session move, use this move instead:

- » Select one of your active schemes and a Faction. Tell the MC why your machinations ensnare members of that Faction, mark the Faction, and roll with it. On a 10+, your plotting pays off: take a Debt on someone in that Faction or a useful piece of information, your choice. On a 7-9, your efforts yield an obvious—and short-lived—opportunity; the MC will tell you what you need to do to seize it before it expires. On a miss, your scheme is derailed or interrupted; the MC will tell you who is to blame.

THE IMMORTAL

There are some who have been cursed by gods or blessed by devils to walk this earth knowing neither disease nor age. They are immortals, fated to toy with the mortals whose lives remind them of their eternally delayed demise.

DRAMA MOVES

Immortal Corruption Move

When you make use of someone as an unwitting or unwilling pawn in your schemes, mark corruption.

Intimacy Move

When you share a moment of intimacy—physical or emotional—with another person, you imbue them with immortality. When they die, you can mark a Scar to bring them back to life. Their End Move takes effect before they return.

End Move

When you die, roll with Spirit. On a hit, you come back whenever you choose. On a 10+, choose 1. On a 7–9, choose 2:

- » Someone troubling sees you return; their silence costs you a Debt.
- » You're disoriented and exposed; your enemies seize an opportunity.
- » You witnessed a dark vision on the other side; mark corruption.
- » You come back changed; tell the MC how death marks you.

On a miss, the MC picks 2 and tells you how and when you come back. You can truly die. **Decide how and tell the MC in secret.** If you willingly reveal it to another character, it counts as sharing a moment of intimacy.

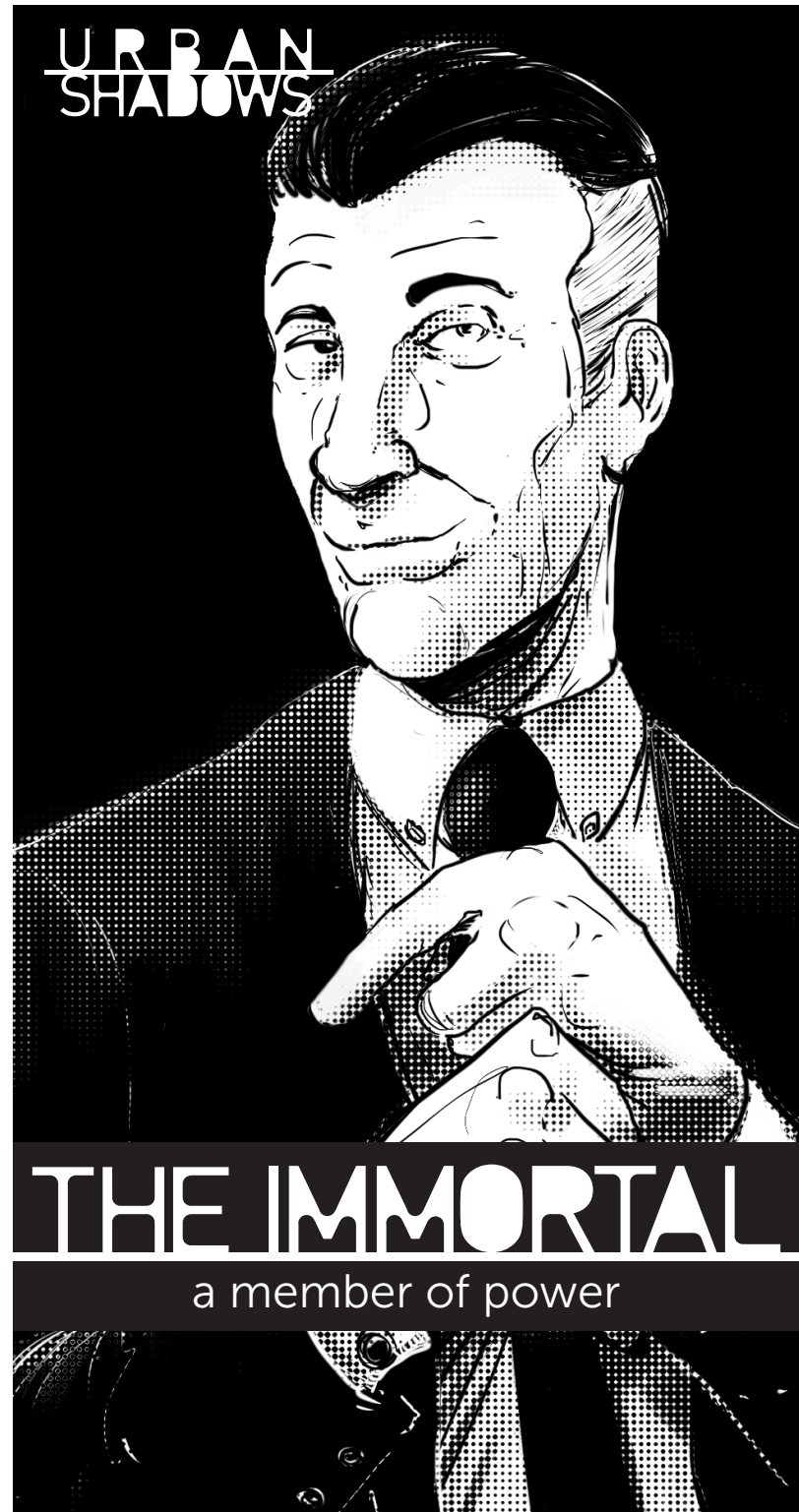
CORRUPTION



- Take a corruption move
- Take a corruption move
- Take a corruption move from another Archetype
- Retire your character. They may return as a Threat.
- Take a corruption move

CORRUPTION MOVES

- Ahead of the Game:** Mark corruption to roll with Heart instead of Faction when you make the start of session move. Mark any Faction you wish, and take a Debt on someone involved in the situation, even on a miss.
- Poker Face:** When someone asks you a question after **figuring you out**, mark corruption to force them to pick a different question from the list. Mark corruption to **mislead or trick** an NPC as if you rolled a 10+.
- Under My Thumb:** When you **cash in a Debt**, mark corruption to give a player character -2 to **refuse to honor a Debt** (after rolling) or to make an NPC give you two things from the list.
- Mirror, Mirror:** When you breathe new life into the mouth of a corpse, mark corruption to animate their lifeless body. While animate, they must answer two questions truthfully; any further conversation may require you to **persuade** or **mislead** them to gain any additional information. Once the effect dissipates, you cannot animate them a second time.



CHARACTER CREATION

Name (pick one)

Anna, Aethelfled, Boris, Brandon Ebele, Essex, Hildred, Hiro, Linsey, Mildred, Nathaniel, Khari, Thorn, Tsutomu, Zacariah

Look (pick as many as apply)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White, _____
- » Antiquated Clothing, Comfortable Clothing, Eccentric/Strange Clothing, Expensive Clothing

Demeanor (pick one)

Conniving, Detached, Reserved, Self-Satisfied

Starting Character Stats (Add 1 to one of these)

Blood 0, Heart 2, Mind 1, Spirit -2

Starting Factions (Add 1 to one of these)

Mortality 0, Night 0, Power 1, Wild 0

Intro

- » Who were you? Who are you now?
- » How long have you lived in this city?
- » Which mortal do you trust with your secrets?
- » What do you loathe about your immortal existence?
- » What still entices you about an ordinary mortal life?

Gear

- » A palatial penthouse, a luxury car and drives, a smart phone
- » An elegant weapon
 - Silenced 9mm Glock (2-harm close)
 - Sword Cane (2-harm hand)
 - Throwing Daggers (2-harm intimate/close)
 - Katana (3-harm hand messy)
- » A small black book of notes and records, written in a dead language

Debts

- » You have been watching someone's lineage closely, keeping them safe from harm. They owe you two Debts.
- » Someone has seen you die and come back to life. They haven't told anyone your secrets. You owe them a Debt.
- » Someone usually accompanies you when you head straight into danger. Tell them why you trust them. You owe them two Debts.

NAME

LOOK

STATS

Blood	Heart	Mind	Spirit
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FACTIONS

Mortality <input type="checkbox"/>	Night <input type="checkbox"/>	Power <input type="checkbox"/>	Wild <input type="checkbox"/>
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ADVANCES

Advances available at beginning of play:

- +1 Blood (max +3)
- +1 Heart (max +3)
- +1 Mind (max +3)
- A new **Immortal** move
- A new **Immortal** move
- A move from another Archetype
- A move from another Archetype
- Change your **Faction**
- Change your **Faction**

After 5 advances you may select:

- +1 to any stat (max +3)
- +1 to any stat (max +3)
- +1 to any Faction (max +3)
- Erase a scar
- Take **Foretellings** and prophetic tools
- Erase a Corruption Advance
- Advance 3 basic moves
- Advance 3 basic moves
- Change to a new archetype

HARM

Faint

Grievous

Critical

When you suffer harm, mark the same number of boxes as harm received. When you heal harm, erase it in the same order. You heal about 1 harm/day naturally. You can mark a Scar to ignore all harm you are about to suffer.

ARMOR

SCARS

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

IMMORTAL MOVES

You get these two:

- Chameleon:** When you perform an important ritual of another Faction in their presence, roll with Heart. On a hit, all the members of that Faction must treat you as if you were one of their own for the rest of the scene. On a 10+, hold 3. On a 7-9, hold 2. Spend that hold 1 for 1 to roll with Heart instead of their Faction to **put a face to a name, investigate a place of power,** or **drop someone's name.** On a miss, your observance opens up an opportunity for your enemies within the targeted Faction to strike openly at you or your interests.
- Dauntless:** When you **keep your cool** in the face of violent threats or intimidation, treat a 7-9 as a 10+ result. On a miss, you can stand your ground as if you rolled a 7-9, but your resilience tips your hand; your opposition learns something valuable about your schemes.

And choose one more:

- Neck Deep:** You've been in the city a long time. Add +1 to any Faction that's not your own and name an NPC from that Faction with whom you have extended history. Take +1 ongoing when you **hit the streets** to visit your old friend. On a miss, something from your past has come back to haunt you both.
- Mortal Lover:** You once had an intimate and lengthy relationship with a mortal; you learned something of value from their short life. Tell the MC what token you carry with you to sustain their memory and take a move from a Mortality archetype.
- Duelist:** When you **unleash an attack** with an elegant weapon, roll with Heart instead of Blood. On a miss, you are disarmed, outgunned, or overwhelmed (MC's choice).
- Objets d'art:** You have acquired a number of objects, relics, and artifacts over your many lifetimes. You have enough space to house them at your penthouse and one or two staff (Min-jun and Orlando, maybe) to care for the most priceless items. Once per session, you may obtain an item from your collection that will serve as a perfect gift to an NPC of your choice; tell the MC where you got it from originally. If you bring an arcane item home to add to your holdings, you can research it as if you were a scholar consulting his private collection (**Dark Streets**, p29).

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____