

ARCANE NETWORK

Your arcane network is a collection of powerful and knowledgeable mortals who trade in arcane items, relics, and ancient tomes. Some of their interests are legitimate and above board; others are the stuff of backroom deals and smoky rooms. They don't trust you. You don't trust them. That's business.

Your arcane network has the following features (choose three): *codes & signals, burner phones, online messaging boards, supernatural bodyguards, ritual meetings, secret drops, a monthly marketplace, secluded safehouses, a neutral appraiser, cops on the payroll*

Your colleagues include these NPCs (at least): *Raven Locke, Everett "One-Eye" Bunyasarn, Phoenix Pérez, Diana Stone, The Yoshida Sisters, Count LaMount, Brother Erick, Madam Moorelove, Lady Elaine Malcolm, John Qureshi, Dr. Zang Yi*

- » Whose collection do you covet? _____
- » Who keeps things safe for you? _____
- » Who suspects you're scamming them? _____

When you **cash in a Debt** with a member of your arcane network to obtain a worthy and useful gift without cost, they must offer you three things. Pick the one you want, but the others will never be "free" again.

When you **hit the streets** to consult your arcane network, you can roll with Mind instead of Mortality. Mark Mortality as normal. In addition, add this option to the 7-9 list:

- » You owe them an object you haven't yet acquired

When you **refuse to honor a Debt** to someone to whom you've previously sold arcane objects, add this option to the 7-9 list:

- » Promise to secure a valuable object for them

YOUR PRIVATE COLLECTION

You have a private collection of ancient tomes, books, and arcane objects that you have acquired over your years of less-than-savory deals. Tell the MC about your most prized possession and what dirty deeds you did to acquire it.

When you retreat to your private collection to **research an occult occurrence, object, or individual**, roll with Mind. On a 10+, pick 3. On a 7-9, pick 1.

- » You discover a previously unknown weakness or vulnerability
- » You discover a previously unknown resource or ally
- » You don't attract any supernatural attention to your research

On a miss, you discover something terrible in your research that spells doom for you, your friends...or the city itself.

HOLD/GEAR

THE SCHOLAR

Some mortals think the supernatural world holds answers to mysteries or justice for the oppressed. You know the truth: the arcane is a commodity, just like everything else. If you know the right people, you can buy anything. And if you are the right people...then you might just be the person selling instead of the person buying.

DRAMA MOVES

Scholar Corruption Move

When you exploit someone's ignorance of the arcane for personal gain, mark corruption.

Intimacy Move

When you share a moment of intimacy—physical or emotional—with another person, they get a Debt on you...and you have what they desire. Ask them to name an item they have been seeking; that item has recently turned up in your arcane network.

End Move

When you die or retire your character, choose one character to inherit your collection of tomes and artifacts. They gain the Private Collection move so long as they care for and protect these arcane holdings.

CORRUPTION



- Take a Corruption move
- Take a Corruption move
- Take a Corruption move
- Take a Corruption move from another archetype
- Retire your character. They may return as a Threat

CORRUPTION MOVES

- Occupational Hazards:** Mark corruption to **keep your cool** with Mind instead of Spirit when faced with arcane or supernatural threats.
- In the Bag:** Mark corruption after successfully **escaping a situation** to reveal that you pilfered an arcane object from the previous scene.
- Don't Trust Anyone:** When someone double-crosses you, mark corruption to reveal how you already planned for their sudden but inevitable betrayal. You immediately gain the upper hand in the situation.
- Interested Parties:** When you are outnumbered, outgunned, or surprised, mark corruption for a third party interested in your dealings to interrupt the proceedings. Their intrusion creates an opportunity for you, but you might be going from the frying pan into the fire.



CHARACTER CREATION

Name (pick one)

Adrian, Akra, Angelica, Bakari, Crawford, Dalia, Ellis, Emina, Gabriel, Grace, Hart, Jackie, Lionel, Kai, Michaella, Nadia, Rasida, Ricardo, Roderick, Thibault, Valerie, Wanda, Wang, Yana

Look (pick as many as apply)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White, _____
- » Corduroys and a Button Up, Expensive Clothing, Hoodie and Slacks, Tweed with Elbow Patches

Demeanor (pick one)

Charming, Cryptic, Shifty, Smug

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

Mortality 2, Night -1, Power 1, Wild -1

Intro

- » Who are you?
- » How long have you been in the city?
- » How did you learn about the supernatural?
- » Why is this city worth saving?
- » What mystery are you currently looking into?

Gear

- » An expensive flat, a midsize car, a smart phone, reading glasses
- » Messenger bag (pick 1):

- Lucky Bag:** When someone searches your bag without your permission, the item they are looking for is not there but instead hidden with your colleagues in your arcane network.
- Unassuming Bag:** Your bag disguises any signs and signals that an arcane item may emit. An arcane item placed in the bag is completely undetectable.
- Arcane Bag:** The bag itself has an agenda. When you find yourself in a desperate situation, reach into your bag for help. The GM will tell you what item you find...

Debts

- » You're someone's hookup for relics and arcane items. They owe you 2 Debts.
- » Someone has been tipping you off to your enemy's tactics. You owe them 2 Debts.
- » You scammed someone out of something rare and priceless they cannot recover. You owe them 3 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 Heart (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- A new **Scholar** move
- A new **Scholar** move
- A move from another Archetype
- A move from another Archetype
- Add two features to your arcane network
- Change your **Faction**

After 5 advances you may select:

- +1 to any stat (max +3)
- +1 any Faction (max +3)
- Erase a scar
- Take **Channeling** and two spells
- Erase a corruption advance
- Advance 3 basic moves
- Advance 3 basic moves
- Retire your character to safety
- 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)
- Disfigured (-1 Heart)
- Fractured (-1 Mind)
- Broken (-1 Spirit)

SCHOLAR MOVES

You get this one:

- Appraisal:** When you appraise an arcane object, roll with Mind. On a hit, ask the MC questions. On a 10+, ask 2. On a 7-9, ask 1.
 - » What rumors or lies shroud this object's value?
 - » What secrets or powers does this object contain?
 - » Who knows more about this object or its powers?
 - » Who would want to possess this object?

On a miss, the object is cursed. The MC will tell you what trouble pursues it.

And choose one more:

- Cowardly:** When you abandon someone to **escape a situation**, roll with Mind instead of Blood.
- Expert Negotiator:** When you **persuade an NPC** by offering an arcane item they need, treat a 7-9 as a 10+ result. On a miss, your offers are accepted as though you rolled a 7-9, but they've misled you about their interests in the goods.
- Arcane Detective:** When you **interview a knowledgeable NPC while pursuing the arcane**, roll with Mind. On a hit, they offer you a concrete lead: an important location, supplier, or tome (your choice). On a 10+, you already have a connection in your arcane network that allows you to make good on this info. On a 7-9, the path forward is blocked or precarious for you at this time. On a miss, they tell you little, but your questions put them in grave danger.
- Wielding the Arcane:** When you **unleash** by invoking an arcane item or relic, you may choose to treat your roll as a 10+ without rolling. The item is permanently—and obviously—damaged or consumed by this process.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

UNDERWORLD MOVES

- Against the Wall:** When you are **cornered by your enemies**, roll with Blood. On a hit, trade harm with your enemies as if you were a small group (3-harm 1-armor) instead of a single person. On a 10+, pick 2. On a 7-9, pick 1.
 - » You inflict terrible harm
 - » You suffer little harm
 - » You create an opportunity
 - » You don't mark corruption

If you advance this move: You trade harm as if you were a medium group (4-harm 2-armor) instead of a small group.

- Dig for Answers:** When you **hurt someone to get information**, roll with Blood. On a hit, their resolve breaks and they must answer your questions truthfully. On a 10+, ask 2. On a 7-9, ask 1.
 - » Are you telling the truth about _____?
 - » What do you know about _____?
 - » Where can I find _____?
 - » How can you bring me closer to vengeance?
 - » Mark corruption to ask any questions you want, not restrained to this list.

If you advance this move: On a 12+, ask 3 from the list or any 1 question—not restrained to this list—without marking corruption.

- Haunt the Darkness:** When you **terrorize someone from the shadows**, roll with Spirit. On a hit, they are frightened, intimidated, or unnerved. On a 10+, pick 2. On a 7-9, pick 1.
 - » You create an opportunity
 - » You inflict harm (ap)
 - » You remain in shadows
 - » You don't mark corruption

If you advance this move: On a 12+, all four and one for double effect. You cannot avoid marking corruption for double effect.

DRAMA MOVES

Revenant Corruption Move

When you kill someone not marked by your caul, mark corruption.

Intimacy Move

When you share a moment of intimacy—physical or emotional—with another person, ask them if you should be an agent of justice or vengeance. If they say justice, ask them how you could relieve the burdens they carry and take +1 ongoing to actions toward that end; if they say vengeance, mark corruption.

End Move

When you fill up on harm, your body ceases to function, but you do not die. Anyone who views your corpse with supernatural senses knows that you still live and how to bring you back, e.g., sprinkling graveyard dirt on your body, performing a lost ritual, etc. Your daemon may attempt to enlist someone else to facilitate your return.

THE REVENANT

They took everything from you. Your life. Your love. Your future. They left you with nothing. But the spirits that grace the other side—the daemons that tend to the afterlife—they thought you deserved a second chance, an opportunity to take revenge on the monsters that did this to you. Don't squander it.

YOUR CAUL

The injustice of your demise has pulled you back to this world, allowing you to seek revenge on those who have done you wrong. List their names and how they wronged you (max 3).

Each of these people is marked by your caul, the force that has brought you back from the lands of the dead. While they live unpunished, you cannot die. You embody their fate: bloody doom called back to offer judgment for their crimes.

When you **punish one of them absolutely**—however you see fit—strike their name from the list. Your daemon will tell you if the punishment is fitting; if it is, advance. If it isn't, you owe your daemon a Debt.

When you ask your daemon to **add someone who has wronged you to your caul**, roll with Spirit. On a hit, your daemon acquiesces to your request. On a 10+, your daemon reveals how you might attack their vulnerabilities or weaknesses. On a miss, that person is beyond your reach; take -1 ongoing against them until you offer them forgiveness for the wrongs they have done to you.

When you **cross out all the names in your caul**, your connection to the land of the dead is severed. Your daemon returns to the spirit realm; you are no longer able to avoid the land of the dead if you are killed. You can lay your own soul to rest by returning your physical form to its final resting place.

CORRUPTION



- Strike out **escape a situation**; take **Against the Wall**
- Strike out **figure someone out**; take **Dig for Answers**
- Strike out **mislead, distract, or trick**; take **Haunt the Darkness**
- Take a corruption move from another playbook
- Retire your character; your daemon returns you to the lands of the dead

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____



CHARACTER CREATION

Name (pick one)

Abdul, Adair, Anamarija, Azarel, Bernhard, Daena, Dilla, Enrique, Faleaka, Farooq, Jeong, Josseline, Kovit, Mwatabu, Natalia, Nikolas, Pablo, Samya, Thomas, Walentyna

Look (pick as many as apply)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White, _____
- » Bloody Clothing, Fetish Clothing, Goth Clothing, Street Clothing

Demeanor (pick one)

Confused, Detached, Forgetful, Volatile

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

Mortality -2, Night 1, Power 1, Wild 1

Intro

- » Who were you before your death?
- » What do you remember of your old life?
- » Who saw you rise from the grave?
- » What symbol of your old life haunts you?
- » Who pulls you away from your vengeance?

Gear

- » A remnant of death (a bullet, small bones, two silver coins, etc.)
- » A shotgun or magnum revolver (3-harm loud reload)
- » A handful of photographs and mementos from your old life

Debts

- » Someone mourned your death, truly and deeply. You owe them a Debt.
- » Someone tried to get justice for your murder, but failed to lay your soul to rest. They owe you a Debt.
- » Someone has already come to rely on you and your powers. Ask them what unique need you fill. They owe you two Debts.
- » Your daemon carried you back from the land of the dead. You owe it 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 Spirit (max +3)
- +1 Mind (max +3)
- Gain armor+1 ongoing
- A new **Revenant** move
- A new **Revenant** move
- A move from another Archetype
- A move from another Archetype
- 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
- Erase a scar
- Advance 3 basic moves
- Advance an underworld move
- Advance an underworld move

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)
- Disfigured (-1 Heart)
- Fractured (-1 Mind)
- Broken (-1 Spirit)

REVENANT MOVES

Choose two:

- Abashed the Devil Stood:** when you openly **present yourself to the agents of your enemies**, roll with Spirit. On a hit, they choose:
 - » They scatter or flee before you
 - » They throw down their weapons and surrender
 - » They attack you, ignoring your alliesOn a 10+, take armor+1 against them for the scene. On a miss, they reveal that you've sprung a trap laid by those who wish to avoid your judgment.
- Vigilante:** when you **go into a battle**, roll with Blood. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 and take -1 forward. During the fight, you can spend your hold 1 for 1 to:
 - » Kill, disable, or disarm (your choice) an NPC within reach
 - » Redirect an attack within reach to another character within your reach, or else to nowhere—into the ground or a wall or the sky
 - » Cross the distance to any character outside of your reach before they have time to adjust or react
 - » Name a character within your reach; while you fight, you intercept any attack directed at them and they suffer no harm

Is That Gasoline I Smell?: When you **search a location for the resources or tools needed to destroy it**, roll with Blood. On a hit, you find whatever you need to bring the place down around you. On a 10+, everything is already arrayed to your liking; all you have to do is light the fuse. On a miss, your search leaves you or an ally vulnerable or exposed to your enemies.

You Don't Scare Me: You have a mortal confidante who believes in your cause. When you **go to your mortal confidante for solace, comfort, or protection**, roll with Spirit. On a hit, they tend to your wounds and hide you from your enemies; clear your harm track. On a 10+, they have been keeping their eyes and ears open for you; they tell you about an opportunity you can use against your enemies. On a miss, your condition worries them; they secretly contact someone they think can help you.

Merciful: When you **inflict harm with any weapon (or your fists)**, you can choose to inflict s-harm. Decide at the moment you inflict the harm; you need not tell anyone in advance what kind of harm you intend to inflict.

YOUR DAEMON

A daemon guided you back from the land of the dead and walks with you now among the living. The two of you are inseparable, and you are constantly aware of its presence. Choose one from each list:

They are: *a dog, a snake, an owl, a vulture, a bat, a crow, a wolf, a cat, a raven, a rat*

They have: *a spectral voice, a dark voice, a patient voice, a maternal voice, a demanding voice*

When your **daemon stands with you in battle**, take armor+1. Your daemon will only follow you in the pursuit of your caul or to fulfill a Debt.

YOUR FLOCK

You lead a religious or spiritual community that meets regularly to profess their faith. The community is (choose 1): *an informal and unbounded group, a long-standing religious institution, a spontaneous gathering of a traditional faith, a new age business, a school or university prayer group, an activist secular organization*

You meet at (choose 1): *a church basement, a rec center, a member's home, a local diner, an underground hideaway, anywhere you can find space*

Your rituals and traditions are: *esoteric and confusing, traditional and expected, spontaneous and energetic, solemn and restrained, genuine and improvised*

Your flock is connected to you through a psychic link that offers you unparalleled access: you can **let it out** to try to listen in on specific members' thoughts; **cash in Debts** as if a member of your flock was right in front of you; **call your flock to action** at a distance; or even mark corruption to **take on the physical appearance of a member of your flock** for a scene.

At the start of each session, take one Debt against your flock as a whole, provided you were available to perform your religious duties; you can cash the Debt in with any member of your flock, even other PCs.

By default, your flock consists of about fifteen seriously committed followers with a few resources (cash, connections, weapons, etc.) and a deep belief in your particular faith (1-harm group medium scattered devout 0-armor). Then, choose 2:

- Your flock embodies the fury and righteousness of their faith. +1 harm.
- Your flock enjoys a modicum of faith-based direct protection against the world. +1 armor.
- Your flock has an explicit hierarchy or organization that serves your needs. Change +scattered to +organized.
- Your flock has important connections throughout the city, even within supernatural communities. Take +1 ongoing to **hit the streets** with Power, provided you use the flock's network and contacts.
- Your flock relies on you to perform important religious rituals more often than normal. Take an additional Debt at the start of each session, provided you performed those rituals.

TENETS OF YOUR FAITH

Your followers are committed far more to the faith you wield than to you personally, at least at first. Choose 2 tenets of your faith that they observe nearly without fail as devout members of your traditions:

- Life is precious and unique; kill none of god's children.
- True faith is spoken freely; deny not the faith nor the flock.
- God is god above all; give no fealty except to god.
- The weak demand protection; deny not a righteous request.
- Lies blemish the righteous; bear not false witness.

Violating any tenet of your faith in the presence of your flock—or if they find out later that you violated one of the tenets—immediately gives them a Debt over you. Any member of the flock can cash in the Debt with you, even if they weren't the one who witnessed or discovered the violation.

THE HALLOWED

One day you spoke...and your faith spoke through you. You never asked to be touched by the holy, to be called to offer guidance and solace to the chosen, but you took the reins when the time came for you to lead your flock. Can you live up to their expectations?

DRAMA MOVES

Hallowed Corruption Move

When you violate the tenets of your faith (or through inaction allow them to be violated), mark corruption.

Intimacy Move

When you share a moment of intimacy—physical or emotional—with another person, you choose whether or not their intimacy move triggers. If it doesn't, tell them what mark or aspect of your faith keeps you distant from them.

End Move

When you die, you perform a powerful miracle of your faith. The innocent may rise, the wicked may fall, so on and so forth. You cannot prevent your own death.

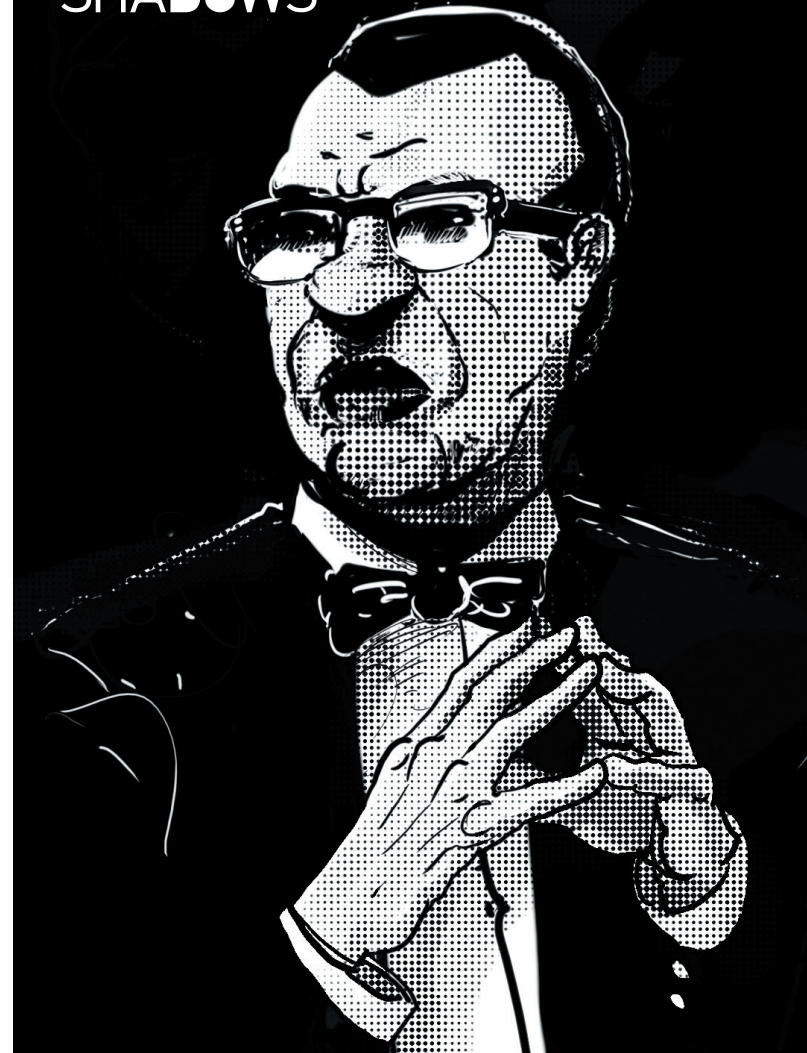
CORRUPTION

- Take a corruption advance for your flock
- Take a corruption advance for your flock
- Take a corruption advance for your flock
- Take a corruption advance from another Archetype
- Change playbooks to any Mortality playbook; your flock is now a Threat.

CORRUPTION MOVES

- Rites and Rituals:** Your flock, gathered and united, forms a powerful spiritual tool or weapon, a **sanctum** (*Urban Shadows*, page 128) that allows you to perform magical rituals and create powerfully blessed objects. When the GM tells you what you need to complete the ritual, you may ignore one of the requirements if you convince a member of your flock to give life or limb to the ceremony or mark corruption yourself.
- Augury:** Your flock, gathered and united, gives you insight into the ley lines and power centers of the city; when you pray with them, you may **investigate a place of power** at any distance, provided you are willing to make an appropriate sacrifice to your faith or mark corruption.
- Infalible:** Your flock no longer questions your instructions or advice, following your will as best they can without violating the tenets of your faith. When you **call your flock to action**, **persuade** one of its members, or **mislead, distract, or trick** them, treat a 7-9 as a 10+ result. Mark corruption to extend this effect to requests that violate the tenets of your faith.
- Apocalypto:** Your flock is truly prepared for days of trial and tribulation: add +1 size, +1 armor, +1 harm, and +fanatical. At the end of a session, mark corruption if you did not lead your flock in punishing unbelievers or heretics during the session.

URBAN
SHADOWS



THE HALLOWED

a member of power

CHARACTER CREATION

Name (pick one)

Aaron, Amandeep, Catherine, Charity, Cornelius, Dael, Elijah, Epidiah, Gabriel, Hadar, Ismail, Jade, Johnny, Kiri, Monica, Naalnish, Reta, Sarah, Shafiq, Tobias

Look (pick as many as apply)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White, _____
- » Colorful Clothing, Ecclesiastical Clothing, Formal Clothing, Simple Clothing

Demeanor (pick one)

Arrogant, Casual, Clerical, Profane

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

Mortality 1, Night 0, Power 2, Wild -2

Intro

- » Who are you?
- » How long have you been in the city?
- » When did your faith first choose you?
- » What hypocrisy do you hide from your flock?
- » What religious mystery are you pursuing in the city?

Gear

A spartan apartment or communal living space, a prominent symbol of your religious faith: a holy relic, religious tool, or arcane artifact

Debts

- » You destroyed or banished something (or someone) important at the request of another character. They owe you a Debt.
- » Someone comes to you often to confess their sins and seek forgiveness. Tell them what solace you offer, and ask them if they are comforted by your offering. If they find your efforts sufficient, they owe you a Debt; if you come up short, you owe them a Debt.
- » Someone is intimately engaged with a member of your flock, but you doubt they have your follower's best interests at heart. They owe you a Debt.

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 Spirit (max +3)
- Add a feature to your flock
- Add a feature to your flock
- A move from another Archetype
- A move from another Archetype
- Erase a corruption advance
- Change your **Faction**

After 5 advances you may select:

- +1 to any stat (max +3)
- +1 to any Faction (max +3)
- Erase a scar
- Erase a corruption advance
- Change to a new Archetype
- Retire your character to safety
- Advance 3 basic moves
- Advance 3 basic moves
- Take channeling and three Spells

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)
- Disfigured (-1 Heart)
- Fractured (-1 Mind)
- Broken (-1 Spirit)

HALLOWED MOVES

You get these two moves:

- Shepherd:** When you **call your flock to action** in keeping with your faith, roll + Spirit. On a 10+, all three. On a 7-9, choose 1:
 - » They *all* honor your request for action
 - » They don't ask any difficult questions
 - » They don't demand a Debt from you

On a miss, a portion of your flock is seized by the faith and moves to address the problem in ways you did not foresee.

- Sanctified:** When you **bestow the blessings of your faith on another**, roll with Spirit. On a hit, your faith envelops them: heal them (2-harm), bestow protection (+1 armor), or anoint an item they carry (+blessed), your choice. On a 10+, also choose 1 from below. On a 7-9, choose 2.
 - » You mark corruption
 - » You suffer 1-harm (ap)
 - » They are marked by your faith

On a miss, your faith reveals something terrible about the intended target of your gifts. You must take all three to complete the blessing.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

NOTES

MATERIALS

You are the inanimate made living, a monster with the visage of a mortal. Pick one material for your component parts:

- The bones and flesh of the dead
- A block of stone, hewn to form
- Blessed soil, sand, or clay
- An empty shell, found and filled

Once per session, you can heal up to 2-harm by consuming a copious quantity of the materials of which you are made. Anyone who witnesses the consumption sees your true form.

INSTINCTS

Your creator built you to fulfill a particular function, although you've proved to be more adaptable than expected. To help you better serve your purpose, your creator imbued you with a number of powerful instincts. Choose four:

- To serve the powerful
- To protect the valuable
- To hunt the disloyal
- To pleasure the worthy
- To entertain the masses
- To break the defiant
- To labor in silence

Resisting an opportunity to fulfill your instinct counts as **keeping your cool**. If a redemption advance allows you to rewrite an instinct, cross it out and write a new instinct of your own choosing. The old one no longer bothers you.

REDEMPTION

You don't have a corruption track. Instead, you have the opportunity for **redemption**. Each time your redemption track fills, mark a redemption advance. When your redemption track fills and you have no more redemption advances to mark, retire your character to safety or change to a Mortality Archetype. If a move asks you to mark corruption, mark 1-harm (ap) instead.

- Rewrite an instinct
- Rewrite an instinct
- Rewrite an instinct
- Take a redemption move
- Take a redemption move
- Take a redemption move

THE VESSEL

Someone made you to serve a purpose, to fill a need. But you've cast off the chains of your creator and set out on your own, your inhuman form masked to the mortals that walk these city streets. You seek to understand their humble lives, their fragile hearts, their callous truths. Will you find a place among them?

DRAMA MOVES

Vessel Redemption Move

When you resist serving your instincts to attend to your mortal relationships or responsibilities, mark redemption.

Intimacy Move

When you share a moment of intimacy—physical or emotional—with another person, ask them an invasive question about being human. If they answer the question honestly, mark redemption. If they deflect the inquiry or offer falsehoods, they must give you a Debt.

End Move

When you die, change playbooks, or retire your character, you leave something of your old body behind, containing a remnant of your instincts, as a permanent mark on the city. Tell the MC which instinct became most central to your identity; the city will take that instinct into itself. Add the following option to **let it out** for all PCs:

» Call upon the city to obey its instinct.

REDEMPTION MOVES

- Among the Sheep:** When you try to **disappear in a crowd**, roll with Blood. On a 10+, you vanish into the crowd without a trace; take +1 ongoing if you make use of your concealment. On a 7-9, you are silent and invisible, but your deception is fragile and incomplete. On a miss, you're clearly the wolf. Even the crowd knows it.
- Like Them:** When you try to **figure out** a member of Mortality, roll with Spirit instead of Mind.
- Absolution:** When you **convince someone to be honest with you about their problems**, roll with Spirit. On a hit, you may take one Debt they owe (related to the problem) as your own if you promise to see it through. On a 10+, mark redemption when you honor the Debt. On a miss, their problems confuse and perplex you; you owe them a Debt for trying to get mixed up in their business.
- Heartfelt:** Replace your existing intimacy move with the following: When you share a moment of intimacy—physical or emotional—with another person, share one of your human experiences as you understand it. If they reciprocate, mark redemption. If they refuse, they must give you a Debt.



CHARACTER CREATION

Name (pick one)

Adrijan, Aisha, Azra, Caieta, Dakota, Emilia, Faddei, Fatma, Laila, Leland, Katashi, Min-Ho, Nayavu, Palmer, Quannah, Rafi, Soledad, Tabor, Viktor, Zain

Look (pick as many as apply)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White, _____
- » Bohemian Clothing, Professional Clothing, Rough Clothing, Work Clothing

Demeanor (pick one)

Distant, Gentle, Jealous, Lurking

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

Mortality -2, Night 0, Power 1, Wild 2

Intro

- » Who are you?
- » How long have you walked the Earth?
- » Who or what is your creator?
- » Why have you chosen to forsake your bondage?
- » What keeps you here in the city?

Gear

A small apartment in the slums, a crappy car or bike, a dumb phone

- » A token of your bondage
- » A keepsake from your creator
- » A clumsy, but effective weapon (3-harm hand/close)

Debts

- » Someone convinced you to come to the city to help them with an ongoing problem. They owe you 2 Debts.
- » You injured someone in the process of fulfilling an instinct. Tell them what instinct you were serving. You owe them 2 Debts.
- » Someone has a tie to your creator (or their lineage) and possesses knowledge about your origin they have refused to share. They owe you a Debt.

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 Spirit (max +3)
- +1 Mind (max +3)
- A new **Vessel** move
- A new **Vessel** move
- A new **Vessel** move
- A move from another Archetype
- A move from another Archetype
- Change your **Faction**

After 5 advances you may select:

- » +1 to any stat (max +3)
- » +1 to any stat (max +3)
- » +1 any Faction (max +3)
- » +1 any Faction (max +3)
- » Erase a scar
- » Erase a scar
- » Join or lead a sphere of materia
- » Advance 3 basic moves

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)
- Disfigured (-1 Heart)
- Fractured (-1 Mind)
- Broken (-1 Spirit)

VESSEL MOVES

You get this one:

- Only Flesh:** when you come directly at a target, without concern for your own well being, you get 1-armor. If you're doing so in the service of one of your instincts, you get 2-armor. If you're wearing armor, use that instead.

And choose two more:

- Colossus:** When you **let it out**, add this option to the list:
 - » Ignore all harm suffered the next time you suffer harm
- Erase the Shem:** When you suffer enough harm to kill you, you can choose to shut down for the remainder of the scene instead of marking the harm. In this state, you suffer no additional harm, nor can anyone detect that you are still alive. You perceive everything that takes place around your body, and you can reawaken at will. If someone dismembers you or attempts to destroy your body, your flesh will knit itself back together upon revival, even if it has to travel great distances to be reunited.
- Machinist:** When you commune with a machine, roll with Spirit. On a 10+, ask 2. On a 7-9, ask 1.
 - » What secrets are hidden here, friend?
 - » Who made you this way, sister?
 - » What purpose do you serve, brother?
 - » How could I get you to _____, comrade?

On a miss, the machine betrays you to your enemies, in whatever way it can.

- Tear It Down:** When you smash through the scenery to get at something you want, roll with Blood. On a 10+, you smash or move through obstacles and get what you want. On a 7-9, you smash or move the scenery and get what you want, but you are disoriented in follow-up actions, leave something behind, or take something with you (your choice). On a miss, you crash through to your goal, but you're disoriented and off-balance; you suffer 1-harm (ap) and you're vulnerable to reprisals and attacks.
- Tireless:** When you fight against a gang, you count as a gang of equivalent size. Calculate armor and harm as normal, but ignore any size difference between you and the gang you're fighting.
- Hideous Visage:** When you **persuade an NPC** by revealing your inhuman face and threatening their interests, roll with Spirit instead of Heart.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____