

OTHER MOVES

NOTES

THE AWARE

Most people walk around all day with no idea of the power the darkness holds or what truly takes place in the shadows. Those who are Aware, awakened to the world as it truly is, have the power to stand up and fight for their people, to spit in the eyes of the dark beasts that roam their world, and—if they're very lucky—live to see tomorrow.

DRAMA MOVES

Aware Corruption Move

When you ignore your mortal responsibilities to deal with the supernatural, mark corruption.

Intimacy Move

When you share a moment of intimacy—physical or emotional—with someone who is not mortal, mark corruption.

End Move

When you die, each character chooses whether your death inspires or corrupts a part of their being. If it inspires; they erase a Corruption Advance they have taken (if any). If it corrupts; they immediately take a Corruption Advance.

CORRUPTION



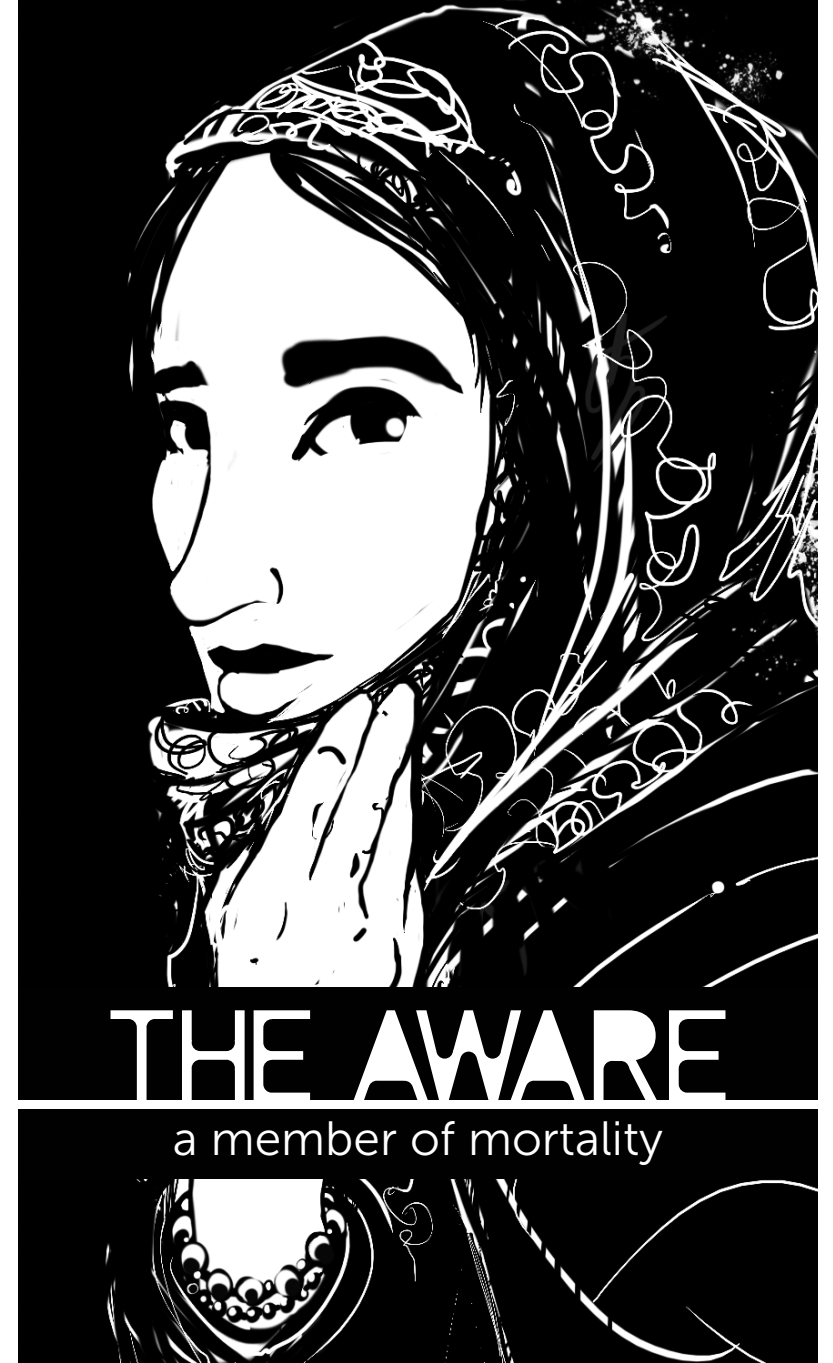
- Take a Corruption move
- Take a Corruption move
- Take a Corruption move
- Take a Corruption move from another archetype
- Retire your character. They may return as a Threat

CORRUPTION MOVES

- In Too Deep:** When a non-Mortal tries to **Lend You a Hand** or **Get In Your Way**, mark corruption to add or subtract 3 from their roll.
- Eyes On The Door:** When in danger from the supernatural you can mark corruption to **Escape** as if you rolled a 12+.
- Free Agent:** Mark corruption to **Refuse to Honor a Debt** owed to a non-Mortal as if you rolled a 10+.
- If You Can't Beat 'Em:** Take two moves from non-Mortal archetypes. Whenever you use these moves, mark corruption.

HOLD/GEAR

URBAN
SHADOWS



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)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » Business Casual Clothing, Everyday Clothing, Inconspicuous Clothing, Uniform Clothing

Demeanor (pick one)

Aggressive, Charming, Paranoid, Serene

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

Mortality 1, Night 0, 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

- » A simple apartment, a decent car, a smart phone.
- » 1 Self-defence Weapon
 - 9mm Beretta (2-harm close loud)
 - Taser (stun-harm hand)
 - Snub-nosed revolver (2-harm close loud reload concealable)

Debts

- » Someone told you their secrets and you haven't told anyone about them yet. They owe you 2 Debts.
- » Someone thinks they're protecting you, but it's really more like you're protecting them. You owe each other a Debt.
- » You're leveraging dirt you have on someone to get their help with something. You owe them a Debt.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Blood (max +3)
- +1 Heart (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- A new **Aware** move
- A new **Aware** 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 any Faction (max +3)
- Erase a **Scar**
- Join or lead a **Watcher's Society**
- Erase a Corruption Advance
- 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)
- Disfigured (-1 Heart)
- Fractured (-1 Mind)
- Broken (-1 Spirit)

AWARE MOVES

You get this one:

- Snoop:** When you keep an eye out for trouble, roll with Mind. On a 10+, hold 3. On a 7-9, hold 1. While you're there, spend your hold to ask the MC questions, 1 for 1:
 - » What's my best way in/out?
 - » Who or what here is not what they seem?
 - » What happened here recently?
 - » What here is the greatest danger to me?
 - » Whose turf is this?

On a miss, you find yourself in over your head. The MC will tell you why this is a bad spot.

And choose two more:

- Did Your Homework:** When you **Put a Face to a Name** with someone politically important (your call), roll with Mind instead of Faction. On a hit, you know a dangerous secret about them or their political machinations. On a 10+, you know how to leverage that information; take a Debt on them as well. On a miss, your snooping has already landed you in hot water with your target; they know you've been looking into their business.
- I Know a Guy:** When you **Hit the Streets** or **Put a Face to a Name** with Mortality, roll with Mind instead of Faction.
- I Brought Friends:** When you **Cash In a Debt** with an NPC, add this option to the list:
 - » Back you up in a dangerous situation
- Expert Marksman:** When you **Unleash** with a firearm, roll with Mind instead of Blood.
- Hard-Boiled:** When you get into trouble while chasing down a lead, gain armor+1.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

FAERIE POWERS

Choose 3:

- Wild Fury:** You summon an element of nature capable of striking your enemies (2-harm close area or 3-harm close/far).
- Nature's Caress:** Your touch heals 2-harm. You cannot use this power on yourself.
- Wither:** You imbue your touch with the power to kill (3-harm intimate ap).
- Glamours:** You create illusions to fool the senses. The effects don't last long.
- Shape Change:** You can briefly change your shape into that of an animal.
- Bedlam:** Touch a target to place them in a specific emotional state (your choice). Mark corruption to have that emotion directed toward a target of your choosing.

OTHER MOVES

NOTES

THE FAE

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

DRAMA MOVES

Fae Corruption Move

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

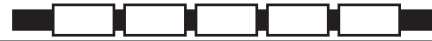
Intimacy Move

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 2 Debts.

End Move

When you die or retire your character, choose a character and bestow the favor of your court upon them. They can choose either to take **Faerie Magic** and two of your faerie powers or to advance **Persuade an NPC**.

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

- 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 roll a 10+ to **Refuse to Honor a Debt**, mark corruption to cancel the original Debt and claim a Debt from the person you refused.
- Unearthly Grace:** You get +1 Heart (max +4). Whenever you roll with Heart and roll a 12+, mark corruption.
- Everyone's Got One:** Touch someone and mark corruption to declare one of their vulnerabilities. All damage from that source (fire, steel, iron, etc.) is treated as +1 harm and ap.

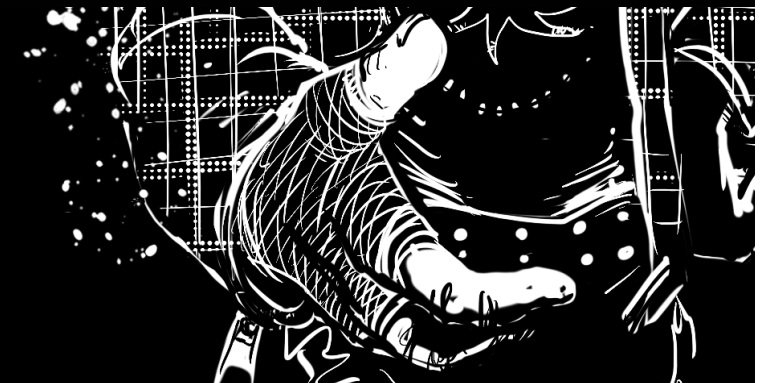
HOLD/GEAR

URBAN SHADOWS



THE FAE

a member of wild



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)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » Colorful Clothing, Expensive Clothing, Messy Clothing, Revealing Clothing

Demeanor (pick one)

Alien, Eccentric, Feral, Seductive

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

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

Intro

- » Who are you?
- » How long have you been in the city?
- » What do you love most about humanity?
- » Who is your closest confidante in the city?
- » What do you desperately need?

Gear

- » A nice house or apartment, a car, a smart phone
- » A relic from your homelands
- » A symbol of your court (sun, moon, storm, winter, spring, etc.)

Debts

- » Someone broke an important promise to you and swore they would make it up to you. They owe you 2 Debts.
- » You are keeping something hidden for someone. They owe you a Debt.
- » You entrusted someone with a dangerous task. Ask them if they succeeded or failed. If they succeeded, you owe them a Debt. If they failed, they owe you 2 Debts.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Blood (max +3)
- +1 Heart (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- A new **Fae** move
- A new **Fae** 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 any Faction (max +3)
- Erase a **Scar**
- Join or lead a **Faerie Court**
- 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)

FAE MOVES

You get this one:

- Faerie Magic:** Whenever you use a Faerie power, choose 1:
 - » Mark corruption
 - » You owe your monarch a Debt
 - » Suffer 1-harm (ap)

And choose two more:

- A Dish Best Served Now:** When you commit to enact revenge on behalf of someone (including yourself), gain +1 to all rolls 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 **Trick** someone, roll with Heart instead of Mind.
- Scales of Justice:** You may cash in a Debt with someone to use a power from **Faerie Magic** (including powers not normally available to you) on them at no cost.
- Draw Back the Curtain:** When you **Escape**, add this option to the list:
 - » You escape to your homeland, for better or worse
- Words Are Wind:** When someone breaks a promise to you or lies to you and you find out, they owe you a Debt and you take +1 forward against them.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

CUSTOM WEAPONS

Ranged Weapons

- Bow (2-harm close/far reload)
- Shotgun (2-harm close loud reload messy)
- SMG (2-harm close area 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)
- » Cold Iron (+cold iron)

Hand Weapons

- Staff (1-harm hand/close)
- Haft (1-harm hand)
- Handle (1-harm hand)
- Chain (1-harm hand area)

Add-ons (choose 2 for each weapon):

- » Head (+1 harm)
- » Bladed (+1 harm)
- » Antique/Ornate (+valuable)
- » Famed (+reputation)
- » Extendable (+close)
- » Enchanted (+anchored)
- » Silvered (+silver)
- » Cold Iron (+cold iron)
- » Blessed (+holy)
- » Hidden (+concealable)

YOUR WEAPONS

NOTES

THE HUNTER

Determined and fearless, the Hunter is a mortal who has taken up a cause against the darkness around them, perhaps because they were trained to stalk the night or because they were born with the power to protect their people. They carry a heavy burden, one that would eventually crush anyone. How long can they keep from becoming what they hunt?

DRAMA MOVES

Hunter Corruption Move

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

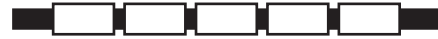
Intimacy Move

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.

End Move

When you die or retire your character, choose a character belonging to another player and give them one of your chosen Hunter moves. It's theirs for keeps.

CORRUPTION

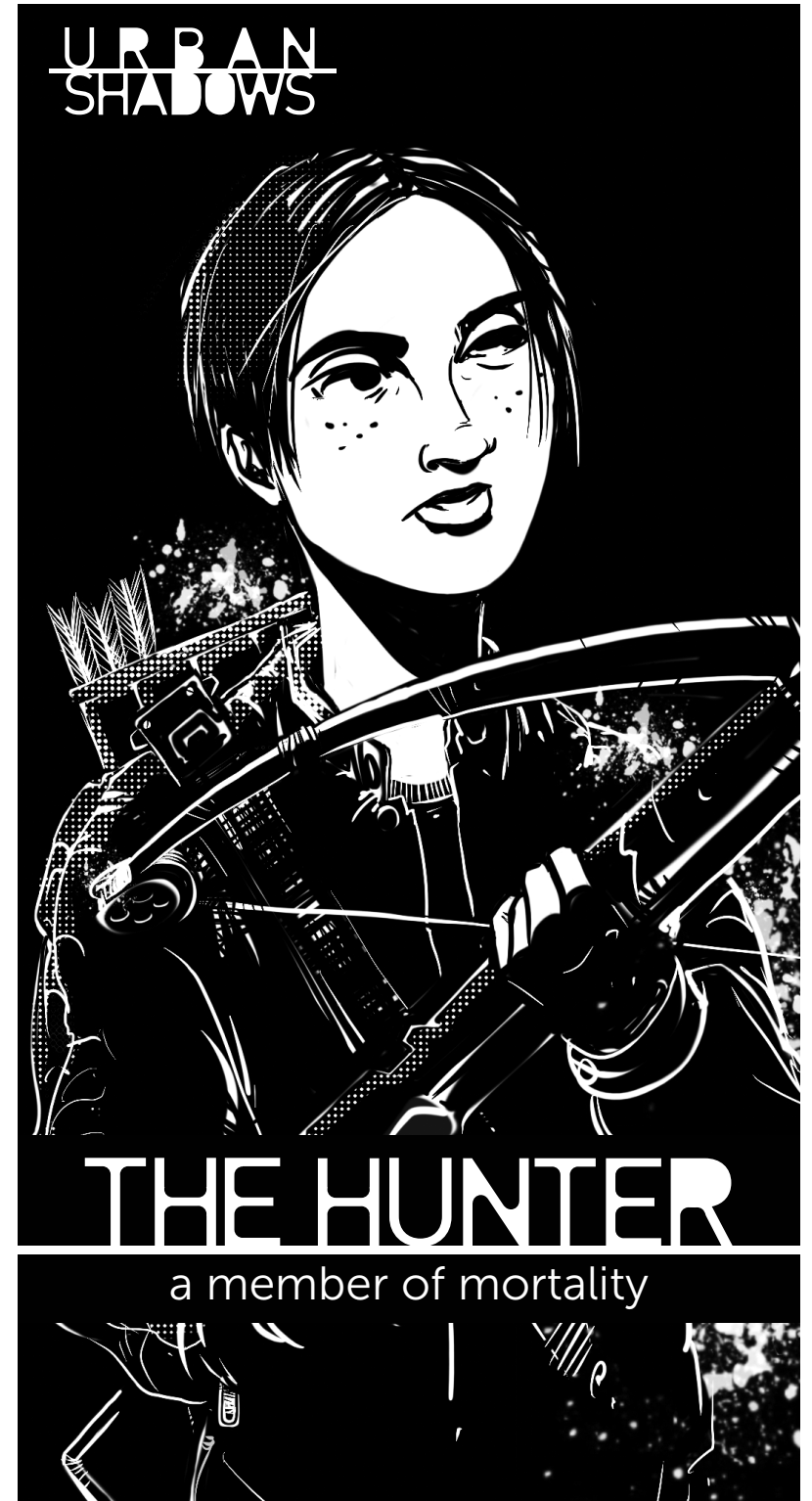


- Take a Corruption move
- Take a Corruption move
- Take a Corruption move
- Take a Corruption move from another archetype
- Retire your character. They may return as a Threat

CORRUPTION MOVES

- Divided I Stand:** When you turn down help and enter a dangerous situation alone, mark corruption and advance **Unleash** and **Keep Your Cool** for the scene.
- Hard to Kill:** Choose a Faction. Mark corruption to gain armor+1 against that Faction until the end of the scene.
- Perfect Timing:** Mark corruption to arrive in a scene. Mark an additional corruption to show up in a superior position.
- Death Wish:** If someone nearby is about to suffer harm, you may mark corruption to suffer the harm instead.

HOLD/GEAR



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)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » Camo 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 Factions (Add 1 to one of these)

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

Intro

- » Who are you?
- » How long have you been in the city?
- » How did you become a hunter?

Your Prey

- » What do you hunt, primarily?
- » What are their strengths and weaknesses?
- » What terrible thing have you done to yourself to help even the playing field?
- » How are you like them?

Gear

- » A shitty apartment, a pick-up truck or muscle car, a cell phone
- » 3 custom weapons (see reverse)

Debts

- » Someone has enlisted you to protect them from something very dangerous. They owe you a Debt.
- » Someone keeps you equipped and supplied. You owe them 2 Debts.
- » You consider someone a friend even though the friendship keeps bringing you trouble. They owe you a Debt.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Blood (max +3)
- +1 Heart (max +3)
- +1 Spirit (max +3)
- A new **Hunter** move
- A new **Hunter** move
- A new **Hunter** 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 any Faction (max +3)
- Erase a **Scar**
- Get a **Workspace**
- Erase a Corruption Advance
- Advance 3 basic moves
- Advance 3 basic moves
- Advance 1 basic move
- 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)

HUNTER MOVES

Choose three:

- Slayer:** When you **Keep Your Cool** while on a hunt, roll with Blood instead of Spirit.
- Deadly:** When you inflict harm, increase the harm by 1.
- Book Learnin':** When you encounter a supernatural creature, roll with Mind. On a hit, the MC will tell you a bit about it and how it can be killed. On a 10+, ask the MC a follow-up question; they will answer it honestly. On a miss, you misread the creature; the MC tells you how.
- Safe House:** You have a secure location that you can hole up in. Detail it and choose 3:
 - » High-tech surveillance
 - » A mystical 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 a 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.
- Do You Feel Lucky?:** When you **Persuade an NPC** while wielding a 2-harm or greater weapon, roll with Blood instead of Heart.
- Prepared for Anything:** You have a well-stocked armory, full of modern and ancient weapons. Take another custom weapon or add another add-on to each of your custom weapons.

OTHER MOVES

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

OTHER MOVES

NOTES

HOLD/GEAR

THE ORACLE

The future is always in motion, like a great river dragging us all to our inevitable ends, lost in currents we cannot see. There are some who can swim against its strength, who can raise themselves above the surface to see what awaits us. They are the cursed, and they are the blessed.

DRAMA MOVES

Oracle Corruption Move

When you give someone a false prophecy, mark corruption.

Intimacy Move

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. You can ask up to 3 questions about the vision; mark corruption for each.

End Move

When you die or retire your character, announce a proclamation upon the world that will reverberate in dreams worldwide. Detail the signs of its coming. The MC will make your prophecy come to pass, sooner rather than later.

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

- 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.
- Dark Fate:** Mark corruption when face to face with someone to pronounce a curse on them. Roll with Spirit. On a 10+, choose 2. On a 7-9, choose 1:
 - » The curse lasts for a long time
 - » You are not the obvious source of the curse
 - » The effects of the curse are potent and obvious
- Eyes That Burrow:** Mark corruption to lock eyes with someone and force them to be still for as long as you maintain the gaze.



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)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » Dirty Clothing, Loose Clothing, Revealing Clothing, Warm Clothing

Demeanor (pick one)

Distant, Paranoid, Soothing, Volatile

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

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

Intro

- » Who are you?
- » How long have you been in the city?
- » How do you cope with the visions?
- » What are the nightmares like?
- » What do you desperately need?

Gear

- » A simple apartment, a crappy car, a cell phone
- » 1 Set of unique items
 - Prophetic tools (i.e. tarot deck, crystal ball, runes, etc.)
 - Ritual objects (an athame, a pentacle, etc.)
 - Collection of tomes and grimoires

Debts

- » Someone helps you understand your dreams and visions. You owe them 2 Debts.
- » You've had a dire prophecy about someone, but you don't know how to help them...yet. You owe them a Debt.
- » You are helping someone realize their true potential through your visions. They owe you a Debt.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Blood (max +3)
- +1 Heart (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- A new **Oracle** move
- A new **Oracle** 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 any Faction (max +3)
- Erase a **Scar**
- Get a **Sanctum**
- Erase a Corruption Advance
- 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)
- Disfigured (-1 Heart)
- Fractured (-1 Mind)
- Broken (-1 Spirit)

ORACLE MOVES

You get this one:

- Foretellings:** At the beginning of the session, roll with Spirit. On a 10+, hold 2. On a 7-9, hold 1. During the session, you can spend your hold to declare that something terrible is about to happen. You (and your allies) take +1 ongoing to avoid the impending disaster. On a miss, you foresee the death of someone important to you and take -1 to all rolls to prevent it.

And choose two more:

- Psychometry:** Whenever you study and examine an interesting object, roll with Spirit. On a 10+, ask 3. On a 7-9, ask 1:
 - » What is the history of this object?
 - » What bans, wards, or limits are attached to this object?
 - » Where does this object belong?
 - » What secrets or mysteries has this object been privy to?
 - » What strong emotions have most recently been near this object?

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

- Double Life:** Take Mortality as a second Faction. When someone rolls with or marks your Faction, tell them which one is most appropriate.
- Conduit:** Advance **Let It Out** for all characters in your presence, including yourself.
- Skim the Surface:** When you touch someone, you can read their surface thoughts. Roll with Spirit. On a 10+, ask 3. On a 7-9, ask 1:
 - » What is your character thinking about right now?
 - » Who are you protecting?
 - » Why are you keeping secrets?
 - » What is your character's hidden pain?

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

- At Any Cost:** When you interfere with someone's plans or actions to prevent one of your visions from coming true, mark their Faction and take +1 forward.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

OTHER MOVES

NOTES

THE SPECTRE

Poltergeist, ghost, spirit—they go by many names in every corner of the world. They are our secret fears and unfulfilled dreams. They are the echo of one who died, but their essence has not moved on for some reason. They are the audience of our secret pains and guilty pleasures.

DRAMA MOVES

Spectre Corruption Move

When you witness a scene of victimization and do nothing, mark corruption.

Intimacy Move

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

End Move

When you fill up on harm, your corpus is scattered and dispersed. You'll reform in a few days. When your spirit passes on permanently or you retire your character, any characters present gain +1 Spirit (max+3).

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

- Possession:** Mark corruption to enter the mind of a weak-minded person (MC's call) in your presence and control their movements and speech for a short time.
- 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.
- 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.
- Siphon:** Mark corruption to reach into someone's body, inflict 2-harm (ap) on them, and heal 1-harm.

HOLD/GEAR



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)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » 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 Factions (Add 1 to one of these)

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

Intro

- » Who are you?
- » How long have you been in the city?
- » Who do you still love?
- » What makes your afterlife worth living?
- » What do you desperately need?

Gear

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

Debts

- » Someone, or someone's progenitor, was involved in your death. They owe you a Debt.
- » Someone is watching out for a family member of yours. You owe them 2 Debts.
- » You are haunting someone and they know it. You owe them a Debt.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Blood (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- A new **Spectre** move
- A new **Spectre** move
- A move from another archetype
- A move from another archetype
- Change your **Faction**
- Join or lead a **Body of Ghosts**

After 5 advances you may select:

- +1 to any stat (max +3)
- +1 any Faction (max +3)
- Erase a **Scar**
- Erase a Corruption Advance
- Erase a Corruption Advance
- Advance 3 basic moves
- Advance 3 basic moves
- Move on through to the other side
- 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)

SPECTRE MOVES

You get this one:

- Manifest:** Regular people can't sense or interact with you unless you manifest. You manifest by spending a few quiet moments concentrating and choosing 2:
 - » You can be heard
 - » You can be seen
 - » You can touch and be touched by the physical world

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

And choose two more:

- Won't Be Ignored:** When you **Get in the Way** of someone, treat your roll as a 10+ without rolling. If you **Distract** an NPC, roll with Spirit instead of Mind.
- Ghost Town:** When you **Hit the Streets** with ghosts, take +1 ongoing to dealing with them.
- Phantasm:** Take +1 Spirit (max +3).
- "Wall? What Wall?":** You always have an opening to **Escape**. You can choose an additional option off the list to bring someone with you. On a miss, you attract the attention of dangerous spirits and ghosts in the area.
- Link:** Something keeps you from passing on: a Link. When in the presence of your Link, advance **Let It Out**. When your Link is in danger, you have access to all your Corruption Moves until you see it to safety. If your Link is ever destroyed, so are you.

Your Link: _____

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

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:** horns, flames, spikes, halo, smoke
- » **Hands:** claws, bones, flames, pincers
- » **Wings:** feathers, leather, none
- » **Skin:** chitinous, rocklike, misty
- » **Eyes:** glowing, burning, empty, smoky, none

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

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) about their Faction
- » Introduce you to a powerful member of their Faction
- » Give you a worthy and useful gift without cost
- » Erase a Debt they hold on someone
- » Give you a Debt they have on someone else
- » Give you +3 to Persuade them (choose before rolling)

Your patron may offer you the chance to buy your freedom, but Debts alone won't be enough.

OTHER MOVES

NOTES

THE TAINTED

You remember what it was like being human, or at least fully human. But that was before all this; before your soul ended up in the hands of demons and devils. Now you're something else, working jobs for a "patron" who is never satisfied, never done with you. It's the worst job you've ever had.

DRAMA MOVES

Tainted Corruption Move

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

Intimacy Move

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

End Move

When you die, cash in all the Debts your patron owes you to come back. If you have none, your patron will ask someone else to pay the Debt for you. If they refuse, time's up. It's been a good run.

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

- Fringe Benefits:** Mark corruption to Drop the Name of your demonic patron as if you rolled a 10+. You don't have to have a Debt on your patron to use the move.
- 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).

HOLD/GEAR

URBAN
SHADOWS



THE TAINTED

a member of wild

CHARACTER CREATION

Name (pick one)

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

Look (pick as many as apply)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » Dirty Clothing, Expensive Clothing, Formal Clothing, Trendy Clothing

Demeanor (pick one)

Corporate, Detached, Paranoid, Volatile

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

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

Intro

- » Who are you?
- » How long have you been in the city?
- » Who would you die for?
- » What is your daily release?
- » What do you desperately need?

Gear

- » A house or apartment, a car, a smart phone
- » 1 weapon of choice
 - Collapsible baton (2-harm hand)
 - 9mm Beretta (2-harm close loud)
 - Pump-action Shotgun (3-harm close loud messy)
 - Sword (3-harm hand messy)

Debts

- » You're protecting someone from a dark power. They owe you 2 Debts.
- » Someone is trying to save you and keeps suffering for it. You owe them 2 Debts.
- » You have a demon patron who holds the contract for your soul. You owe them 3 Debts.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Heart (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- A new **Tainted** move
- A new **Tainted** 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 any Faction (max +3)
- Erase a **Scar**
- Gain **Fiendish Underlings**
- Erase a Job from your contract
- 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)
- Disfigured (-1 Heart)
- Fractured (-1 Mind)
- Broken (-1 Spirit)

TAINED MOVES

You get this one:

- The Devil Inside:** When you assume your demon form, roll with Blood. On a 10+, choose 2. On a 7-9, choose 1. On a miss, choose 1 and you owe your patron a Debt.
 - » Gain armor+1
 - » Heal 2-harm
 - » Inflict +1 harm
 - » +demonic weapon (3-harm hand or 2-harm close)
 - » +demonic movement (flight, flaming motorcycle, etc.)

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

And choose one 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.
- Don't Look at Me:** When you **Mislead** someone, roll with Heart instead of Mind.
- Tendrils in the Dark:** When you seek the guidance of your patron through rituals and portents, roll with Spirit. On a hit, the signs and signals are laid out before you: take +1 forward if you follow the path. On a 7-9, you're drawn further into the web; **Keep Your Cool** to make your own way. On a miss, your patron has a job for you *right now*, assume your demon form and go to work or suffer 2-harm (ap).
- 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.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

THE VAMP'S 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. 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 question to **Figure Someone Out**: "What is your character's true hunger?"

At the start of a session, choose someone in your Web and learn a secret about them that they'd rather keep buried.

They leave your Web only when they no longer owe you a Debt.

YOUR WEB

OTHER MOVES

NOTES

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.

DRAMA MOVES

Vamp Corruption Move

When you feed on an unwilling victim, mark corruption.

Intimacy Move

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.

End Move

When you die or retire your character, name someone in the scene you want dead; your agents and allies relentlessly pursue them.

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

- 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.
- Adaptable Palate:** You can feed on any creature, not just humans. Feeding on something wildly different than a human will have unexpected side effects.
- 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.

HOLD/GEAR

URBAN
SHADOWS



THE VAMP

a member of night

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)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » Concealing Clothing, Everyday Clothing, Formal 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 Factions (Add 1 to one of these)

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

Intro

- » Who are you?
- » How long have you been in the city?
- » How do you keep your cravings in check?
- » Who turned you?
- » What scheme are you invested in now?

Gear

- » A secluded apartment, a comfortable car, a smart phone
- » 1 stylish weapon
 - Sword (3-harm hand messy)
 - Dual 9mm Glocks (2-harm close loud)
 - Walther PPK (2-harm close reload small)

Debts

- » Someone makes sure you get fed regularly. You owe them 2 Debts.
- » Someone relies on you for their fix. They owe you a Debt
- » Someone bears responsibility for you becoming a vampire. They owe you a Debt.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Blood (max +3)
- +1 Heart (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- A new **Vamp** move
- A new **Vamp** 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 any Faction (max +3)
- Erase a **Scar**
- Join or lead a **Vampire Clan**
- Erase a Corruption Advance
- 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)

VAMP MOVES

You get this one:

- Eternal Hunger:** You hunger for human blood, flesh, or emotions, pick one. When you feed, roll with Blood. On a 10+, choose 3. On a 7-9, choose 2:
 - » You heal 1-harm
 - » You learn a secret about them
 - » You take +1 forward
 - » They don't die

On a miss, something goes terribly wrong.

And choose two more:

- Irresistible:** When you **Persuade an NPC** using promises or seduction, treat a 7-9 as a 10+ result. On a miss, your machinations succeed as though you rolled a 7-9, but attract the attention of a rival or enemy.
- 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** under emotional duress, roll with Blood instead of Spirit.
- Keep Your Friends Close:** When you **Figure Someone Out** by indulging their vices, roll with Blood instead of Mind.
- Put Out the Word:** When you cash in a Debt with someone in your Web, add this option to the list:
 - » Put out the word with their Faction that you want something. You get +3 forward to **Hit the Streets** with that Faction.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

WORKSPACE

You have a Workspace that includes a large space for your tools and/or supplies. When you go into your Workspace to work on something, the MC tells you what it will take to complete.

Choose and underline 3 features that your Workspace 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.

Items created in your Workspace 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.

OTHER MOVES

NOTES

HOLD/GEAR

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.

DRAMA MOVES

Veteran Corruption Move

When you knowingly head straight into danger, mark corruption.

Intimacy Move

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. Choose 1:

- » You both take +1 forward
- » You take +1 forward and they take -1 forward
- » Hold 1. Spend the hold to **Lend a Hand** to that character from any distance

End Move

When you die or retire your character, choose a character to inherit your **Workspace** and **True Artist**.

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

- Back At It:** Take a standard move and a corruption move from another archetype. Whenever you use those moves, mark corruption.
- Pack Rat:** You may mark corruption to reach into your kit and find just the thing 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 Workspace, mark corruption and roll with Mind. On a 10+, ask 3. On a 7-9, ask 2:
 - » What is your weakness?
 - » What are you, really?
 - » What are you hiding?
 - » What are you planning?
 - » What are you afraid of?

On a miss, ask 1, but someone from their Faction knows what you did.

URBAN
SHADOWS



THE VETERAN

a member of mortality

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)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » Dirty Clothing, Everyday 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 Factions (Add 1 to one of these)

Mortality 1, Night 0, Power 0, Wild 0

Intro

- » Who are you?
- » How long have you been in the city?
- » What was your greatest accomplishment in the city?
- » Why did you stop?
- » What do you desperately need?

Gear

- » An apartment or warehouse hideout, a nice car or old pick-up truck, a smart phone, a Workspace (detail)
- » 1 Self-defence Weapon
 - 9mm Beretta (2-harm close loud)
 - Pump-action Shotgun (3-harm close loud reload messy)
 - Magnum revolver (3-harm close loud reload)

Debts

- » Someone relies on you for training or knowledge. They owe you 2 Debts.
- » 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. You owe them 2 Debts.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Heart (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- A new **Veteran** move
- A new **Veteran** move
- Add 2 more features to your Workspace
- 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 any Faction (max +3)
- Erase a **Scar**
- Erase a Corruption Advance
- 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

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)

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 Face to a Name** 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 create something for someone using your Workspace, mark their Faction.
- 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 Faction.
- Too Old for This Shit!:** When you get caught up in a fight you tried to prevent, you get armor+1 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 falls apart at the worst possible moment.
- Gun to a Knife Fight:** When you **Unleash** on someone by seriously escalating the conflict, roll with Mind instead of Blood.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

SPELLS

Choose 3:

- Tracking:** Spend 1 hold to learn the location of someone. 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 use **Unleash** with your magic as a weapon (3-harm close or 2-harm close area).
- Memory Wipe:** Spend 1 hold to cause a helpless target to forget some of their short-term memories, up to an entire hour's worth. You can spend an additional hold and mark corruption to put alternate memories in their place.
- Shielding:** Spend 1 hold to provide armor+1 to yourself or someone nearby, or spend 2 holds 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 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.

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 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.

When you go into your sanctum to work on something, the MC tells you what it will take to complete your task, as if your Sanctum was a mystical Workspace.

FOCUS

You have a mystical focus item that helps you channel your magics. Without it, take -1 to Channelling.

Choose a benefit your Focus grants you:

- Inflict +1 harm with your magics
- Gain armor+1 while you have hold from Channelling
- Gain 1 additional hold when using Channelling

THE WIZARD

Mages are among the deadliest and most powerful of all humans. Their ability to re-shape the world around them grants them tremendous powers. Nothing corrupts quite like power.

DRAMA MOVES

Wizard Corruption Move

When you strike a deal with someone dark and powerful, mark corruption.

Intimacy Move

When you share a moment of intimacy—physical or emotional—with another person, decide whether you care about them or not. If you don't, they go about their business as normal. If you do, they take -1 ongoing to **Escape** until they get some intimacy somewhere else.

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.

CORRUPTION



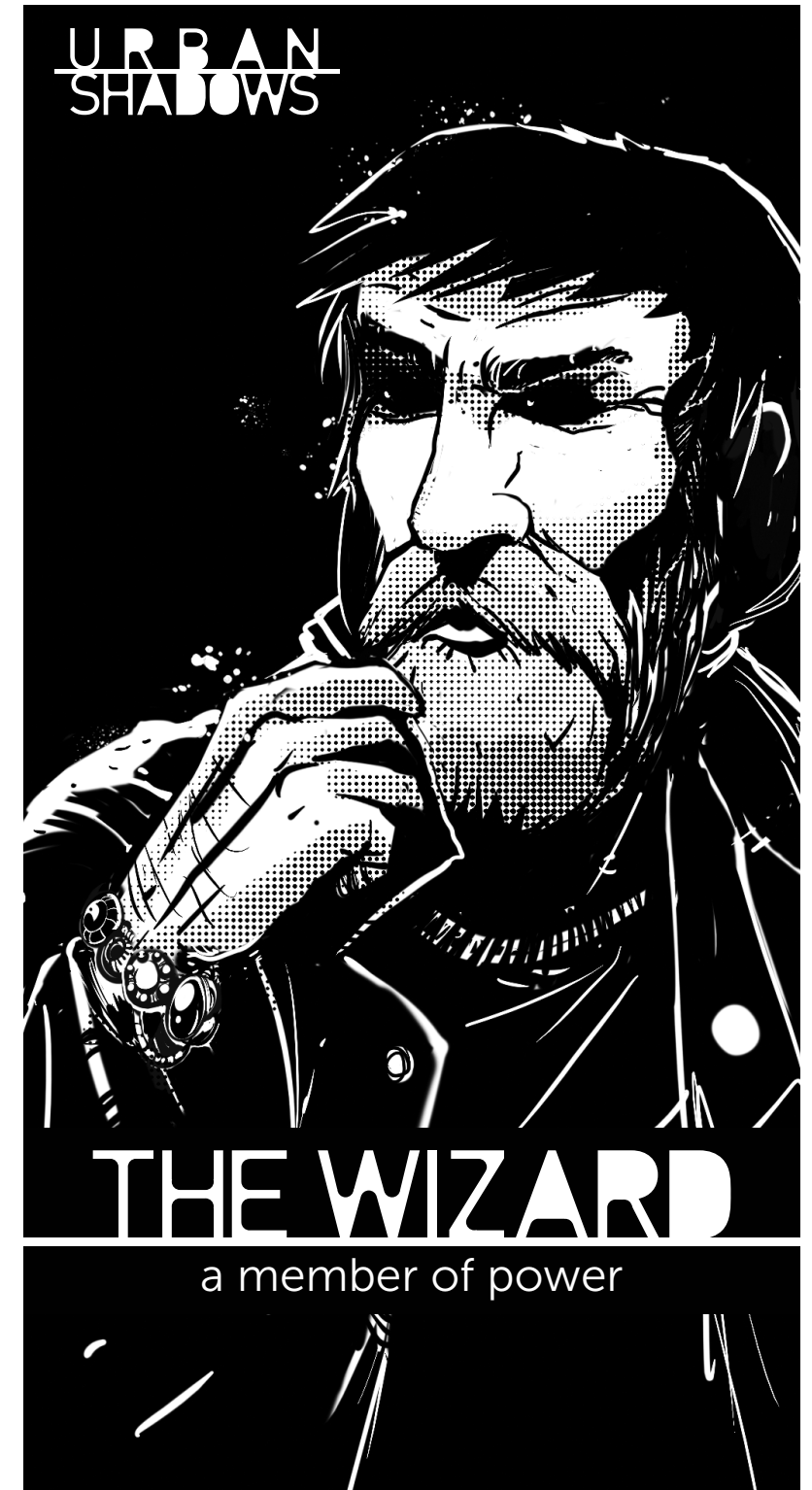
- Take a Corruption move
- Take a Corruption move
- Take a Corruption move
- Take a Corruption move from another archetype
- Retire your character. They may return as a Threat

CORRUPTION MOVES

- The Dark Arts:** When you **Unleash** with magic or psychic energies, mark corruption to roll with Spirit instead of Blood.
- Upon a Pale Horse:** Mark corruption and speak the true name of an NPC in the scene to inflict 3-harm (ap) on them.
- 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.

HOLD/GEAR

NOTES



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)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » Archaic Clothing, Comfortable Clothing, Dark Clothing, Fancy Clothing

Demeanor (pick one)

Detached, Disheveled, Ominous, Volatile

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

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

Intro

- » Who are you?
- » How long have you been in the city?
- » What keeps you up at night?
- » What have you sacrificed for your power?
- » What do you desperately need?

Gear

- » A nice apartment or simple house, a crappy car, a decent cell phone
- » A mystical Focus (detail) and Sanctum (detail)
- » 1 practical weapon
 - Snubnosed revolver (2-harm close loud reload concealable)
 - 9mm Glock (2-harm close loud)
 - Sword (3-harm hand messy)

Debts

- » Someone is helping you keep your demons at bay. You owe them a Debt.
- » Someone is your go-to when you get into trouble. You owe them 2 Debts.
- » You are helping someone keep a dangerous secret. They owe you a Debt.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Blood (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- Add 2 features to your Sanctum
- Take 3 more Spells
- 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 any Faction (max +3)
- Erase a **Scar**
- Remove a downside from your Sanctum
- Add a benefit to your Focus
- 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)

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. 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 who probably has it in stock.

OTHER MOVES

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____

THE TRANSFORMATION

By default, you change into your wolf form when the full moon rises; you gain natural weaponry (2-harm) and 1-armor; you can resist the change, but it's not easy; and you can only change back at sunrise.

Choose 2:

- You inflict +1 harm while transformed
- You gain +1 armor while transformed
- Your harm is armor piercing (ap)
- You transform every night, not just during the full moon
- Gain +1 ongoing to **Escape** while transformed
- When battling groups, you fight like a small group
- You are all but immune to magical attacks while transformed

Choose 2:

- Silver weapons ignore your armor
- Sometimes you lose control while transformed
- When you transform, you **Keep Your Cool** or declare a hunt
- You can't resist the change when it comes
- The transformation takes a while and causes you a lot of pain

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 (add blessing: +influence)
- People here work hard to keep the streets safe (remove +crime)
- You are widely accepted as this place's protector (add blessing: +supported)
- Your territory includes 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)
- Someone more powerful 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)

OTHER MOVES

THE WOLF

Primal, deadly, and awesome. There is little in the world that can match the werewolf's relentlessness or brute force. Those cursed by the wolf's bite or born into their bloodline carry a great fury within them. But fury, like all emotion, can be tempered...eventually.

DRAMA MOVES

Wolf Corruption Move

When you begin a hunt for someone, mark corruption.

Intimacy Move

When you share a moment of intimacy—physical or emotional—with another person, you create a primal bond with them; you always know where to find them and when they're in trouble. This bond lasts until the end of the next session.

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.

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

- One with the Beast:** Mark corruption to add 2 qualities to the Transformation until the end of the session.
- Force of Nature:** You get +1 Blood (max +4). Whenever you roll with Blood and roll a 12+, mark corruption.
- Sun and Moon:** Mark corruption to transform into your wolf form at will.
- Familiar Territory:** Mark corruption to know the source of the greatest danger to your territory, even if it has concealed itself with magic or misdirection.

HOLD/GEAR

NOTES

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)

- » Ambiguous, Female, Male, Transgressing
- » Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____
- » Baggy Clothing, Concealing Clothing, Dark Clothing, Dirty Clothing

Demeanor (pick one)

Aggressive, Excitable, Feral, Violent

Starting Character Stats (Add 1 to one of these)

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

Starting Factions (Add 1 to one of these)

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

Intro

- » Who are you?
- » How long have you been in the city?
- » What is the best part of the change?
- » Who is the most important person in your territory?
- » What do you desperately need?

Gear

- » A duffel bag with your personal belongings, a shitty cell phone
- » 2 practical weapons
 - Snubnosed revolver (2-harm close loud reload concealable)
 - 9mm Beretta (2-harm close loud)
 - Butterfly knife (2-harm hand concealable)
 - Switchblade (2-harm hand concealable)
 - Baseball bat (2-harm hand)

Debts

- » Someone is hiding you from someone, or something, powerful. You owe them a Debt.
- » Someone hired you for a job and you fucked it up. You owe them 2 Debts.
- » Someone lives in your territory, benefiting from your protection. They owe you a Debt.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
--------------	--------------	-------------	---------------

FACTIONS

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

ADVANCES

Advances available at beginning of play:

- +1 Blood (max +3)
- +1 Spirit (max +3)
- +1 Mind (max +3)
- A new **Wolf** move
- A new **Wolf** move
- Add 2 qualities to your Transformation
- A move from another archetype
- Change your **Faction**
- Join or lead a **Wolf Pack**

After 5 advances you may select:

- +1 to any stat (max +3)
- +1 any Faction (max +3)
- Erase a **Scar**
- Resolve a Trouble
- Erase a Corruption Advance
- 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)

WOLF MOVES

You get these two:

- Comes with the Territory:** If you are actively patrolling your territory at the start of the session, roll with Blood. On a 10+, your territory is secure and trouble is at a minimum; take +1 ongoing to **Hitting the Streets** in your territory. On a 7-9, one of your troubles surfaces (your choice), but things are mostly stable. On a miss, or if you aren't attending to your territory, things go south and your troubles are fast and furious.
- Bloodhound:** When you hunt someone, roll with Blood. On a hit, you know exactly where to find them and can follow their scent until you do. On a 10+, take +1 forward against them. On a miss, someone unpleasant finds you first.

And choose one more:

- Regeneration:** When you **Let It Out**, add this option to the list:
 - » Your wounds close; heal 1-harm
- Alpha Dog:** When you **Persuade an NPC** in your territory, roll with Blood instead of Heart.
- From the Brink:** You can exit your wolf form at will. When you do, roll with Spirit. On a hit, you change back. On a 7-9, take 1-harm or mark corruption. On a miss, you change but the transformation is incomplete, lengthy, or painful.
- 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.

DEBTS

Who owes you?

_____ owes me _____ Debt(s) for _____

_____ owes me _____ Debt(s) for _____