

GHOST

A spirit without a body
SPIRIT PLAYBOOK

GHOST TRAITS

- **GHOST FORM:** You are now a concentration of electroplasmic vapor which resembles your living body and clothes. You may weakly interact with the physical world and vice versa. You're vulnerable to arcane powers and electroplasmic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small openings as a vapor. You chill the area around you and are terrifying for the living to behold. You are affected by spiritbane charms (take 2 drain to overcome the repulsion). *Whenever you would take stress, take drain instead. When you would take trauma, take gloom instead.*
- **DISSIPATE:** You can disperse the electroplasmic vapor of your ghostly form in order to pass through solid objects for a moment. Take 1 drain when you dissipate, plus 1 drain for each feature: *It lasts longer (a minute—an hour—a day)—you also become invisible—anything that passes through your form becomes dangerously electrified or frozen.*
- **MANIFEST:** Take 1 drain to flow through the electroplasmic pathways of the ghost field in order to instantly travel to any place you knew intimately in life, or to answer the summoning call of a **compel**.
- **POLTERGEIST:** Take 1 drain to strongly interact with the physical world for a few moments (as if you had a normal body). Extend the reach and magnitude of your interaction to include telekinetic force and electroplasmic discharges by taking more drain (2-6).
- **POSSESS:** You may **attune** to the ghost field in order to take control of a living body. When your control is challenged, you must re-attune (risking electroplasmic harm) or leave the body. Your control is challenged when: *you consume spirit energy from the host—when arcane powers act against you—when the host's will is driven to desperation.* You may easily and indefinitely possess a **hull** or **hollow** which has been ritually prepared for you (change your playbook to Hull or Vampire, respectively).
- ○ ○ ○ **VETERAN:** Choose a special ability from another source.

XP

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ *You exacted vengeance upon those whom you deem deserving.*
- ◆ *You expressed your your outrage or anger, or settled scores from your heritage or background.*
- ◆ *You struggled with issues from your need or glooms during the session.*

TEAMWORK

Assist a teammate

Lead a **group action**

Protect a teammate

Set up a teammate

PLANNING & LOAD

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

Assault: Point of attack

Occult: Arcane power

Deception: Method

Social: Connection

Stealth: Entry point

Transport: Route

PLAYBOOK

INSIGHT

- ○ ○ ○ HUNT
- ○ ○ ○ STUDY
- ○ ○ ○ SURVEY
- ○ ○ ○ TINKER

PROWESS

- ○ ○ ○ FINESSE
- ○ ○ ○ PROWL
- ○ ○ ○ SKIRMISH
- ○ ○ ○ WRECK

RESOLVE

- ○ ○ ○ ATTUNE
- ○ ○ ○ COMMAND
- ○ ○ ○ CONSORT
- ○ ○ ○ SWAY

BONUS DIE

+ **PUSH YOURSELF** (take 2 drain) -OR- accept a **DEVIL'S BARGAIN**.

ITEMS (With you in ghost form)

ENEMIES & RIVALS

GATHER INFORMATION

- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *What are they really feeling?*
- ◆ *What should I lookout for?*
- ◆ *Where's the weakness here?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*

HAWKERS

VICE
DEALERS

SPECIAL ABILITIES

- SILVER TONGUES:** Each PC may add +1 action rating to **Command**, **Consort**, or **Sway** (up to a max rating of 3).
- ACCORD:** Sometimes friends are as good as territory. You may count up to three +3 **faction statuses** you hold as if they are **turf**.
- THE GOOD STUFF:** Your merchandise is exquisite. The product **quality** is equal to your **Tier+2**. When you deal with a crew or faction, the GM will tell you who among them is hooked on your product (one, a few, many, or all).
- GHOST MARKET:** Through arcane ritual or hard-won experience, you have discovered how to prepare your product for sale to ghosts and/or demons. *They do not pay in coin. What do they pay with?*
- HIGH SOCIETY:** It's all about who you know. Take -1 **heat** during downtime and +1d to **gather info** about the city's elite.
- HOOKED:** Your gang members use your product. Add the *savage*, *unreliable*, or *wild* flaw to your gangs to give them +1 **quality**.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- VETERAN:** Choose a special ability from another crew.

CREW XP



At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ *Acquire product supply, execute clandestine/covert sales, or secure new territory.*
- ◆ *Contend with challenges above your current station.*
- ◆ *Bolster your crew's reputation or develop a new one.*
- ◆ *Express the goals, drives, inner conflict, or essential nature of the crew.*

CONTACTS

- ▷ Rolan Wott, a magistrate
- ▷ Laroze, a bluecoat
- ▷ Lydra, a deal broker
- ▷ Hoxley, a smuggler
- ▷ Anya, a dillettante
- ▷ Marlo, a gang boss

CREW UPGRADES

- Hawker's rigging (1 carried item is concealed and has no load)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rooks
- Elite Thugs
- Composed (+1 stress box)

SALES TERRITORY: SALE—SUPPLY—SHOW OF FORCE—SOCIALIZE

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR

- Carriage
- Boat
- Hidden
- Quarters
- Secure
- Vault
- Workshop

QUALITY

- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

TRAINING

- Insight
- Prowess
- Resolve
- Personal
- Mastery

COHORTS

UPGRADE COSTS
New Cohort: 2
Add Type: 2

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

BACKGROUND: ACADEMIC—LABOR—LAW
TRADE—MILITARY—NOBLE—UNDERWORLD

MY FUNCTIONS ARE: TO GUARD—TO DESTROY—TO DISCOVER—TO ACQUIRE—TO LABOR AT
...that which my **master** commands.

Your clockwork body runs on **ELECTROPLASM**. Recharge your capacitors by connecting to an industrial-grade generator (downtime action). When you do this, clear **5 drain**.

DRAIN



WEAR



CLANKING—LEAKING—FIXATED—
SMOKING—SPARKING—UNSTABLE

HARM

| | | |
|---|--|-------------|
| 3 | | NEED HELP |
| 2 | | -1D |
| 1 | | LESS EFFECT |

HEALING

project clock



ARMOR USES

- ARMOR**
- HEAVY**
- SPECIAL**

GHOST SPECIAL ABILITIES (TRANSFERRED FROM ORIGINAL PLAYBOOK)

FRAME FEATURES

- LEVITATION
- REFLEXES
- LIFE-LIKE APPEARANCE
- SPIDER CLIMB
- INTERIOR CHAMBER
- PLATING
- PHONOGRAPH
- SENSORS
- SMOKE PROJECTORS
- SPRING-LEAP PISTONS

You may swap out your features with a downtime activity.

HULL

A spirit animating a clockwork frame
SPIRIT PLAYBOOK

A hull has no COIN or STASH of their own, but might be granted access to the resources of their master.

HULL TRAITS

PLAYBOOK

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DIE

- +** PUSH YOURSELF (take 2 drain) -OR- accept a DEVIL'S BARGAIN.

- **AUTOMATON:** You are a spirit animating a clockwork body. You have human-like strength and senses, by default. Your hull has natural **armor** (this doesn't count for your **load**). Your former human feelings, interests, and connections are only dim memories. You now exist to fulfill your **functions**. Choose three (at left). You may be rebuilt if damaged or destroyed. If your soul vessel is shattered, you are freed from servitude and become a Ghost. *Whenever you would take stress, take **drain** instead.*
- **OVERCHARGE:** Take **1 drain** to perform a feat of extreme strength or speed (run faster than a horse, rend metal with bare hands, etc.). *This factors into effect.*
- **COMPARTMENTS:** Your **items** are built-in to your frame and may recess beneath panels out of sight. Your frame can now carry +2 load.
- **ELECTROPLASMIC PROJECTORS:** You may release some of your plasmic energy as an electrical shock around you or as a directed beam. You may also use this ability to create a lightning barrier to repel or trap a spirit. Take **1 drain** for each level of **magnitude**.
- **INTERFACE:** You may **attune** to the local electroplasmic power field to control it or something connected to it (including another hull).
- **SECONDARY HULL:** Choose an additional frame and its starting feature. You may transfer your consciousness between your frames at will.
- ○ ○ ○ **FRAME UPGRADE:** Choose an additional frame *feature*.

FRAME & ITEMS Choose your **frame** & look (or create one). Choose a starting *feature*. **LOAD** 3 *small* 5 *medium* 7 *heavy*

- SMALL** (cat size, -1 **scale**): A metal orb, a mechanical doll, a clockwork spider. *Levitation—Reflexes*
- MEDIUM** (human size): A metal mannequin, a clockwork animal. *Life-Like Appearance—Spider Climb*
- HEAVY** (wagon size, +1 **scale**): A hulking metal giant, a self-driving vehicle. *Interior Chamber—Plating (special armor)*

Feature options for any frame: *Phonograph (Record & Playback)—Sensors—Smoke Projectors—Spring-Leap Pistons*

XP

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ *You fulfilled your functions despite difficulty or danger.*
- ◆ *You suppressed or ignored your former human beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your wear during the session.*

- A Blade or Two
- Throwing Knives
- A Pistol A 2nd Pistol
- A Large Weapon
- An Unusual Weapon
- **Armor** +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

TEAMWORK

Assist a teammate

Lead a **group action**

Protect a teammate

Set up a teammate

PLANNING & LOAD

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

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- ◆ *Where's the weakness here?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*

SHADOWS

THIEVES,
SPIES, AND
SABOTEURS

SPECIAL ABILITIES

- EVERYONE STEALS:** Each PC may add +1 action rating to **Prowl**, **Finesse**, or **Tinker** (up to a max rating of 3).
- GHOST ECHOES:** From weird experience or occult ritual, all crew members gain the ability to see and interact with the ghostly structures, streets, and objects within the echo of Daskvol that exists in the ghost field.
- PACK RATS:** Your lair is a jumble of stolen items. When you roll to **acquire an asset**, take +1d.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- SECOND STORY:** When you execute a clandestine infiltration, you get +1d to the **engagement roll**.
- SLIPPERY:** When you roll **entanglements**, roll twice and keep the one you want. When you **reduce heat** on the crew, take +1d.
- SYNCHRONIZED:** When you perform a **group action**, you may count multiple 6s from different rolls as a critical success.
- VETERAN:** Choose a special ability from another crew.

CREW XP



At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ *Execute a successful espionage, sabotage, or theft operation.*
- ◆ *Contend with challenges above your current station.*
- ◆ *Bolster your crew's reputation or develop a new one.*
- ◆ *Express the goals, drives, inner conflict, or essential nature of the crew.*

CONTACTS

- ▷ Dowler, an explorer
- ▷ Laroze, a bluecoat
- ▷ Amancio, a deal broker
- ▷ Fitz, a collector
- ▷ Adelaide Phroaig, a noble
- ▷ Rigney, a tavern owner

CREW UPGRADES

- Thief Rigging (2 free load of tools or gear)
- Underground maps & passkeys
- Elite Rooks
- Elite Skulks
- Steady (+1 stress box)

HUNTING GROUNDS: BURGLARY—ESPIONAGE—ROBBERY—SABOTAGE

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR

- Carriage
- Boat
- Hidden
- Quarters
- Secure
- Vault
- Workshop
- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

QUALITY

TRAINING

- Insight
- Prowess
- Resolve
- Personal
- Mastery

COHORTS

UPGRADE COSTS
New Cohort: 2
Add Type: 2

SMUGGLERS

SUPPLIERS
OF ILLICIT
GOODS

SPECIAL ABILITIES

- LIKE PART OF THE FAMILY:** Create one of your vehicles as a **cohort** (use the vehicle edges and flaws, below). Its **quality** is equal to your Tier +1.
- ALL HANDS:** During **downtime**, one of your cohorts may perform a downtime activity for the crew to **acquire an asset**, **reduce heat**, or work on a **long-term project**.
- GHOST PASSAGE:** From harsh experience or occult ritual, all crew members become immune to possession by spirits, but may choose to "carry" a second ghost as a passenger within their body.
- JUST PASSING THROUGH:** During **downtime**, take **-1 heat**. When your heat is 4 or less, you get **+1d** to deceive people when you pass yourselves off as ordinary citizens.
- LEVERAGE:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain **+1 rep**.
- REAVERS:** When you go into conflict aboard a vehicle, you gain **+1 effect** for vehicle damage and speed. Your vehicle gains **armor**.
- RENEGADES:** Each PC may add +1 action rating to **Finesse**, **Prowl**, or **Skirmish** (up to a max rating of 3).
- VETERAN:** Choose a special ability from another crew.

CREW XP



At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ *Execute a successful smuggling or acquire new clients or contraband sources.*
- ◆ *Contend with challenges above your current station.*
- ◆ *Bolster your crew's reputation or develop a new one.*
- ◆ *Express the goals, drives, inner conflict, or essential nature of the crew.*

CONTACTS

- ▷ Elynn, a dock worker
- ▷ Rolan, a drug dealer
- ▷ Sera, an arms dealer
- ▷ Nyelle, a spirit trafficker
- ▷ Decker, an anarchist
- ▷ Esme, a tavern owner

CREW UPGRADES

- Smuggler's rigging (2 items carried are perfectly concealed)
- Camouflage (vehicles are perfectly concealed at rest)
- Elite Rovers
- Barge (+mobility for lair)
- Steady (+1 stress box)

CARGO TYPES: ARCANE/WEIRD—ARMS—CONTRABAND—PASSENGERS

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR

- Vehicle
- Vehicle
- Hidden
- Quarters
- Secure
- Vault
- Workshop

QUALITY

- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

TRAINING

- Insight
- Prowess
- Resolve
- Personal
- Mastery

COHORTS

UPGRADE COSTS
New Cohort: 2
Add Type: 2

