

THE AWARE

Most people have no idea what takes place in the shadows of the city, remaining ignorant of the monsters that walk among us. Those awakened to the world as it truly is can't help but feel the pull of the darkness...

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



BLOOD

HEART

MIND

SPIRIT

CIRCLES



MORTALIS

NIGHT

POWER

WILD



STATUS



STATUS



STATUS



STATUS

AWARE MOVES

CHOOSE THREE:

☐ I KNOW A GUY

When you *hit the streets* to get what you need from a member of your Circle, roll with **HEART** instead of their Circle. On a 7-9, add this option to the list:

- however you find them requires you to offer a Debt to an intermediary

☐ CHARMING, NOT SINCERE

Take +1 **HEART** (max+3).

☐ THE LION'S DEN

When you gain access to a secure area within a sanctuary, gathering spot, or place of power, you can *study* it as if you rolled a 10+. If the location is controlled by a Circle other than your own, you also find incriminating evidence implicating a powerful NPC (your choice) within that Circle; handing the documents over to them—or one of their enemies—counts as *cashing in a Debt*.

☐ THIS IS MY CITY

When you set up a meeting with a powerful or dangerous individual in a crowded mundane space (museum, restaurant, etc.), hold 2. You can spend your hold, 1 for 1, to:

- create an opening for you or another character to *escape a situation*
- take +1 forward to *escaping a situation*
- choose for the MC when you *escape a situation* and roll a 7-9

☐ IN SHEEP'S CLOTHING

When you *mislead, distract or trick* someone you've previously shared a moment of intimacy with, roll with **HEART** instead of **MIND**.

☐ ONE WAY OR ANOTHER

When you plead with a member of your Circle for help with a pressing situation, roll with **HEART**. On a hit, they either agree to help or owe you a Debt, their choice. On a 10+, their guilt is palpable: if they decline and owe you a Debt, you take +1 ongoing against them as long as you hold that Debt. On a miss, you are exposed and vulnerable; but if they do agree to help, treat it as if they *cashed in a Debt* with you that you can't refuse.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

- +1 Status (max+1) ☐
- +1 Status (max+1) ☐
- +1 Status (max+1) ☐
- a new Aware move ☐
- a new Aware move ☐
- a move from another playbook ☐
- a move from another playbook ☐
- open a new mortal relationship ☐

After five advances, you may select:

- ☐ +1 any Circle (max+3)
- ☐ +1 any Circle (max+3)
- ☐ obtain Circle Status-2
- ☐ erase a scar
- ☐ change your Circle
- ☐ advance 3 basic moves
- ☐ advance 3 basic moves
- ☐ change to a new playbook

HARM

ARMOR

☐ FAINT

☐ SERIOUS

☐ CRITICAL

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

END MOVE

When you die, ask another PC to look after up to three of your **mortal relationships**. If they agree, they immediately advance. If they refuse, they take a corruption advance instead.

LET IT OUT: TO ACTIVATE THESE ABILITIES

- gain access to a secure or locked-down location
- draw immediate mortal attention to a person or situation
- spot a previously overlooked clue or advantage in the immediate area
- convince an NPC to act on their kindness, role, or own best interest

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)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- brand name clothing, business casual, forgettable clothing, uniformed

DEMEANOR (PICK ONE)

aggressive, charming, composed, paranoid

STARTING CHARACTER STATS

(Add 1 to one of these)

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

STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night 0, Power 1, Wild -1

STARTING STATUS

Mortalis 1, Night 0, Power 0, Wild 0

INTRO QUESTIONS

- How did you discover the supernatural?
- How long have you been in the city?
- What mortal commitment keeps you from leaving your old life behind?
- What mortal aspiration have you given up?
- What powerful faction or person are you currently investigating?

STARTING GEAR

An small apartment, a used car, a smartphone.
A self-defense weapon:

- ☐ 9mm Beretta (2-harm near loud concealable)
- ☐ Taser (s-harm hand)
- ☐ Switchblade (2-harm hand concealable)
- ☐ Your kit (detail)

STARTING DEBTS

- Someone befriended you long before you discovered the supernatural...and purposefully hid its existence from you when it mattered. They owe you a Debt.
- Someone puts up with your questions about the supernatural. You owe them a Debt.
- You're leveraging dirt you have on someone to get their help dismantling a supernatural scheme that targets innocent mortals. You owe them a Debt.

YOUR MORTAL RELATIONSHIPS

While you ride the line between the mortal and supernatural worlds, your friends and family are stuck firmly in the mundane realities of everyday life. Choose 3:

- ☐ A younger sibling who relies on you for transportation and advice
- ☐ A loyal significant other who expects you home by midnight
- ☐ A struggling best friend who's always getting into messy altercations
- ☐ A demanding boss who calls you into work at inconvenient times
- ☐ An elderly parent who always knows when you're lying to them
- ☐ An overbearing ex-partner who constantly worries about you

When one of your mortal relationships comes to an end for any reason—they cut you off, they die, they leave the city, you tell them to stop contacting you, etc.—immediately mark a corruption advance. If losing a mortal relationship causes you to retire your character due to corruption, tell the MC whom you most blame for the loss; your character will pursue the person responsible as a Threat until “justice” is served.

TENDING TO YOUR RELATIONSHIPS

When you tend to your mortal relationships during the faction turn, make no other city moves and roll with **HEART**. On a hit, one of the mortals closest to you offers you a way to deepen your bond; clear a corruption advance if you agree to what they propose. On a 7-9, agreeing isn't so simple; what they ask of you threatens to expose them to the part of your life you've kept hidden. On a miss, one of your mortal ties demands you sacrifice part of your new life to keep them around; manage the conflict or lose the relationship.

YOUR KIT

You have some gear you've picked up since becoming aware of the supernatural world, mostly stashed away in the trunk of your car or in a bag you carry with you.

When you go to your kit for some mundane gear—road flares, first aid kit, etc.—useful to the situation, roll with **SPIRIT**. On a hit, you find something you can use that pretty much fits the bill. On a 10+, it's perfect; take +1 ongoing to putting it to use in the scene. On a miss, the situation escalates while you're trying to prepare—brace yourself!

GEAR & NOTES

INTIMACY

When you share a moment of intimacy—physical or emotional—with someone new who isn't mortal, mark corruption. When you *figure out someone* you've previously shared a moment of intimacy with, roll with **HEART** instead of **MIND**.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you ignore your mortal commitments or relationships to deal with the supernatural, mark corruption.

■ IN TOO DEEP

Mark corruption to *get in the way* of someone from another Circle as if you rolled a 10+.

■ IF YOU CAN'T BEAT 'EM

Take one ability from a playbook from another Circle. Whenever you *let it out* and roll a 12+, mark an additional corruption.

■ FREE AGENT

Mark corruption to *refuse to honor a Debt* owed to someone outside your Circle as if you rolled a 10+.

■ STICKY FINGERS

Mark corruption after meeting with a powerful NPC to reveal that you took something of import from them. Mark corruption again to conceal your role in the theft for some time.

THE FAE

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

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



BLOOD

HEART

MIND

SPIRIT

CIRCLES



MORTALIS

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FAE MOVES

YOU GET THIS ONE:

☒ FAERIE MAGIC

You have access to gifts of your court, powers that call upon your homeland's magic and wonder. Select your powers from the list provided. Whenever you use a faerie power, choose 1:

- suffer 1-harm (ap)
- mark corruption
- give your monarch a Debt

AND CHOOSE TWO MORE:

☐ A DISH BEST SERVED NOW

When you commit to enacting revenge on behalf of someone (including yourself) wronged by another, gain +1 ongoing against the target of that vengeance. For every scene in which you do not pursue vengeance after committing to it, suffer 1-harm (ap).

☐ IN OUR BLOOD

When you *mislead, distract, or trick* someone from a different Circle through lies of omission or clever misdirection, roll with **HEART** instead of **MIND**.

☐ SCALES OF JUSTICE

Cash in a Debt with someone to target them using a power from *Faerie Magic*—including powers not normally available to you—at no additional cost.

☐ DRAW BACK THE CURTAIN

When you *escape a situation*, add this option to the list:

- you escape to your homeland, for better or worse

☐ WORDS ARE WIND

You know instantly if someone has broken their word to you or reneged on a deal you've made; take a Debt on them and +1 ongoing to claim what you deserve from them or their allies until they've made things right.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

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WILD

Available at the beginning of play:

+1 Status (max+1) ☐

+1 Status (max+1) ☐

+1 Status (max+1) ☐

a new Fae move ☐

a new Fae move ☐

a move from another playbook ☐

a move from another playbook ☐

change your Circle ☐

After five advances, you may select:

☐ +1 any Circle (max+3)

☐ +1 any Circle (max+3)

☐ obtain Circle Status-2

☐ acquire a knightly title

☐ advance 3 basic moves

☐ advance 3 basic moves

☐ retire your character to safety

☐ change to a new playbook

HARM

ARMOR ☐

☐ FAINT

☐ SERIOUS

☐ CRITICAL

SCARS

☐ Shattered (-1 Blood) ☐ Fractured (-1 Mind)

☐ Crushed (-1 Heart) ☐ Broken (-1 Spirit)

END MOVE

When you die or retire your character, bestow the favor of your court upon someone. They can take *Faerie Magic* and two of your faerie powers or advance *persuade an NPC*.

LET IT OUT: TO ACTIVATE THESE ABILITIES

- summon an elemental storm of your court (2-harm close area ap)
- compel the elements of your court to reveal what they have seen
- appear to others as someone you have previously touched
- create a telepathic link between yourself and another for a scene

URBAN SHADOWS

CHARACTER CREATION

NAME (PICK ONE)

Ava, Brianna, Cesar, Chiko, Chloe, Connor, Dylan, Elliot, Fahim, Fiona, Lucas, Maeve, Manuel, Nora, Rachel, Roman, Salomé, Su-mi, Vicente, Yaki

LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- colorful clothing, expensive clothing, messy clothing, revealing clothing

DEMEANOR (PICK ONE)

alien, eccentric, seductive, untamed

STARTING CHARACTER STATS

(Add 1 to one of these)

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

STARTING CIRCLES

(Add 1 to one of these)

Mortalis 0, Night -1, Power 1, Wild 1

STARTING STATUS

Mortalis 0, Night 0, Power 0, Wild 1

INTRO QUESTIONS

- Why did you leave your homeland?
- How long have you been in the city?
- What do you love most about humanity?
- Who is your closest confidante or lover?
- What do you desperately need?

STARTING GEAR

- A comfortable house or apartment, a decent car, a smartphone
- A relic from your homeland
- A symbol of your court (sun, moon, storm, winter, spring, etc.)

STARTING DEBTS

- Someone disrupted a rare ritual of your court for personal gain, besmirching your reputation with your monarch. They owe you a Debt.
- You are keeping something hidden on behalf of someone else from a powerful member of their Circle. Ask them why. They owe you a Debt.
- You entrusted someone with an important and dangerous task. Ask them if they succeeded or failed. If they succeeded, you owe them a Debt. If they failed, they owe you a Debt.

FAERIE POWERS

CHOOSE THREE:

☐ NATURE'S CARESS

Your touch heals 2-harm, starting with critical harm; wounds close, bones knit back together, etc. You cannot use this power on yourself.

☐ WITHER

You can imbue your touch with the power to kill (3-harm intimate ap). The effect is instantly understood by the target as an attack and leaves behind a nasty mark or scar at the point of contact.

☐ GLAMOURS

You create illusions to fool the senses. The effects don't last long, but they are compelling. You cannot disguise or conceal yourself or your actions with these tricks.

☐ SHAPE CHANGE

You can change your shape into that of a small animal—a bird, a mouse, a snake, a fish, etc.—for a scene. Up to three people you designate can still understand your speech, but everyone else perceives you to be barking, chirping, etc.

☐ BEDLAM

You can touch a vulnerable target to place them in a specific emotional state (your choice) for the scene. Mark corruption to have that emotion directed toward a target of your choosing.

YOUR COURT

You belong to a faerie court, presided over by a monarch to whom you have sworn loyalty. Your monarch holds 2 Debts over you; tell the MC what favors they granted you to earn such holdings.

Your court is...

- ☐ baroque and formal
- ☐ savage and unruly
- ☐ aloof and cold
- ☐ mysterious and exotic

Your monarch's standing is represented by...

- ☐ a crown, magically imbued with your court's royal authority
- ☐ a scepter, forged from the elements of your court
- ☐ a magical aura, unconcealable by even faerie magics
- ☐ a seat of power, capable of summoning your entire court

Your rival is...

- ☐ a jealous sibling; you owe them a Debt for their loyalty
- ☐ a former lover; you owe them a Debt for their kindness
- ☐ an old mentor; you owe them a Debt for their tutelage
- ☐ a contemptuous peer; you owe them a Debt for their patience

GEAR & NOTES

INTIMACY

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 a Debt.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

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

■ AIR AND DARKNESS

You gain the remaining faerie powers. When you use *Faerie Magic*, you may no longer choose to suffer harm.

■ SHREWD NEGOTIATOR

When you *refuse to honor a Debt* to someone of lesser or equal Status, you may mark corruption to take a 12+ instead of rolling.

■ UNEARTHLY GRACE

You get +1 **HEART** (max +4). When you roll with **HEART** and roll a 12+, mark corruption.

■ EVERYONE'S GOT ONE

Touch someone and mark corruption to curse them with an elemental vulnerability. All damage from a source you select (fire, steel, iron, etc.) is treated as +1 harm and ap.

THE HUNTER

Determined and fearless, the Hunter is a mortal who has taken up a cause against the darkness around them, joining the fight alongside other hunters in the night. They carry a heavy burden, one that would eventually crush anyone. How long can they keep from becoming what they hunt?

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HUNTER MOVES

CHOOSE THREE:

☐ DEADLY

When you inflict harm, inflict +1 harm. You cannot choose to reduce this harm.

☐ SAFE HOUSE

You have a secure location that you can hole up in. Detail it and choose 3:

- high-tech surveillance equipment
- a mystical or magical prison
- fortified walls/windows/doors
- stockpiles of food and water
- explosives set to blow the place

☐ THIS WAY!

When you lead people out of danger, roll with **BLOOD**. On 10+, you all get away safely. On a 7-9, you get hurt or one of them gets hurt (your choice). On a miss, everyone's safe but you; you're left behind...and the way out is closed to you.

☐ WORSE THINGS OUT TONIGHT

When you *persuade an NPC* by promising to protect them from harm, roll with **BLOOD** instead of **HEART**.

☐ PREPARED FOR ANYTHING

You have a well-stocked armory, full of modern and ancient weapons. Take another two custom weapons and select one additional add-on for every custom weapon you own.

☐ WATCH THEM CLOSELY

When you closely observe a supernatural person or creature, roll with **BLOOD**. On a hit, the MC will tell you a bit about their nature and at least one unusual weakness or flaw; take +1 ongoing when you take advantage of these unique vulnerabilities. On a 10+, ask a follow-up question, the MC will answer it honestly. On a miss, someone takes advantage of your diverted attention and acts against you before you see it coming.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

- +1 Status (max+1) ☐
- +1 Status (max+1) ☐
- +1 Status (max+1) ☐
- a new Hunter move ☐
- a new Hunter move ☐
- a move from another playbook ☐
- a move from another playbook ☐
- change your Circle ☐

After five advances, you may select:

- ☐ +1 any Circle (max+3)
- ☐ +1 any Circle (max+3)
- ☐ obtain Circle Status-2
- ☐ erase a scar
- ☐ get a *workshop*
- ☐ advance 3 basic moves
- ☐ advance 3 basic moves
- ☐ change to a new playbook

HARM

ARMOR

☐ FAINT

☐ SERIOUS

☐ CRITICAL

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

END MOVE

When you die, give another PC one of your custom weapons and one of your Hunter moves. Both are theirs for keeps.

LET IT OUT: TO ACTIVATE THESE ABILITIES

- track someone or something through the city with limited information or trail
- jury rig an explosive (3-harm loud fire) or smoke bomb (s-harm loud smoke)
- treat a mundane object as a weapon (2-harm messy) or 1-armor for a scene
- force a vulnerable foe to flee your presence and deliver a message

URBAN SHADOWS

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)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- casual clothing, dark clothing, dirty clothing, tactical clothing

DEMEANOR (PICK ONE)

- calculating, detached, friendly, volatile

STARTING CHARACTER STATS

(Add 1 to one of these)

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

STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night 1, Power 0, Wild -1

STARTING STATUS

Mortalis 1, Night 0, Power 0, Wild 0

INTRO QUESTIONS

- What personal tragedy led you to hunt?
- How long have you been in the city?
- What impressive kill are you infamous for?
- What do those you hunt call you behind your back?
- Who inflicted the wound that still haunts you?

STARTING GEAR

- A shitty apartment, a pick-up truck or muscle car, a cell phone
- A symbol of your society (i.e. tattoo, coin, inscription)
- Your arsenal: 3 custom weapons (detail)

STARTING DEBTS

- Someone helps you unwind and keeps you sane, despite the horrors of your hunts. You owe them a Debt.
- Your hunts incurred the wrath of a powerful person; someone helped smooth things over. You owe them a Debt.
- Someone has enlisted you to protect them from something dangerous. They owe you a Debt.

YOUR SOCIETY

You belong to a society of hunters, an affiliation of fellow mortals who stalk dangerous prey to protect the mortal world from the supernatural. Tell your MC to stat up your society as a Size-2, Strength-2 faction within Mortalis.

WHAT IS YOUR PREY?

- ☐ vampires who feed on the weak and coerced
- ☐ demons who corrupt the good and the just
- ☐ angels who subjugate the will of the faithful
- ☐ ghosts who plague the lives of the innocent
- ☐ wizards who abuse their power and authority

WHAT DID YOU SACRIFICE TO JOIN?

- ☐ my soul, forever tainted by magic ritual
- ☐ my family, forever excised from my life
- ☐ my childhood, forever lost to my training
- ☐ my body, forever scarred by ceremony

WHERE DOES YOUR SOCIETY GATHER?

- ☐ a swanky, expensive hotel
- ☐ a dive bar or gambling den
- ☐ a union or veterans hall
- ☐ hallowed religious ground

YOUR ARSENAL

Create three custom weapons for your hunts; choose a base and two add-ons for each weapon.

RANGED WEAPONS BASE

- Bow (2-harm close/far reload)
- Shotgun (2-harm close/near loud reload messy)
- SMG (2-harm near autofire loud)
- Pistol (2-harm near loud concealable)
- Rifle (2-harm far loud reload)

Add-ons (choose 2 for each weapon):

- Silenced (-loud)
- Big (+1 harm / -concealable)
- Semi-automatic (-reload)
- Automatic (+autofire)
- Antique/Ornate (+cherished)
- Blessed (+holy)
- High-powered (+1 harm)
- Scoped (+far or +1 harm at far)
- Silvered (+silver)
- Magically resistant (+cold iron)

HAND WEAPONS BASE

- Club (s-harm hand)
- Chain (1-harm close area exhausting)
- Knife (2-harm hand)
- Staff (2-harm close)
- Sword (3-harm close messy)

Add-ons (choose 2 for each weapon):

- Collapsible (+concealed)
- Exclusive (+booby-trapped)
- Famed (+reputation)
- Enchanted (+anchored)
- Silvered (+silver)
- Magically resistant (+cold iron)
- Blessed (+holy)
- Thick (+s-harm)

GEAR & NOTES

INTIMACY

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.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you injure or greatly endanger an innocent bystander, mark corruption.

■ DIVIDED I STAND

When you enter a dangerous situation alone, mark corruption to advance all your moves and take +1 ongoing to **BLOOD** for the scene.

■ HARD TO KILL

Mark corruption to gain armor+1 until the end of the scene.

■ EXPECTING COMPANY

Mark corruption to have a backup team of mortal hunters arrive in the scene (2-harm small 1-armor trained). Mark a second corruption for them to show up in a superior position.

■ DEATH WISH

If someone nearby is about to suffer harm, mark corruption to suffer the harm instead.

THE IMP

Not all demons serve the old masters. Some—known as imps—have stolen their freedom through tricks and loopholes and now juggle their scams and schemes in pursuit of a better life. There are some advantages to being underestimated.

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IMP MOVES

YOU GET THIS ONE:

☒ BUSINESS AS USUAL

When time passes—or at the start of the game—roll with **MIND**. On a hit, your usual operations generate a new scheme or provide an opportunity to advance one of your existing schemes, your choice. On a 10+, you also pick 1:

- A loyal customer reveals the secrets of a powerful NPC, your choice
- An NPC who owes you a Debt shows up to make good on their obligation
- A Status-3 NPC of your Circle offers you a Debt for your services

On a miss, a family member or close friend drags you into a scheme you'd rather have avoided; generate a new scheme with three complications, and the MC will tell you what terrible fate could befall your ally should you fail to deliver.

AND CHOOSE TWO MORE:

☐ MEASURE YOUR MARK

When you *figure someone out*, add the following questions to the list:

- What pressing need do you have that I might be able to address?
- What's the most valuable thing you'd offer for sale?

On a miss, ask 1 from this list, but you come off as suspicious or sleazy, your choice.

☐ FRIENDS IN LOW PLACES

When you get a hit while *putting a face to a name* with a Status-3 NPC, also name a low-level minion or assistant who works for them and describe how this underling recently came to owe you a Debt.

☐ I'M A FUCKING DEMON

Ignore all harm the first time someone—or something—inflicts at least 2-harm upon you in a scene. At the end of each scene, clear your Faint harm box.

☐ WEASEL WORDS

When you *refuse to honor a Debt* by fast-talking your way out of the obligation, roll with **MIND** instead of the difference in Status. On a hit—in addition to the normal effects—mark your creditor's Circle as though you had honored the Debt.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



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Available at the beginning of play:

+1 Status (max+1) ☐

+1 Status (max+1) ☐

+1 Status (max+1) ☐

a new Imp move ☐

a move from another playbook ☐

a move from another playbook ☐

change your Circle ☐

change your Circle ☐

After five advances, you may select:

☐ +1 any Circle (max+3)

☐ +1 any Circle (max+3)

☐ +1 any Circle (max+3)

☐ obtain Circle Status-2

☐ advance 3 basic moves

☐ advance 3 basic moves

☐ get *The Devil Inside*

☐ change to a new playbook

HARM

ARMOR ☐

☐ FAINT

☐ SERIOUS

☐ CRITICAL

SCARS

☐ Shattered (-1 Blood) ☐ Fractured (-1 Mind)

☐ Crushed (-1 Heart) ☐ Broken (-1 Spirit)

END MOVE

When you die, one of your schemes comes to fruition, but someone else reaps the rewards. Choose someone to benefit from the plans you put in motion; select a payout for them.

LET IT OUT: TO ACTIVATE THESE ABILITIES

- sniff out a secret stash, even when expertly concealed or hidden
- teleport into your establishment from any distance or position
- infiltrate a hostile area by appearing unworthy of concern
- inflict 4-harm (ap) on a vulnerable target who underestimates you

URBAN SHADOWS

CHARACTER CREATION

NAME (PICK ONE)

Argent, Babar, Barnaby, Cash, Casper, Doyle, Eve, Gilly, Hamish, Isa, Jezebel, Jun, Lina, Mishka, Nat, Rory, Sabine, Sai, Taryn, Zachariah

LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- flashy clothing, formal clothing, underdressed clothing, uniform clothing

DEMEANOR (PICK ONE)

beleaguered, charming, frenzied, shrewd

STARTING CHARACTER STATS

(Add 1 to one of these)

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

STARTING CIRCLES

(Add 1 to one of these)

Mortalis 0, Night 1, Power -1, Wild 1

STARTING STATUS

Mortalis 0, Night 0, Power 0, Wild 1

INTRO QUESTIONS

- How did you escape your servitude?
- How long have you been in the city?
- Whom do you call family in the city?
- Whom do you turn to when you're in trouble?
- Whom did you scam that still holds a grudge?

STARTING GEAR

- An upscale house or apartment, a car or utility van, a smartphone
- A sentimental gift from a family member
- A ritual object binding you to this realm (e.g. the first dollar spent at your business)

STARTING DEBTS

- Someone is a consistent patron or customer of your establishment, regularly relying on you for your services or assistance. They owe you 2 Debts.
- You offered someone work when no one else would give them the time of day. Ask them if it worked out in your favor. They owe you a Debt either way.
- You partner with someone on your schemes, both of you profiting in equal measure. You owe each other 2 Debts.

YOUR ESTABLISHMENT

You once served a powerful demon, but you seized upon a loophole in your contracted fealty and won your freedom. Now you cater to supernatural clientele from all four Circles, securing your place in this world...for now. By default, your establishment has a permanent location, a small but loyal staff, and many regular customers.

Choose two services you offer:

- ☐ Transporting and selling otherworldly creatures
- ☐ Appraising and auctioning magical relics and artifacts
- ☐ Creating forgeries, disguises, and stolen identities
- ☐ Providing news, gossip, and rumor to the city at large
- ☐ Operating a gathering place; name the relevant Circle

Choose two investments you've made over the years:

- ☐ A skilled bodyguard dedicated solely to your security
- ☐ An expansive, expert staff appropriate to your services
- ☐ A secure venue, impenetrable by intruders and thieves
- ☐ A magical dead zone secured by wards and ritual
- ☐ A Status-3 regular in another Circle; take three Debts on them

Choose two problems that plague your business:

- ☐ A dangerous competitor edging in on your market
- ☐ A hard-to-move acquisition attracting unwanted attention
- ☐ A besmirched reputation complicating any new deals
- ☐ A demonic ex-liege seeking your immediate return
- ☐ A severe state of disrepair endangering your staff

GEAR & NOTES

YOUR SCHEMES

Schemes are risky deals and shady cons designed to expand your business. When you generate a scheme, choose a primary Circle, one of your services, and two complications—the MC will tell you what opportunity you've seized upon. When you accomplish a scheme, select two boons and a payout; the MC will detail how they arrive. Generate a scheme whenever a boon or a move tells you to generate a new scheme.

COMPLICATIONS

- you promised someone involved something you don't yet have
- you require an unreliable or untrustworthy co-conspirator
- you must fool or deceive a powerful and dangerous NPC
- you need to steal something from a secure location
- you need to wait for a predetermined time or event
- you have attracted the attention of dangerous opposition

BOONS

- attract new business; generate a new scheme
- pay down your debts; cancel a Debt you owe
- throw your weight around; take a Debt on an NPC
- grow your reputation; mark a Circle affected by the deal

PAYOUTS

Available at the start of play:

- ☐ +1 any Circle (max+3)
- ☐ hire *Fiendish Underlings*
- ☐ acquire an *arsenal*
- ☐ secure a new investment
- ☐ secure a new investment
- ☐ resolve a problem

After 4+ payouts:

- ☐ +1 any Circle (max+3)
- ☐ +1 Status (max+2)
- ☐ acquire a *legendary weapon*
- ☐ acquire a *sanctum*
- ☐ get 2 new *let it out* abilities
- ☐ retire your character to safety

INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, promise to get them something they want without asking for anything in return; give them a Debt and take +1 ongoing to getting what you've promised them.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you make a deal that endangers your family, friends, or community, mark corruption.

■ THIS IS HOW I WIN

When you *put out the word* to your Circle that you need something, mark corruption to take a 10+ instead of rolling. Mark corruption again to have a lackey handle the deal; make an additional, different city move while they get it done.

■ DIRTY MONEY

When you complete a scheme, mark corruption to take all four boons instead of just two.

■ SWEETEN THE DEAL

When you *persuade an NPC* by offering an additional bonus or appealing bribe, mark corruption to take a 10+ instead of rolling.

■ ON THE SHIT LIST

Mark corruption to declare someone an enemy of your people; others of your kind will gaslight, antagonize, or worse. Until you say otherwise, advance *mislead*, *distract*, or *trick* for anyone targeting them; they also take -1 ongoing during each faction turn.

THE ORACLE

The future is always in motion, like a great river dragging us all to our inevitable ends. There are some who can raise themselves above the surface to see what awaits us, looking into a future both unclear and terrifying. These oracles are blessed with the sight...and cursed by what they see.

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



BLOOD

HEART

MIND

SPIRIT

CIRCLES



MORTALIS

NIGHT

POWER

WILD



STATUS



STATUS



STATUS



STATUS

ORACLE MOVES

CHOOSE TWO:

☐ PSYCHOMETRY

When you examine an interesting object, roll with **SPIRIT**. On a hit, ask the MC questions from the list below. On a 10+, ask 3. On a 7-9, ask 1:

- what is the history of this object?
- what secrets or mysteries has this object been privy to?
- what bans, wards, or limits are attached to this object?
- what strong emotions have most recently been near this object?
- where does this object belong?

On a miss, ask 1, but the answers you get overwhelm you; take -1 ongoing for the scene.

☐ SKIM THE SURFACE

When you touch someone and attempt to read their surface thoughts, roll with **SPIRIT**. On a hit, ask their player questions from the list below. On a 10+, ask 3. On a 7-9, ask 1:

- what are you thinking about right now?
- what secrets are you currently keeping?
- who or what are you protecting?
- what is your hidden pain?

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

☐ DUAL LOYALTY

You are known as an ally to the mortal world; take Mortalis as a second Circle. You can earn up to Status-2 in Mortalis, and you can make one additional city move each faction turn using your new Status. If you make use of this additional move, the MC will tell you what mortal trouble lands on your doorstep after time passes, looking to you for help...

☐ SOOTHSAYER

When you turn to your prophetic tools to read someone's future, roll with **SPIRIT**. On a hit, the MC will tell you something new and interesting about their destiny. On a 10+, you may ask a followup question; the MC will answer honestly. On a miss, you see vague shapes of what is to come, but something is obscuring your prophetic powers; the future you tried to read is beyond your sight until you resolve the interference.

☐ FORESIGHT

Advance **keep your cool** for any or all characters you choose in your presence, including yourself.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

- ☐ +1 Status (max+1)
- ☐ +1 Status (max+1)
- ☐ +1 Status (max+1)
- ☐ a new Oracle move
- ☐ a new Oracle move
- ☐ a move from another playbook
- ☐ a move from another playbook
- ☐ change your Circle

After five advances, you may select:

- ☐ +1 any Circle (max+3)
- ☐ +1 any Circle (max+3)
- ☐ obtain Circle Status-2
- ☐ get a **sanctum**
- ☐ advance 3 basic moves
- ☐ advance 3 basic moves
- ☐ change to a new playbook
- ☐ retire your character to safety

HARM

ARMOR

☐ FAINT

☐ SERIOUS

☐ CRITICAL

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

END MOVE

When you die or retire your character, choose a PC; the MC will tell you a dark fate you foresee for them. If you issue a warning, they take +1 ongoing to avoid it; if you don't, they take -1 ongoing instead.

LET IT OUT: TO ACTIVATE THESE ABILITIES

- uncover the essential truth of a thing or person in your presence
- twist the strands of fate to help or hinder an NPC in your presence
- frighten or impress someone with knowledge of their past
- channel a powerful prophecy from beyond concerning a present character

URBAN SHADOWS

CHARACTER CREATION

NAME (PICK ONE)

Daniel, Dodona, Elijah, George, Hala, Humphrey, Joaquin, Joel, Jonathon, Kami, Khan, Malachi, Maria, Martha, Maximus, Olivia, Penelope, Pythia, Saira, Sonam

LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- casual clothing, colorful clothing, dirty clothing, revealing clothing

DEMEANOR (PICK ONE)

distant, manipulative, paranoid, soothing

STARTING CHARACTER STATS

(Add 1 to one of these)

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

STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night -1, Power 1, Wild 0

STARTING STATUS

Mortalis 0, Night 0, Power 1, Wild 0

INTRO QUESTIONS

- How old were you when your visions began?
- How long have you been in the city?
- How did you originally convince your benefactor to trust you and your visions?
- Who seeks to sway you from your service?
- What signs hint your prophecy grows near?

STARTING GEAR

Everything provided by your benefactor, and two sets of prophetic tools:

- ☐ Divining objects (i.e. tarot deck, crystal ball, set of runes, etc.)
- ☐ Ritual instruments (i.e. an athame, a pentacle, etc.)
- ☐ Rare tomes and grimoires (i.e. lost scrolls, secret books, etc.)

STARTING DEBTS

- Someone helps decipher your visions with unique insights. You owe them 2 Debts.
- You had a dark vision about someone, but gave bad guidance. You owe them a Debt.
- Someone interfered with your destiny. They owe you a Debt. Tell them if you've forgiven them—they owe you another Debt if you still hold a grudge for their actions.

YOUR BENEFACTOR

You have a benefactor, a powerful NPC whose fate is intertwined with your own; you came into their service as a result of your prophetic visions, but they now demand more and more from you and your powers. Name their Circle—Mortalis, Night, Power, or Wild—and choose the prophecy that binds you together, two strengths, and two flaws:

NAME:

CIRCLE:

YOUR PROPHECY:

- ☐ they alone can guide you to the mystical answers you seek
- ☐ they alone can protect you from a dark fate you have foreseen
- ☐ they alone can destroy a uniquely evil foe within their own Circle
- ☐ they alone must play a critical role in the war against a coming darkness

STRENGTHS:

- ☐ they are a Status-3 member of their Circle
- ☐ they speak truthfully and honor their word
- ☐ they wield significant supernatural power
- ☐ their minions are disciplined and loyal

FLAWS:

- ☐ they are terrifyingly violent and cruel
- ☐ they have defenses against your sight
- ☐ they are at war with powerful enemies
- ☐ they are madly in love with you

Ask the MC what life your benefactor has provided for you after you make your choices. Their continued largesse depends on how well you serve their interests.

LOOKING FOR HELP

When you go to your benefactor for help or resources, roll with your Status. On a hit, they get you what you need, provided you offer prophetic insight into a problem they have right now. On a 10+, the support they give is exceptionally useful. On a miss, they reveal you overlooked something that greatly injured their Status; they are determined to remind you of their power over you before they even consider your request.

GEAR & NOTES

FORETELLINGS

Before each faction turn—or at the start of the game—roll with **SPiRiT**. On a hit, pick one of the options below; after the faction turn, the MC will tell you what your prophetic tools have revealed:

- fate has provided an opportunity to fulfill your role for your benefactor; the MC will tell you how to seize it
- an ally has come to own an item that might reveal more about your prophecy; the MC will tell you where they keep it
- a coming tragedy might allow you to escape or alter your prophesized path; the MC will tell you who will suffer if you allow it to occur

On a 7-9, you must also choose one:

- a threat is closing in; the MC will tell you why it stalks you or your benefactor
- an ally is plotting a betrayal; the MC will tell you when the hammer will fall
- a death lurks in the shadows; the MC will tell you how you can avoid it

On a miss, you instead receive a terrifying premonition about the prophecy that binds you to your benefactor; take -1 ongoing to efforts you make to stop it from coming to pass.

INTIMACY

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. Mark corruption to ask the MC up to two follow-up questions; they must answer honestly.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you offer a false prophecy—or lie about the details of a true one—mark corruption.

■ 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. Take +1 ongoing to act on the information provided.

■ DARK FATE

Mark corruption to curse a city faction with terrible luck; they take -1 ongoing in the next faction turn. Mark corruption again to obscure your role or ensure the curse lasts for a long time.

■ EYES THAT BURROW

Mark corruption to lock eyes with someone and force them to be still for as long as you maintain the gaze. Mark corruption again to make them forget the experience.

THE SPECTRE

Poltergeists, ghosts, spirits—they are our secret fears and unfulfilled dreams, each the echo of one who died. They are the audience for our secret pains and guilty pleasures.

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



BLOOD

HEART

MIND

SPIRIT

CIRCLES



MORTALIS

NIGHT

POWER

WILD



STATUS



STATUS



STATUS



STATUS

SPECTRE MOVES

YOU GET THIS ONE:

☒ MANIFEST

Regular people can't sense or interact with you unless you manifest; supernatural creatures and perceptive mortals usually know you're present, but can't affect you without magical tools or special powers. If you wish, you can manifest by spending a few quiet moments concentrating—choose 2:

- You can be heard
- You can be seen
- You can touch and be touched

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

AND CHOOSE TWO MORE:

☐ WON'T BE IGNORED

When you *get in someone's way*, take a 10+ instead of rolling. If you *mislead, distract, or trick* someone with an obvious supernatural display, roll with **SPIRIT** instead of **MIND**.

☐ GHOST TOWN

When you *hit the streets* to consult your ghostly contacts, take +1 ongoing to dealing with them. On a miss, you still find a ghost who has what you're looking to get, but they are dangerous or lost, your choice.

☐ POTENT

Take +1 **SPIRIT** (max +3).

☐ WALL? WHAT WALL?

You always have an opening to *escape a situation*. You can choose an additional option off the list to bring someone with you, even if they would normally be unable to *escape*. On a miss, you—and whoever you brought with you—end up caught in the dangerous space between the worlds of the living and the dead.

☐ CONDUIT

Advance *let it out* for all characters in your presence, including yourself.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

+1 Status (max+1) ☐

+1 Status (max+1) ☐

+1 Status (max+1) ☐

a new Spectre move ☐

a new Spectre move ☐

a move from another playbook ☐

a move from another playbook ☐

change your Circle ☐

After five advances, you may select:

☐ +1 any Circle (max+3)

☐ +1 any Circle (max+3)

☐ obtain Circle Status-2

☐ erase a scar

☐ advance 3 basic moves

☐ advance 3 basic moves

☐ resolve one of your anchors

☐ change to a new playbook

HARM

ARMOR

☐ FAINT

☐ SERIOUS

☐ CRITICAL

SCARS

☐ Shattered (-1 Blood)

☐ Fractured (-1 Mind)

☐ Crushed (-1 Heart)

☐ Broken (-1 Spirit)

END MOVE

When your spirit passes on permanently to the other side, any PCs present gain +1 **SPIRIT** (max+3) or take a corruption advance, your choice.

LET IT OUT: TO ACTIVATE THESE ABILITIES

- instantaneously travel to one of your anchors, no matter the distance
- take control of a machine or vehicle by possessing its mechanical form
- let loose a psychic blast of ectoplasmic energy (2-harm close area ap)
- follow an ordinary mortal—no matter where they go

URBAN
SHADOWS

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)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- 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 CIRCLES

(Add 1 to one of these)

Mortalis 0, Night 1, Power 1, Wild -1

STARTING STATUS

Mortalis 0, Night 1, Power 0, Wild 0

INTRO QUESTIONS

- What memories do you still hold of your death?
- How long have you been in the city?
- Who looks after you when your trauma overwhelms you?
- What place in the city still makes you feel alive?
- Which of your anchors has been most recently threatened?

STARTING GEAR

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

STARTING DEBTS

- Someone, or someone's progenitor, was involved in your death. They owe you a Debt.
- Someone is actively watching over one of your anchors. Ask them why they agreed to keep it safe. You owe them 2 Debts.
- Someone almost destroyed one of your anchors once, perhaps by accident or carelessness. Ask them what happened. They owe you 2 Debts.

TRAUMA □□□□□

Your sense of self has been shattered by your death, leaving you traumatized. You begin each session with at least 2-trauma marked, but can clear it—and any additional trauma you take—via trauma moves. If you ever fill your trauma track, the MC may call for you to make a trauma move at any time, but you may always choose which trauma move you make in the moment.

The first time you take harm in a scene, mark trauma; when you fill up on harm, your corpus is scattered. Mark trauma to reform in a few days at one of your anchors, or mark 3-trauma to reform immediately at an anchor of the MC's choice. If you cannot mark trauma while destroyed, the MC decides how/when you reform.

TRAUMA MOVES

LASH OUT AT AN NPC

When you *lash out at an NPC in furious anger*, roll with **BLOOD**. On a hit, clear all trauma and inflict harm as established. On a 7-9, your violence is wild; it leaves you vulnerable, gets out of hand, or causes some collateral damage, MC's choice. On a miss, you completely lose control of your ectoplasmic form; mark corruption.

COMMUNE WITH YOUR ANCHORS

When you *commune with one of your anchors*, roll with **SPIRIT**. On a hit, your anchor soothes your fractured psyche; clear 2-trauma. On a 10+, your communion reveals a way the anchor might be resolved; clear all trauma. On a miss, you only clear 1-trauma; something threatening the anchor interrupts your mediation.

GEAR & NOTES

ANCHORS

You have several anchors in the city—important places, people, or objects that keep you from moving on. You might have an opportunity to put an anchor to rest, but anchors can also be ruined or destroyed.

CHOOSE 4:

- ☐ a family member or inheritor, unaware of your existence
- ☐ a witness to your death, bound to you by chance or fate
- ☐ a friendly household pet, constant companion in your unlife
- ☐ a beloved possession of your youth, passed to a new owner
- ☐ a marker of your success in life, now claimed by another
- ☐ an item related to your death, grimly marking your violent end
- ☐ a location of personal importance, a reminder of a past love
- ☐ a space you used to live or work, abandoned by the world

When **one of your anchors is put in danger**, you know; mark trauma and take a +1 ongoing to all moves until you see it to safety. When you **resolve an anchor**, clear your trauma track and erase a corruption advance; when **an anchor is destroyed or ruined**, fill your trauma track and take a corruption advance.

PASSING ON

When your *last anchor is resolved or destroyed*, you pass on; pick one blessing or haunting you bestow upon the city for each one of your anchors that was resolved or destroyed, respectively. If all four of your anchors are destroyed, you **do not pass on**, but are instead swallowed by oblivion and inflict all three hauntings.

BLESSINGS

- ☐ you inspire an NPC to forgive someone who once wronged them, ending a long-standing conflict
- ☐ you cleanse or restore a cherished place once thought by all to be ruined or beyond repair
- ☐ you heal or restore someone you once injured or wronged
- ☐ you reveal to an NPC the truth of your death and passing

HAUNTINGS

- ☐ you leave behind a psychic reflection of your fear and anger, a terrible thing that hunts mortals in the night
- ☐ you imbue an object with nightmarish power; the MC chooses who ends up with the cursed item
- ☐ you drive an NPC close to you into a downward spiral

INTIMACY

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

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you witness a scene of violence or victimization and do nothing, mark trauma and corruption.

■ POSSESSION

Mark corruption to possess a weak-minded person (MC's call) in your presence; clear a trauma for each "normal" human experience—eating a meal, shopping for clothes, etc.—you engage in while controlling their body.

■ SIPHON

Mark corruption to reach into someone's body, inflict 2-harm (ap) on them, and clear your harm track.

■ 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 as well.

■ 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.

THE SWORN

The machinations of Power rely on many to keep the wheels turning, but none so much as those sworn to serve the many factions of Power—academies, abbeys, and councils. Yet no matter what oath underlies their service, those sworn must make their own decisions about control, loyalty, and justice...

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



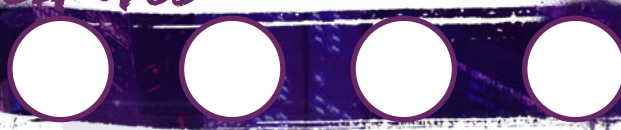
BLOOD

HEART

MIND

SPIRIT

CIRCLES



MORTALIS

NIGHT

POWER

WILD



STATUS



STATUS



STATUS



STATUS

SWORN MOVES

CHOOSE TWO:

☐ PROTECT AND SERVE

When you read a charged situation, roll with **MIND**. On a hit, ask the MC questions; take +1 ongoing when you act on the answers. On a 10+, ask 2. On a 7-9, ask 1.

- where's my escape route / way in / way past?
- which enemy is most vulnerable to me?
- what should I be on the lookout for?
- what's my enemy's true position?
- who here can't be trusted?

On a miss, you recognize a weakness in your own position or preparations you should have seen coming.

☐ HARD TO SHAKE

When you follow an NPC through the streets of the city, roll with **MIND**. On a hit, where they go, you follow. On a 7-9, you run into some trouble on the way; deal with it quickly or lose the trail. On a miss, your prey leads you exactly where they want you; brace yourself for the closing jaws of the trap.

☐ DEVIIOUS

Take +1 **MIND** (max+3).

☐ GENUINE POLICE

When you *put a face to a name* or *study a sanctuary, gathering spot, or place of power*, roll with **MIND** instead of the relevant Circle. You always get to ask the MC an additional question about the person or place in question, even on a miss.

☐ CHESS NOT CHECKERS

When you *turn to violence* with any kind of serious advantage—numbers, position, surprise, etc.—and get a hit, tell your opposition which option they cannot choose from their list before they pick.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

- +1 Status (max+1) ☐
- +1 Status (max+1) ☐
- +1 Status (max+1) ☐
- a new Sworn move ☐
- a new Sworn move ☐
- a move from another playbook ☐
- a move from another playbook ☐

Power Status: 2 ☐

After five advances, you may select:

- ☐ +1 any Circle (max+3)
- ☐ +1 any Circle (max+3)
- ☐ +1 any Circle (max+3)
- ☐ erase a scar
- ☐ advance 3 basic moves
- ☐ advance 3 basic moves
- ☐ change to a new playbook
- ☐ retire your character to safety

HARM

ARMOR ☐

☐ FAINT

☐ SERIOUS

☐ CRITICAL

SCARS

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

END MOVE

When you die, offer your legendary weapon to the person you trust the most. If they accept, bind them to three vows from your list as if they had sworn an oath to you.

LET IT OUT

TO ACTIVATE THESE ABILITIES

- shatter a magical spell, illusion, or enchantment with a touch
- strike down all lesser foes in your vicinity with a blast of elemental force
- cloak yourself in magical armor; expend it to ignore all harm one time
- force someone to answer your questions truthfully for a scene

URBAN SHADOWS

CHARACTER CREATION

NAME (PICK ONE)

Charlotte, Dakota, Ellis, Guillermo, Han, Holland, Jek, Kalan, Luna, Morris, Mbawe, Norman, Ophelia, Sadik, Tatenda, Wermund

LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- casual clothing, disheveled clothing, expensive clothing, ritual clothing

DEMEANOR (PICK ONE)

cunning, emotional, obsessive, stoic

STARTING CHARACTER STATS

(Add 1 to one of these)

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

STARTING CIRCLES

(Add 1 to one of these)

Mortalis -1, Night 0, Power 1, Wild 1

STARTING STATUS

Mortalis 0, Night 0, Power 1, Wild 0

INTRO QUESTIONS

- Why did you swear your oath?
- How long have you been in the city?
- Who trained you in the ways of your order?
- What marks you as different from the masters you serve?
- Whose disappearance are you investigating?

STARTING GEAR

A luxurious house or apartment, a fancy car, an expensive smartphone

One backup weapon of choice:

- ☐ 9mm Beretta (2-harm near loud concealable)
- ☐ Hunting knife (2-harm hand)
- ☐ Sawed-off shotgun (2-harm close loud reload messy concealable)

STARTING DEBTS

- Someone gives you info about a Circle you don't understand. You owe them a Debt.
- You secretly helped someone get justice for a wrong done upon them. They owe you a Debt. Tell them why you helped.
- Your service forced you to punish or kill someone's ally or friend on behalf of your masters. You owe them a Debt.

YOUR OATH

You've sworn an oath to serve an influential faction of Power, an organization that relies on you to protect its members, punish its enemies, and defend its holdings.

YOUR MASTERS

You serve (choose one):

- ☐ an abbey of prescient oracles
- ☐ a council of haughty wizards
- ☐ an order of secret immortals
- ☐ an academy of religious scholars
- ☐ a covenant of earthbound deities

YOU ARE CHARGED WITH:

(Choose two)

- ☐ protecting and policing their members
- ☐ recovering lost artifacts and tomes
- ☐ investigating threats and problems
- ☐ destroying those who would thwart them
- ☐ negotiating with their allies and vassals

Tell your MC to stat up your masters as a Size-3, Strength-3 faction within Power. Ask them what you know about the organization's structure, culture, and assets.

YOUR VOWS

When you **break one of your vows**, mark corruption. When you take a corruption advance, cross out one of your vows—it no longer binds you. If you strike out every vow, your oath is broken—change playbooks immediately.

You must... (choose 5):

- ☐ ...never trespass on another's property
- ☐ ...never strike the first blow
- ☐ ...never lie about your identity or purpose
- ☐ ...never reveal your faction's secrets
- ☐ ...always avoid collateral damage
- ☐ ...always protect members of Power from harm
- ☐ ...always thwart the enemies of your masters
- ☐ ...always seize that which your masters desire

YOUR LEGENDARY WEAPON

Your masters have given you a weapon (3-harm mythic anchored) to wield, a legendary artifact of an age long lost. Choose one:

- ☐ a sword wielded by rightful kings (**figure someone out**)
- ☐ a knife cut from demonic steel (**mislead, distract or trick**)
- ☐ a spear stolen from heaven itself (**let it out**)
- ☐ an axe forged in the blood of gods (**turn to violence**)
- ☐ a staff imbued with stealthy sorcery (**escape a situation**)
- ☐ a hammer blessed by otherworldly magic (**keep your cool**)

So long as you bear this legendary armament, advance the named move. When you wield the weapon in the service of your masters, you can roll with **MIND** instead of **SPIRIT** when you **keep your cool**. But your weapon—like your oath—is bound to your loyalty. If your oath is broken, the weapon will be lost to you, even betraying you to ensure it exits your service.

GEAR & NOTES

INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, tell them if they matter more than your oath. If you say they do, mark corruption and they hold 1; they can spend the hold at any time to summon you to their location.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you break one of your vows or work against your masters, mark corruption.

■ AHEAD OF THE GAME

You get +1 **MIND** (max+4). Whenever you roll with **MIND** and roll a 12+, mark corruption.

■ STOOL PIGEONS

Mark corruption to roll with **MIND** instead of the relevant Circle Status when you **consult your contacts**. On a miss, mark corruption again—then choose to either answer your contact's tough question or owe them a Debt.

■ STUDENT OF THE ARTS

Choose three Spells. Mark corruption to gain two hold you can use to cast those spells.

■ INFERNAL AFFAIRS

When you **turn to violence**, you may mark corruption to take a 10+ instead of rolling.

THE TAINTED

Most tainted remember a time before all this; before their souls ended up in the hands of demons and devils. Now they're something more than just human, working jobs for patrons who are never satisfied, never finished demanding obedience. But a contract is a contract...

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



BLOOD

HEART

MIND

SPIRIT

CIRCLES



MORTALIS

NIGHT

POWER

WILD



STATUS



STATUS



STATUS



STATUS

TAINTED MOVES

☒ THE DEVIL INSIDE

When you assume your demon form, roll with **BLOOD**. On a 10+, pick 3. On a 7-9, pick 2. On a miss, pick 1 and give your patron a Debt...or go without your form.

- +demonic weapon (3-harm hand or 2-harm close)
- gain armor+1
- +demonic movement (flight, flaming motorcycle, etc.)
- heal 2-harm
- +demonic senses (infrared sight, smell lies, etc.)
- take +1 forward

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

AND CHOOSE TWO 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. Successfully *refusing to honor the Debt* cancels the invocation completely.

☐ TONGUED AND SILVER

When you *figure someone out* by tempting them with power, roll with **HEART** instead of **MIND**.

☐ DARK BARGAIN

When you seal a bargain with someone in smoke and blood, roll with **HEART**. On a hit, you infuse the agreement with demonic force. On a 10+, pick 2. On a 7-9, pick 1.

- All parties intuitively know if the deal is being honored.
- All parties take +1 ongoing to *letting it out* while fulfilling the deal.
- Anyone violating the pact instantly suffers 4-harm (ap).

On a miss, the bargain displeases the powers you called upon to sanctify the deal; you must perform an act of contrition before you can invoke their influence again.

☐ TOUGH AS NAILS

You get 1-armor; blessed or holy sources ignore this armor completely. Weapons designed to stun or impair you have no effect unless blessed or holy. You don't require medical attention or magical assistance to heal harm you've suffered, and you clear critical harm like it was faint or serious harm—one box every few days.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

+1 Status (max+1) ☐

+1 Status (max+1) ☐

+1 Status (max+1) ☐

erase a scar ☐

a new Tainted move ☐

a move from another playbook ☐

a move from another playbook ☐

change your Circle ☐

After five advances, you may select:

☐ +1 any Circle (max+3)

☐ +1 any Circle (max+3)

☐ obtain Circle Status-2

☐ gain *Fiendish Underlings*

☐ erase a job from your contract

☐ advance 3 basic moves

☐ advance 3 basic moves

☐ change to a new playbook

HARM

ARMOR

☐ FAINT

☐ SERIOUS

☐ CRITICAL

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

END MOVE

When you die, cash in all the Debts your patron owes you to come back, healing all harm. If you have none, your patron asks someone else to pay the Debt for you. If they refuse, time's up.

LET IT OUT: TO ACTIVATE THESE ABILITIES

- imbue your touch with demonic corruption (2-harm hand ap)
- move through or past a physical obstacle created by mortal hands
- impress, dismay, or frighten someone with a display of demonic fury
- summon your dark patron's attention directly on your location

URBAN SHADOWS

CHARACTER CREATION

NAME (PICK ONE)

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

LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- dirty clothing, expensive clothing, formal clothing, trendy clothing

DEMEANOR (PICK ONE)

corporate, detached, paranoid, unstable

STARTING CHARACTER STATS

(Add 1 to one of these)

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

STARTING CIRCLES

(Add 1 to one of these)

Mortalis 1, Night -1, Power 0, Wild 1

STARTING STATUS

Mortalis 0, Night 0, Power 0, Wild 1

INTRO QUESTIONS

- Why did you trade away your soul?
- How long have you been in the city?
- Which fellow demonic agent do you loathe?
- How do you cope with your demonic dreams and hungers?
- What do you desperately need?

STARTING GEAR

A house or apartment, a car, a smartphone.
One brutal weapon of choice:

- ☐ Truncheon (2-harm hand stun)
- ☐ 9mm Beretta (2-harm close loud concealable)
- ☐ Pump-action shotgun (3-harm close/near loud reload messy)
- ☐ Sword (3-harm hand messy)

STARTING DEBTS

- You're protecting someone from a dark power, a rival and enemy of your demonic patron. Your charge owes you a Debt.
- Someone is trying to save you from damnation and keeps suffering for it. Ask them why they care when no one else does. You owe them a Debt.
- You hurt or killed someone's good friend or ally on your demonic patron's orders. You owe them a Debt.

YOUR DARK PATRON

Your soul has fallen into the hands of a dark patron, a powerful demon whose reputation precedes them, but whose true name is known to few. They have given you terms of employment, access to terrible power, and terrifying insight into their true nature.

CHOOSE 2:

- ☐ they seduce all who come into contact with them with pleasantries, gifts, and vices
- ☐ they govern their sprawling organization through strict and severe rules and punishments
- ☐ they require deference from their minions to their strange obsession with a mortal pastime
- ☐ they manipulate their friends, allies, and enemies alike into conflicts that serve their secret designs
- ☐ they have seeded eyes and ears across the city, always alert to any sign of betrayal or profitable opportunity
- ☐ they employ only dedicated and loyal minions who are all too happy to report on your activities
- ☐ they are slow to anger, but their commitment to their wrath is unstoppable once truly provoked

YOUR 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:** bone, concave, crown, flames, halo, horns, spikes
- **EYES:** absent, animal, empty, glowing, smoky, un-blinking
- **LIMBS:** claws, heavy, hooved, many, severed, twisted
- **WINGS:** blood, feathers, insects, leather, metal, paper, none
- **SKIN:** chitinous, marked, misty, sticky, stretched, translucent

DEMONIC JOBS

Your dark patron keeps you on Earth for a reason; they could always have decided to drag you to hell. Choose two jobs you regularly do for them from the list below:

Collecting souls, tracking down rogue demons, delivering threats and messages, cleaning up gruesome messes, guarding someone or something, destroying your patron's enemies, brokering demonic contracts, hiding and securing demonic contraband, operating a demonic establishment, policing your patron's minions

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
- arrange a meeting with an NPC from Wild
- grant you a worthy boon or useful gift
- erase a Debt they hold on you or someone else
- give you a Debt they have on someone else

Your patron holds 3 Debts on you. They may one day offer you the chance to buy your freedom, but Debts alone won't be enough. At any time, your patron may cash in any Debts you owe them—1 for 1—to inflict corruption on you.

GEAR & NOTES

INTIMACY

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

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you convince someone to meaningfully act in your patron's interests, mark corruption.

■ JUST BELOW THE SURFACE

Mark corruption to assume your demon form without a roll and gain all the options listed.

■ NOT TO BE DENIED

When someone rolls a hit while *refusing to honor a Debt* you've *cached in* on them, you may mark corruption to make their roll a miss instead.

■ FROM HELL

Mark corruption to have your patron send a small gang of demons to work on your behalf for a scene (2-harm 2-armor savage demonic).

■ I'M A HUSTLER, BABY

Mark corruption to make an additional city move when time passes; if you use your Circle Status for the move, add +1 to your roll.

THE VAMP

Strong, fast, eternal in age, and insatiable in hunger, the vampire is an unadulterated predator, a twisted reflection of the person they once were, doomed to walk the earth and feed their hungers. Keep your distance.

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



BLOOD

HEART

MIND

SPIRIT

CIRCLES



MORTALIS

NIGHT

POWER

WILD



STATUS



STATUS



STATUS



STATUS

VAMP MOVES

YOU GET THIS ONE:

☒ ETERNAL HUNGER

You hunger for human blood, flesh, or emotions; pick one. When you feed on someone, roll with **BLOOD**. On a 10+, all 3. On a 7-9, choose 2:

- You heal 1-harm or take +1 forward
- You learn a secret about your prey
- Your prey doesn't suffer 3-harm (ap)

On a miss, your hunger gets the best of you, and everyone suffers.

AND CHOOSE TWO MORE:

☐ ALWAYS WELCOME

When you attempt to worm your way into a restricted location by manipulating an underling or guard, roll with your Status in their Circle. On a hit, they open the way for you, despite their misgivings. On a 10+, they promise to try to keep your name out of any trouble that arises as a result. On a miss, they stand strong...but inadvertently give you an opening to gain the access you seek through violence.

☐ COLD-BLOODED

When you *keep your cool* by flouting mortal social conventions and expectations, roll with **BLOOD** instead of **SPIRIT**.

☐ KEEP YOUR FRIENDS CLOSE

When you *figure someone out* by helping them indulge a true hunger, take a 10+ instead of rolling. If they are in your Circle, take +1 ongoing to act on the answers to your questions until time passes.

☐ TERRIFYING

Take +1 **BLOOD** (max+3).

☐ IN THE NEIGHBORHOOD

When you *hit the streets* with someone who owes you a Debt, you can invoke a Debt before rolling to add +3 to your roll. If you get a hit, you also catch them in the middle of a compromising or vulnerable situation; take +1 ongoing against them for the scene.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

+1 Status (max+1) ☐

+1 Status (max+1) ☐

+1 Status (max+1) ☐

a new Vamp move ☐

a new Vamp move ☐

a move from another playbook ☐

a move from another playbook ☐

change your Circle ☐

After five advances, you may select:

☐ +1 any Circle (max+3)

☐ +1 any Circle (max+3)

☐ obtain Circle Status-2

☐ erase a scar

☐ advance 3 basic moves

☐ advance 3 basic moves

☐ retire your character to safety

☐ change to a new playbook

HARM

ARMOR

☐ FAINT

☐ SERIOUS

☐ CRITICAL

SCARS

☐ Shattered (-1 Blood) ☐ Fractured (-1 Mind)

☐ Crushed (-1 Heart) ☐ Broken (-1 Spirit)

END MOVE

When you die, name the person you hold most responsible; your agents and allies relentlessly pursue them until "justice" is served.

LET IT OUT: TO ACTIVATE THESE ABILITIES

- create an opportunity to *escape*, ignoring all mortal bindings
- perform a fantastic feat of vampiric strength or agility
- extend your vampiric senses for a short period of time
- display your dominance; low-Status NPCs flee, PCs must *keep their cool*

URBAN SHADOWS

CHARACTER CREATION

NAME (PICK ONE)

Adel, Ash, Bilal, Clara, Cleopatra, Damon, Danielle, Hadier, Isa, Joseph, Klaus, Leanne, Marta, Maximillian, Monique, Nathaniel, Orion, Reginald, Salim, Zoe

LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- concealing clothing, formal clothing, ordinary 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 CIRCLES

(Add 1 to one of these)

Mortalis 1, Night 1, Power -1, Wild 0

STARTING STATUS

Mortalis 0, Night 1, Power 0, Wild 0

INTRO QUESTIONS

- When did you become a vampire?
- How long have you been in the city?
- How do you keep your cravings in check?
- How did you acquire your haven?
- What deal are you invested in right now?

STARTING GEAR

A secluded apartment, a comfortable car, a smartphone.

One stylish weapon of choice:

- ☐ Dual Colt Double Eagles (3-harm near loud)
- ☐ Sword (3-harm close messy)
- ☐ Walther PPK (2-harm close/ near reload concealable)

STARTING DEBTS

- Someone makes sure you get fed regularly, without attracting too much attention. You owe them 2 Debts.
- Someone relies on you for their fix. Ask them what you provide that keeps them sane. They owe you a Debt; add them to your web.
- Someone recently sold you out to one of your enemies. You avoided the worst of the attacks, but your betrayer owes you a Debt; add them to your web.

YOUR WEB

When someone comes to you to ask for a favor, seek advice, bargain for info, or threaten your interests, they enter your web and owe you a Debt...even if you don't offer them anything in return. People leave your web only when they no longer owe you a Debt.

When someone is in your web, you gain the following:

- Take +1 ongoing to *lend them a hand* or *get in their way*
- Add the following option whenever you *figure them out*: "what is your character's true hunger?"
- Spend a Debt (before rolling) when *persuading* them to advance *persuade* for the roll in addition to adding +3 to your total

When time passes—or at the start of the game—choose someone in your web and learn a secret about them that they'd rather keep buried. Mark corruption to ask a follow-up question about the answer; their player must answer you honestly.

TRAPPED IN YOUR WEB

GEAR & NOTES

YOUR HARBOR

You have a safe place—a **haven**—secure from outside dangers, located within a larger **harbor**. Your haven is a reinforced bolthole with emergency rations and an escape vector; when someone willingly enters your haven, add them to your web.

Your harbor is a public-facing staple of the community (choose one):

- ☐ a flashy nightclub
- ☐ an oversized restaurant
- ☐ an outdated library
- ☐ a public transport station
- ☐ a restored theater
- ☐ a religious hospital
- ☐ a historic hotel
- ☐ an open-air market

CHOOSE 2 ADVANTAGES:

- ☐ your harbor is popular with ordinary mortals, giving you easy access to unsuspecting prey
- ☐ your harbor hosts a way to quickly dispose of bodies, attracting little to no suspicion
- ☐ your harbor is directly controlled by an allied Status-3 NPC from Night, granting you some limited protections
- ☐ your harbor allows you a space to entertain and entrance admirers, bringing in a steady stream of gifts and favors
- ☐ your harbor is staffed by ghouls loyal to you, bringing you news of anything they hear or see

CHOOSE 2 DANGERS:

- ☐ your harbor lies within the territory of a Status-3 vampire lord; they often demand tribute and Debts
- ☐ your harbor is home to a number of ghostly entities; they range from mildly annoying to deeply dangerous
- ☐ your harbor has attracted the attention of a dedicated group of mortal hunters; they may soon make their move
- ☐ your harbor is constantly busy, day and night; those who frequent it make strict security impossible
- ☐ your harbor is closely tied to several mortals you care for; they have been thrust into the supernatural world by your unlife

INTIMACY

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.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you feed on an unwilling victim, mark corruption.

■ TRUE HUNTER

Mark corruption when pursuing a vulnerable 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.

■ 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 two *Faerie Powers*; mark corruption to use one without additional costs. You may take this corruption advance a second time to gain the remaining *Faerie Powers*.

■ FAKE NEWS

When you *weaken someone's standing* via false rumors, mark corruption to roll with **HEART** instead of Status. On a miss, mark corruption to have the trail lead back to an ally, not you.

THE VETERAN

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



BLOOD

HEART

MIND

SPIRIT

CIRCLES



MORTALIS

NIGHT

POWER

WILD



STATUS



STATUS



STATUS



STATUS

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 name to a face* and roll with **MIND**. On a hit, they offer you aid, even if it exposes them to danger. On a 7-9, tell the MC why you owe them a Debt. On a miss, tell the MC why they probably bear an old grudge against you for wronging them in the past.

AND CHOOSE TWO MORE:

☐ TRUE ARTIST

When you publicly present a valuable or rare gift you've created to a Status-2+ NPC, they must openly refuse or accept your offering. If they refuse, they owe you a Debt; if they accept, take +1 ongoing to *consulting your contacts*, *recruiting allies*, and *refusing to honor Debts* from their Circle until after time passes.

☐ 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 Circle.

☐ 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 underway to:

- Add +1 to someone's roll (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 encounters some disastrous opposition right from the start.

☐ GUN TO A KNIFE FIGHT

When you *turn to violence* against someone by seriously escalating the conflict, roll with **MIND** instead of **BLOOD**

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.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

+1 Status (max+1) ☐

+1 Status (max+1) ☐

+1 Status (max+1) ☐

a new Veteran move ☐

a new Veteran move ☐

Mortalis Status: 2 ☐

a move from another playbook ☐

change your Circle ☐

After five advances, you may select:

☐ +1 any Circle (max+3)

☐ +1 any Circle (max+3)

☐ erase a scar

☐ add 2 resources to your workshop

☐ advance 3 basic moves

☐ advance 3 basic moves

☐ change to a new playbook

☐ retire your character to safety

HARM

ARMOR



☐ FAINT

☐ SERIOUS

☐ CRITICAL

SCARS

☐ Shattered (-1 Blood)

☐ Fractured (-1 Mind)

☐ Crushed (-1 Heart)

☐ Broken (-1 Spirit)

END MOVE

When you die or retire your character, choose a character to inherit your **Workshop**.

LET IT OUT:

TO ACTIVATE THESE ABILITIES

- blindsides an unsuspecting target with a terrible or knockout blow
- frighten or intimidate someone with a reminder of the person you used to be
- barricade or secure a place using minimal supplies
- reveal the ways an old ally or enemy is shaping a current conflict

URBAN SHADOWS

CHARACTER CREATION

NAME (PICK ONE)

Alejandro, Bartholomew, Beth, Constance, Danuta, David, Emma, Frank, Joanne, Jose, Julie, Kimiko, Leo, Mahinder, Michelle, Regis, Skylar, Tabitha, Terry, Yakub

LOOK (PICK AS MANY AS APPLY)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- casual clothing, dirty 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 CIRCLES

(Add 1 to one of these)

Mortalis 1, Night 0, Power 0, Wild 0

STARTING STATUS

Mortalis 1, Night 0, Power 0, Wild 0

INTRO QUESTIONS

- What were you once known for in the city?
- How long have you lived here?
- What was your greatest accomplishment?
- Why did you step back from who you were?
- What do you desperately need?

STARTING GEAR

An apartment or warehouse hideout, a practical car or old pick-up truck, a smartphone, a workshop (detail).

One trusty weapon of choice:

- ☐ 9mm Beretta (2-harm near loud concealable)
- ☐ Pump-action shotgun (3-harm close/near loud reload messy)
- ☐ Magnum revolver (3-harm near loud reload)

STARTING DEBTS

- Someone relies on you for training or knowledge. Ask them why they need your help; tell the MC what you've provided and ask how many Debts (1-3) you're owed.
- 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 when you forget you're retired. You owe them a Debt.

YOUR WORKSHOP

You have a workshop that includes a large space for your tools and/or supplies. When you go into your workshop to work on something, the MC tells you, "Sure, no problem, but..." and then 1 to 4 of the following.

- It's going to take you hours/days/weeks/months of work or recovery time
- First you'll have to summon/build/construct _____
- You'll require the services of _____ to complete it
- You require a rare and expensive ingredient or material
- It will only work for a short time, and may be unreliable
- It's going to mean exposing anyone nearby to serious fallout
- Your workshop lacks _____; add this and you'll be able to complete it
- It will require a part of yourself to complete
- You must journey to _____ in order to complete it

The MC can combine any set of requirements or offer two sets of costs to the same task. Once the requirements are completed, the work is completed. The MC will stat it up, reveal some info, or whatever is called for now that you've finished.

Items created in your workshop 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. When you create something specifically for another character, mark their Circle when the project is complete.

Choose and underline 3 resources your workshop includes:

automotive hoist and tools, a darkroom, a regulated growing environment, two or three skilled assistants, a junkyard of raw materials, machining tools, transmitters and 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

GEAR & NOTES

INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, tell them a story about your time in the city and offer some advice. If they accept your counsel, hold 1. Spend the hold to give them a 10+ (instead of rolling) on a move they make while following your guidance. If they reject your wisdom, mark corruption.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you knowingly head straight into danger, mark corruption.

■ BACK AT IT

Take two abilities from another playbook. When you *let it out* to use these abilities, you cannot choose to avoid corruption on a 10+.

■ PACK RAT

You may mark corruption to reach into your kit and find just the gear 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 willing with you.

■ DARK EXPERIMENTS

When you work over someone (alive or dead) in your *workshop*, mark corruption to ask up to two questions about their weaknesses or secrets. They must answer honestly.

THE WIZARD

Mages are among the deadliest and most powerful of all humans. Their ability to reshape the world around them grants them tremendous powers. But nothing corrupts quite like power...

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



BLOOD

HEART

MIND

SPIRIT

CIRCLES



MORTALIS

NIGHT

POWER

WILD



STATUS



STATUS



STATUS



STATUS

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 or the scene ends. 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 from another Circle who probably has it in stock.

YOUR WARD

A Status-3 member of your Circle has charged you with caring for an important ward. They live and dine with you; their safety is your sworn duty. Choose 2 from each list below.

WHY DO THEY NEED PROTECTION?

- ☐ They are the key to a forbidden ritual or magical catastrophe
- ☐ They are the heir to a powerful position or inheritance
- ☐ They are the secret child of an influential and powerful enemy
- ☐ They are a gifted mage in need of a teacher and guardian

WHY DID YOU AGREE TO THIS ARRANGEMENT?

- ☐ You are in love with the ward (or the Status-3 member)
- ☐ Your membership in a faction compels your agreement
- ☐ You and your ward are supernaturally linked
- ☐ You hope to redeem yourself for a past failure

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

- ☐ +1 Status (max+1)
- ☐ +1 Status (max+1)
- ☐ +1 Status (max+1)
- ☐ add 2 resources to your sanctum
- ☐ learn 3 more spells
- ☐ a move from another playbook
- ☐ a move from another playbook
- ☐ change your Circle

After five advances, you may select:

- ☐ +1 any Circle (max+3)
- ☐ +1 any Circle (max+3)
- ☐ obtain Circle Status-2
- ☐ bond with a familiar
- ☐ advance 3 basic moves
- ☐ advance 3 basic moves
- ☐ retire your character to safety
- ☐ change to a new playbook

HARM

ARMOR

☐ FAINT

☐ SERIOUS

☐ CRITICAL

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

END MOVE

When you die, you may place a devastating curse—a new prohibition or weakness—on someone present in the scene.

LET IT OUT.

 TO ACTIVATE THESE ABILITIES

- deflect or redirect an oncoming blow before it strikes
- detect the presence and function of magical items or spells
- perform a feat of telekinetic strength or precision
- reshape the essence or nature of an exposed object or magical spell

URBAN SHADOWS

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)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- archaic clothing, casual clothing, expensive clothing, ritual clothing

DEMEANOR (PICK ONE)

beleaguered, detached, disheveled, ominous

STARTING CHARACTER STATS

(add 1 to one of these)

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

STARTING CIRCLES

(Add 1 to one of these)

Mortalis 0, Night -1, Power 1, Wild 1

STARTING STATUS

Mortalis 0, Night 0, Power 1, Wild 0

INTRO QUESTIONS

- How did you learn to wield magic?
- How long have you been in the city?
- What mistake keeps you up at night?
- What have you sacrificed for your power?
- What conflict are you trying to mediate?

STARTING GEAR

A nice apartment or simple house, a crappy car, a decent smartphone and a sanctum (detail). One useful weapon of choice:

- ☐ Snubnosed revolver (2-harm close/ near loud reload concealable)
- ☐ 9mm Glock (2-harm near loud concealable)
- ☐ Sword (3-harm close messy)

STARTING DEBTS

- Someone tempted your ward away from you and into danger. Ask them what it cost your ward to return to you. They owe you a Debt.
- Someone is your go-to when you get into trouble, providing information or muscle to get things done. You owe them 2 Debts.
- You are helping someone keep a dangerous secret from powerful members of their Circle. They owe you a Debt.

YOUR SPELLS

CHOOSE THREE:

☐ TRACKING

Spend 1 hold to learn the location of a specific person. 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.).

☐ STUN

Spend 1 hold to target someone present in the scene with a blast of psychic energy that inflicts s-harm. You can instead spend 2 hold to target a small group or 3 hold to target a medium group.

☐ LINKING

Spend 1 hold to telepathically link up to two characters in your presence for a few hours, allowing them to communicate with each other—and with you—regardless of distance. You may spend additional hold—1 for 1—to add more characters to this network, even if the other members are not present.

☐ SHIELDING

Spend 1 hold to provide armor+1 to yourself or someone nearby, or spend 2 hold 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—mundane, supernatural, electronic, etc.—for a few moments.

☐ TELEPORT

Spend 1 hold to teleport yourself a short distance within a scene you're in.

☐ TRINKET

Spend 1 hold to produce a small, mundane object that perfectly fits your needs—a key for a single door, a bullet for a gun, etc.

YOUR SANCTUM

Choose and underline 4 resources 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's cursed by a previous owner, 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, it contains secrets unfamiliar even to you

When you go into your sanctum to work on something, the MC will tell you, "Sure, no problem, but..." and then 1 to 4 of the following:

- It's going to take you hours/days/weeks/months of work or recovery time
- First you'll have to summon/build/construct _____
- You'll require the services of _____ to complete it
- You require a rare and expensive ingredient or material
- It will only work for a short time, and may be unreliable
- It's going to mean exposing anyone nearby to serious fallout
- Your sanctum lacks _____; add this and you'll be able to complete it
- It will require a part of yourself or comparable sacrifice to complete
- You must journey to _____ in order to complete it

The MC can combine any set of requirements or offer two sets of costs to the same task. Once the requirements are completed, the work is completed. The MC will stat it up, reveal some info, or whatever is called for now that you've finished.

GEAR & NOTES

INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, decide if you care about them. If you do, you form a sympathetic connection; you can target each other with magics at any range and intuitively know if the other is in danger. If you don't, mark corruption.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you ignore a genuine plea for help from someone vulnerable, mark corruption.

■ THE DARK ARTS

You get +1 **SPIRIT** (max +4). Whenever you roll with **SPIRIT** and roll a 12+, mark corruption.

■ ELDRITCH BLAST

Mark corruption to turn to violence with **SPIRIT** instead of **BLOOD** using raw magical force (3-harm close or 2-harm close area).

■ UPON A PALE HORSE

Mark corruption and speak the secret name of a character in the scene to kill them; PCs cannot mark a scar to avoid this death.

■ BLACK MAGIC

Mark corruption to ignore a requirement set by the MC when using your sanctum.

THE WOLF

Primal, deadly, and awesome. Little in the world can match the werewolf's relentlessness or brute force. Those cursed by a bite or born into a bloodline carry a great fury within them. But fury, like all emotion, can be tempered and forged into something greater...

NAME

PRONOUNS

DEMEANOR

LOOK

STATS



BLOOD



HEART



MIND



SPIRIT

CIRCLES



MORTALIS



STATUS



NIGHT



STATUS



POWER



STATUS



WILD



STATUS

WOLF MOVES

YOU GET THIS ONE:

☒ COMES WITH THE TERRITORY

If you are actively patrolling your territory when time passes—or at the start of the game—roll with **BLOOD**. On a 10+, your territory is secure and trouble is at a minimum; take +1 ongoing when you *hit the streets* in your territory. On a 7-9, one of your troubles surfaces (your choice), along with an opportunity to address it. On a miss, or if you aren't attending to your territory, things go south and your troubles are fast and furious.

AND CHOOSE ONE MORE:

☐ ALPHA DOG

When you *persuade an NPC in your territory with threats or promises*, roll with **BLOOD** instead of **HEART**.

☐ 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.

☐ BLOODHOUND

When you *hunt someone down*, roll with **BLOOD**. On a hit, you know exactly where to find them and can follow their scent until you do. On a 10+, you find them alone or vulnerable; take +1 forward against them. On a miss, someone unpleasant finds you first.

☐ MARK OF THE BEAST

When you *mark a building with your signs or sigils*, roll with **SPIRIT**. On a hit, you lay claim to the location for the next few days. On a 10+, all 3. On a 7-9, pick 1. At any distance, you can:

- sense who is in the building at all times
- control the doors, locks, and windows
- conceal the building's location or true function

On a miss, your attempt to claim the building awakens a sleeping or passive threat you had not considered; the MC will tell you who you angered with your impulsive claim.

ADVANCEMENT

When you've marked all four Circles, erase the marks and advance.

MORTALIS



POWER

NIGHT

WILD

Available at the beginning of play:

- ☐ +1 Status (max+1)
- ☐ +1 Status (max+1)
- ☐ +1 Status (max+1)
- ☐ a new Wolf move
- ☐ a new Wolf move
- ☐ join or lead a wolf pack
- ☐ a move from another playbook
- ☐ change your Circle

After five advances, you may select:

- ☐ +1 any Circle (max+3)
- ☐ +1 any Circle (max+3)
- ☐ obtain Circle Status-2
- ☐ advance four basic moves
- ☐ erase a scar
- ☐ erase a scar
- ☐ retire your character to safety
- ☐ change to a new playbook

HARM

ARMOR

☐ FAINT

☐ SERIOUS

☐ CRITICAL

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

END MOVE

When you die, anyone in the scene you wish to protect escapes and reaches safety, no matter the odds.

LET IT OUT: TO ACTIVATE THESE ABILITIES

- heal 2-harm instantaneously, starting with critical harm
- perform a ferocious feat of lupine strength and speed
- transform from one form into the other without seeing the moon
- enhance your lupine senses to supernatural levels

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)

- androgynous, conforming, shifting, nonconforming
- Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____
- baggy clothing, dark clothing, dirty clothing, tactical clothing

DEMEANOR (PICK ONE)

aggressive, feral, restless, violent

STARTING CHARACTER STATS

(add 1 to one of these)

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

STARTING CIRCLES

(Add 1 to one of these)

Mortalis 0, Night 1, Power -1, Wild 1

STARTING STATUS

Mortalis 0, Night 1, Power 0, Wild 0

INTRO QUESTIONS

- When did you first experience the change?
- How long have you been in the city?
- What is the best part of your other form?
- Who is the most important person in your territory?
- What do you desperately need?

STARTING GEAR

A duffel bag with your personal belongings, a shitty cell phone.

Choose two practical weapons:

- ☐ Snubnosed revolver (2-harm close/near loud reload concealable)
- ☐ 9mm Beretta (2-harm near loud concealable)
- ☐ Butterfly knife (2-harm hand concealable)
- ☐ Machete (3-harm close messy)
- ☐ Baseball bat (2-harm close stun)

STARTING DEBTS

- Someone intervened on your behalf when you crossed a powerful figure from another Circle. You owe them a Debt.
- Someone hired you for a job and you fucked it up. Tell them why another obligation got in the way. You owe them a Debt.
- Someone lives in your territory, benefiting from your protection. They owe you a Debt.

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 you've owned for years (add blessing: +influence)
- ☐ People in your territory work hard to keep the streets safe (remove +crime)
- ☐ You are widely accepted as this place's protector (add blessing: +supported)
- ☐ Your territory includes open grounds for you to roam and hunt (add blessing: +sanctuary)
- ☐ 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)
- ☐ A Status-3 NPC 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)

GEAR & NOTES

THE TRANSFORMATION

By default, you can change into your wolf form—at will—in the sight of the moon: you gain natural weaponry (2-harm), 1-armor, and all of the qualities and weaknesses you choose below.

CHOOSE 3 QUALITIES:

- ☐ You are massive: gain armor+1 and harm +1
- ☐ You are savage: your harm is armor piercing (ap) and *messy*
- ☐ You are versatile: take +1 ongoing to *letting it out*
- ☐ You are swift: take +1 ongoing to *escaping*
- ☐ You are cunning: take +1 ongoing to *keeping your cool*
- ☐ You are steadfast: you fight like a small group against groups

CHOOSE 3 WEAKNESSES:

- ☐ Silver weapons ignore your armor and inflict harm+1
- ☐ Sometimes you lose control while transformed
- ☐ Sometimes you transform when you are stressed or angry
- ☐ The transformation is brief; you shift back at the end of a scene
- ☐ The transformation is violent and painful; suffer 1-harm (ap)
- ☐ The transformation draws the attention of supernatural creatures

INTIMACY

When you share a moment of intimacy—physical or emotional—with another person, you create a primal bond with them until time passes; you both always know where to find each other and when the other is in trouble.

CORRUPTION



- take +1 to any stat (max+3)
- take +1 to any stat (max+3)
- take a new corruption move
- take a new corruption move
- take a new corruption move from another playbook or your own
- retire your character; they may return as a Threat

TRIGGER: When you destroy a threat to your territory instead of driving it out, mark corruption.

■ ONE WITH THE BEAST

Mark corruption when you transform to select two additional qualities or remove two existing weaknesses from your Transformation. Mark a second corruption to do both.

■ FORCE OF NATURE

You get +1 **BLOOD** (max +4). Whenever you roll with **BLOOD** and roll a 12+, mark corruption.

■ STREET HOUND

Mark corruption to transform into a coyote or dog. While in this form, you can roll with **SPIRIT** instead of **MIND** to *figure someone out* or *mislead, distract, and trick* them.

■ FAMILIAR TERRITORY

Mark corruption to locate the source of the greatest danger to you or someone you select within your territory or city hub, even if the threat has concealed itself with magic or misdirection.