

GOON

Goons excel at breaking things, inflicting pain and chaos, and generally pushing other gobs around.

NAME: _____

PROFESSION: _____

VICE: _____

SQUIBS: _____ TABLE
KINGS: _____

CLINK: _____

STASH: _____

SCARS: _____

VIM & VIGOR
(□ □) □ □ □

THRALL
□ □ □ □ □
+1 +2 +3
SQUIBS AT START OF MISSION

(ASSIGN 3 MORE RANKS)
BASH ■ □ □ □ □
(FORCEFUL & DIRECT)

FIGURE □ □ □ □ □
(STUDY & THINK)

FINAGLE ■ □ □ □ □
(PHYSICAL TRICKERY)

SCRAM □ □ □ □ □
(AVOID, SNEAK, & HIDE)

TINKER □ □ □ □ □
(TOOLS & GIZMOS)

WHEELDE □ □ □ □ □
(VERBAL COERCION)

CORE ABILITY (PICK 1)

PERCUSSIVE PERSUASION: Spend a squib and shout, growl, glare, or bang on a nonliving object to make it perform a desired function when it shouldn't be able to.

You may also use this ability on a living object to motivate them beyond their breaking point. This causes an NPC to keep moving/working when they would otherwise collapse. It can also be used on a crewmate to have them ignore all scars and they will not fall unconscious due to injuries until the end of the scene.

STUBBORN AS A ROCK: You cannot be swayed from your current course of action. Intimidation or mind control will automatically fail against you, but you are not immune to lies or deceit. Spend a squib to gain a +1 bonus to resist physical damage and become immune to being knocked out for the rest of the scene.

VICIOUS ATTACK: (_____) You are a master of violence and an absolute terror with a specific type of weapon. Spend a squib when attacking with this weapon, to attack a target twice, every turn for the rest of the scene.

MILESTONES (GAIN 1 AFTER EVERY THIRD MISSION)

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CALLING PERKS (PICK 1 -OR- 1 GENERAL BELOW)

BOOMING VOICE: Spend a squib to make your voice unbearably loud for a single breath. Your words can cut through any other noise, travel through the entire borough, and even break through magical barriers. Your efforts to intimidate others when using this ability gain a +3 bonus.

BREAKDOWN: Spend a squib and touch a mechanical object to make it completely non-functional. This can be as subtle or dramatic as you wish, and the object in question must be manually repaired (without magic) for it to work properly again.

PISS AND VINEGAR: Gain +2 Vim & Vigor. These ranks automatically heal at the end of each session.

RUN LIKE THE WIND: You are fast. Very, very fast. If there is ever a question of who is faster, you are. Spend a squib to gain a +2 bonus for the rest of the scene on any test where your physical speed would be of considerable benefit.

UNNATURAL WEAPONRY (_____) : Spend a squib to summon forth claws, talons, spines, thorns, etc. that you can wield as a weapon or tool and gain +1 bonus to relevant tests (combat, intimidation, climbing, digging, etc.) for the rest of the scene.

UNSAVORY APPETITE: Spend a squib to eat literally anything so long as you can fit it in your mouth. You will suffer no ill effects from whatever you eat when this jinx is used. Anything you eat (at any time) is fully digested and will not come out again in a usable or even recognizable form.

GENERAL PERKS

MAGICAL TRINKET: (_____) You own an item that produces a single, minor, but useful, effect. No squib needed.

NOTORIETY: Everybody knows your name. Gain a +1 bonus in social situations relevant to your standing, including when trying to persuade, distract, or intimidate someone, or when trying to obtain goods and services on the cheap.

PROFITABLE: Gain +2 clink when you take this perk. Gain +2 clink (instead of 1) any time you sell "valuable goods" at the end of a mission. You also gain +1 clink at the start of each session, if you would otherwise begin without any.

SIGNATURE ITEM: (_____) You have one special item that just works better when it is in your hands. This gives you a +1 bonus to specific item-related actions when using it.

WELL CONNECTED: Each time you purchase this perk, you immediately gain two ranks in new or existing allies.

ALLIES (DEFINE 1)

■ ■ □ □ _____ (Name) _____ (Profession) _____ (Borough)

□ □ □ □ _____ (Name) _____ (Profession) _____ (Borough)

□ □ □ □ _____ (Name) _____ (Profession) _____ (Borough)

□ □ □ □ _____ (Name) _____ (Profession) _____ (Borough)

ENEMY

_____ (Name) _____ (Profession) _____ (Borough)

(+1 MENACE TO SCHEMING TESTS IN THEIR BOROUGH)

Grunt

Grunts do the hard and often repetitive manual labor, such as washing, mining, delivering pianos, filling out forms, building bridges, and toiling away for others.

NAME: _____

PROFESSION: _____

VICE: _____

SQUIBS: _____ TABLE
KINGS: _____

CLINK: _____

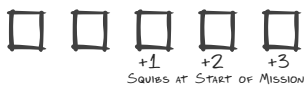
STASH: _____

SCARS: _____

VIM & VIGOR



THRALL



+1 +2 +3
SQUIBS AT START OF MISSION

CORE ABILITY (PICK 1)

- CLEANING UP:** Someone has to dust the wizard's study, scrub the witch's cauldron, and wash the undies after a magical duel. That someone is you. You can focus your senses, for free, to detect the stench of magic on people, places, or things. **Spend a squib** to permanently scrub away curses, illusions, or lingering magical effects with nothing more than soap and water.
- DEEP POCKETS:** You always seem to have something interesting or potentially useful on you. **Once per scene**, you can pull a generic, non-magical item from your pockets, hat, shoe, etc. It's not magical conjuring. You always carry extra stuff, you just forgot what you had until you finally needed it.
- STRONG LIKE OX:** Hard work never hurt anybody and you are able to work harder than most. Gain a **+1 bonus** to all tests involving physical or mental endurance. You may also **spend a squib** to lift and carry anything that is not welded, bolted, or literally nailed down, no matter how heavy it might be.

MILESTONES (GAIN 1 AFTER EVERY THIRD MISSION)

- _____
- _____
- _____
- _____

(ASSIGN 3 MORE RANKS)

BASH

(FORCEFUL & DIRECT)



FIGURE

(STUDY & THINK)



FINAGLE

(PHYSICAL TRICKERY)



SCRAM

(AVOID, SNEAK, & HIDE)



TINKER

(TOOLS & GIZMOS)



WHEELDE

(VERBAL COERCION)



CALLING PERKS (PICK 1 -OR- 1 GENERAL BELOW)

- ABUNDANCE:** **Spend a squib** to multiply any simple, material goods in order to provide enough for the entire crew to use in your current situation.
- COMFORT ZONE** (_____): Define one set of extreme environmental conditions that you are completely comfortable in (bitter cold and snow, fetid swamps, underwater, heat and flames, etc.). You suffer no ill effects in those conditions and gain a **+1 bonus** to your actions when operating within similar circumstances.
- HIDE IN PLAIN SIGHT:** **Spend a squib** to make yourself blend in with any situation where attendants, beggars, servants, or workers would likely be. This gives you a **+2 bonus** to hide, snoop, pass through, or explain your presence.
- RUMOR MONGER:** **Spend a squib** and clearly convey a rumor, secret, or other bit of information to a stranger. That message will spread to all corners of the city by the following morning. It can not be traced back to you, even through magical means. Even the original stranger you told it to will not be able to recall precisely where they read or heard the rumor.
- SET TO RIGHTS:** **Spend a squib** to return a room or small area (no bigger than 200 sq feet), and all of its current contents, to the previous state of exactly one hour earlier. This will not restore missing or stolen items, heal injuries, or bring anything back from the dead.
- TROWIE TUNE:** **Spend a squib** and sing or play a song to give a **+1 bonus** to everyone who hears the song and is engaged in a single particular task. You must keep singing or playing for the bonus to remain in effect.

GENERAL PERKS

- MAGICAL TRINKET:** (_____) You own an item that produces a single, minor, but useful, effect. No squib needed.
- NOTORIETY:** Everybody knows your name. Gain a **+1 bonus** in social situations relevant to your standing, including when trying to persuade, distract, or intimidate someone, or when trying to obtain goods and services on the cheap.
- PROFITABLE:** Gain **+2 clink** when you take this perk. Gain **+2 clink** (instead of 1) any time you sell "valuable goods" at the end of a mission. You also gain **+1 clink** at the start of each session, if you would otherwise begin without any.
- SIGNATURE ITEM:** (_____) You have one special item that just works better when it is in your hands. This gives you a **+1 bonus** to specific item-related actions when using it.
- WELL CONNECTED:** Each time you purchase this perk, you immediately gain two ranks in new or existing allies.

ALLIES (DEFINE 1)

■ ■ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)

ENEMY

(+1 MENACE TO SCHEMING TESTS IN THEIR BOROUGH)

KOOK

Kooks are the outsiders who see beyond the boundaries and reject society's expectations.

NAME: _____

PROFESSION: _____

VICE: _____

SQUIBS: _____ TABLE
KINGS: _____

CLINK: _____

STASH: _____

SCARS: _____

VIM & VIGOR

□ □ □ (□)

THRALL

□ □ □ □ □
+1 +2 +3
SQUIBS AT START OF MISSION

BASH (FORCEFUL & DIRECT) ■ □ □ □ □

FIGURE (STUDY & THINK) □ □ □ □ □

FINAGLE (PHYSICAL TRICKERY) □ □ □ □ □

SCRAM (AVOID, SNEAK, & HIDE) ■ □ □ □ □

TINKER (TOOLS & GIZMOS) □ □ □ □ □

WHEELDE (VERBAL COERCION) □ □ □ □ □

(ASSIGN 3 MORE RANKS)

CORE ABILITY (PICK 1)

- THE BEAST WITHIN:** You are the growling thing in the darkness: wild, untamed, and dangerous. Your **Vim & Vigor** is increased by 1 and you gain a **+1 bonus** to all tests made in untamed or unsavory places.
- SHAPESHIFT** (SPECIFY FORM): **Spend a squib** to assume the physical form of a single chosen animal, plant, monster, piece of furniture, etc. Changing forms takes a full round to accomplish, during which you are unable to move or defend yourself. Your clothes and small personal belongings may be absorbed and carried with you until you change back, or may be discarded and left behind at will.
- TWISTING FATE:** At the start of each session, draw a card, look at it, and set it aside as your Fate Card. In any scene you are in, you may replace any card in any test with your held aside Fate Card. **Spend a squib** to draw a new card to replace your existing Fate Card and discard the old one, or to get a new Fate Card after it has been used. (Kings held as a Fate card do NOT count as "on the table.")

MILESTONES (GAIN 1 AFTER EVERY THIRD MISSION)

- _____
- _____
- _____
- _____

CALLING PERKS (PICK 1 -OR- 1 GENERAL BELOW)

- ANIMAL COMMAND:** After making eye contact with or issuing your best sounding animal call to a creature within your line of sight, **spend a squib** and magically compel that animal to obey your spoken commands to the best of its ability for the rest of the scene.
- CURSE:** **Spend a squib** and spit on, pinch, or directly declare your ill intent to a person to twist fate against them. Anyone who tests against them, including resistance tests to their actions, gains a **+1 bonus** for the rest of the scene.
- EXTREME VISAGE:** (_____) Your physical form is unique enough to provide you with a special ability that most other goblins do not have. **+1 bonus** when applicable. (Gills that let you breathe underwater, eyes in the back of your head to see behind you, a detachable hand that can run off on its own to grab something, a mouth that grows to an enormous size, or a prehensile whatever.)
- FAMILIAR:** (_____) **Spend a squib** to summon your familiar and ask a question about a person, place, object, or event. The Weaver must give you a cryptic but truthful answer or clue.
- GLOW:** **Spend a squib** to cause your eyes, hands, or entire body to glow with a dim and eerie light. Gain a **+1 bonus** when trying to influence, frighten, distract, or intimidate others. You may fling these lights away from you, to serve as lingering illumination, or animate them as will-o-wisps to mislead your foes.
- ROT:** **Spend a squib** to cause any object to rapidly, yet naturally, decay from nothing more than your touch, terrible breath, or the expulsion of your bodily gasses. If your target is a living being you will cause it to sicken and take obvious physical damage. (Reduce target's Persistence by one level.)

GENERAL PERKS

- MAGICAL TRINKET:** (_____) You own an item that produces a single, minor, but useful, effect. No squib needed.
- NOTORIETY:** Everybody knows your name. Gain a **+1 bonus** in social situations relevant to your standing, including when trying to persuade, distract, or intimidate someone, or when trying to obtain goods and services on the cheap.
- PROFITABLE:** Gain **+2 clink** when you take this perk. Gain **+2 clink** (instead of 1) any time you sell "valuable goods" at the end of a mission. You also gain **+1 clink** at the start of each session, if you would otherwise begin without any.
- SIGNATURE ITEM:** (_____) You have one special item that just works better when it is in your hands. This gives you a **+1 bonus** to specific item-related actions when using it.
- WELL CONNECTED:** Each time you purchase this perk, you immediately gain two ranks in new or existing allies.

ALLIES (DEFINE 1)

■ ■ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)

ENEMY

(+1 MENACE TO SCHEMING TESTS IN THEIR BOROUGH)

Lurker

Lurkers go alone into the dark and forbidden places, seeking their fortunes or their escape.

SQUIBS: _____ TABLE
KINGS: _____

CLINK: _____

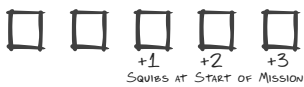
STASH: _____

SCARS: _____

VIM & VIGOR



THRALL



CORE ABILITY (PICK 1)

- FADE:** Spend a squib to fade into the background of your surroundings and become nearly invisible for the rest of the scene. This gives you **+2 bonus** to tests to hide or remain hidden and you may come out of hiding and duck back in at will.
- SILENT STEPS:** Spend a squib and for the rest of the scene your body is magically incapable of making any sounds at all. (You can end this at will.) This jinx will eliminate your footsteps, breathing, heartbeat, speaking, farting, crying, snoring, the creak of a door that you open, the noise of a splash as you jump into the water, etc. But it won't cover up sounds not made directly by you, such as a vase you knock over, a wagon you are in, or the scream from someone you stab.
- TIGHT SQUEEZE:** Spend a squib to squeeze your entire body through any opening that you could normally fit your foot through. You can lurk in places too small for your whole body, but once any part of you slips out, the rest will follow.

MILESTONES (GAIN 1 AFTER EVERY THIRD MISSION)

- _____
- _____
- _____
- _____

NAME: _____

PROFESSION: _____

VICE: _____

(ASSIGN 3 MORE RANKS)

BASH

(FORCEFUL & DIRECT)



FIGURE

(STUDY & THINK)



FINAGLE

(PHYSICAL TRICKERY)



SCRAM

(AVOID, SNEAK, & HIDE)



TINKER

(TOOLS & GIZMOS)



WHEELDE

(VERBAL COERCION)



CALLING PERKS (PICK 1 -OR- 1 GENERAL BELOW)

- FINDING:** Spend a squib and concentrate on an item, person, or substance that you know exists to suss out how far away they are and in what direction. You can be as specific or general as you want (Frank the 'otdog vendor, my missing pencil, the nearest pocket watch, a damsel in distress) but you will not learn anything about obstacles or detours that may lie in the way.
- GLOOM OF NIGHT:** You can see perfectly in the dark and gain a **+1 bonus** to all actions taken in dark or shadowy conditions. No squib required.
- KEEN HEARING:** Spend a squib to focus your ears as your dominant sense for a scene. Once activated you can pick out individual voices in a crowd, determine the direction of a faint buzzing noise, or even hear a whisper from across a quiet alleyway.
- SPEAK WITH VERMIN:** Spend a squib and for the rest of the scene, you can communicate fluently with a single type of creature that lives in the dark places you frequent, such as cockroaches, slime molds, rats, worms, ghosts, or even feral pixies. You may change targets each time you use this jinx.
- UNLOCK:** Spend a squib to unlock any one sealed door, box, passage, gate, etc. with a touch. It does not automatically lock behind you, but remains open until it is closed and locked again by external means.
- WHISPERS ON THE WIND:** Spend a squib to tap, whistle, or whisper a short message (no more than 13 words) to someone you know, at any distance. This message cannot be intercepted or spied upon. The next time they are in a quiet environment, the target will receive and understand the message.

GENERAL PERKS

- MAGICAL TRINKET:** (_____) You own an item that produces a single, minor, but useful, effect. No squib needed.
- NOTORIETY:** Everybody knows your name. Gain a **+1 bonus** in social situations relevant to your standing, including when trying to persuade, distract, or intimidate someone, or when trying to obtain goods and services on the cheap.
- PROFITABLE:** Gain **+2 clink** when you take this perk. Gain **+2 clink** (instead of 1) any time you sell "valuable goods" at the end of a mission. You also gain **+1 clink** at the start of each session, if you would otherwise begin without any.
- SIGNATURE ITEM:** (_____) You have one special item that just works better when it is in your hands. This gives you a **+1 bonus** to specific item-related actions when using it.
- WELL CONNECTED:** Each time you purchase this perk, you immediately gain two ranks in new or existing allies.

ALLIES (DEFINE 1)

■ ■ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)

ENEMY

_____ (Name) _____ (Profession) _____ (Borough)

(+1 MENACE TO SCHEMING TESTS IN THEIR BOROUGH)

Smartypanks

Smartypanks are the learned goblins who favor crazy contraptions, arcane theories, and other intellectual pursuits.

NAME: _____

PROFESSION: _____

VICE: _____

SQUIBS: _____ TABLE
KINGS: _____

CLINK: _____

STASH: _____

SCARS: _____

VIM & VIGOR
□ □ □

THRALL
□ □ □ □ □
+1 +2 +3
SQUIBS AT START OF MISSION

(ASSIGN 3 MORE RANKS)
BASH □ □ □ □
(FORCEFUL & DIRECT)

FIGURE ■ □ □ □
(STUDY & THINK)

FINAGLE □ □ □ □
(PHYSICAL TRICKERY)

SCRAM □ □ □ □
(AVOID, SNEAK, & HIDE)

TINKER □ □ □ □
(TOOLS & GIZMOS)

WHEELDE ■ □ □ □
(VERBAL COERCION)

CORE ABILITY (PICK 1)

ALCHEMY: At the start of each mission, you may note a single-use potion, unguent, glue, oil, or salve that you (or anyone you give it to) can use during this adventure. (Healing salve, oil of extreme slipperiness, vomit-inducing poison, unbreakable glue, salve that explodes in flames when exposed to air, corrosive acid, etc.)

If you have the **Laboratory/Workshop** clubhouse perk, you can return to your clubhouse during a mission (as a scheming move) to refill or change your potion.

BITING WORDS: Sticks and stones may break your bones but words will never hurt you? Think again. Words can be some of the most painful weapons ever wielded. **Spend a squib** to attack with your words at a **+1 bonus** for the rest of the scene. Such attacks are actually capable of inflicting physical damage to living things.

SPECTACULAR SPECULATION: Spend a **squib** to ask the Weaver 3 "yes or no" questions about your current scene, situation, or target. They must answer two of your questions truthfully and will not answer the third.

MILESTONES (GAIN 1 AFTER EVERY THIRD MISSION)

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☒☒☐ _____

☒☒☐ _____

CALLING PERKS (PICK 1 -OR- 1 GENERAL BELOW)

DEVOTED MINION (_____): You have a loyal minion that can make independent tests, with its profession (_____) & path (_____ ■■).

EGGHEAD: **Spend a squib** and an entire scheming scene to create a new tech-gizmo, arcane formula, or relevant theory to aid the crew on the current mission. This creation provides a **+2 bonus** to anyone actively using it in a test.

Whenever the creation is used, you must draw 5 cards. If at least two matching Face Cards are revealed this way, the creation backfires and is destroyed.

ESOTERIC EXPERTISE: (_____) You have picked up a specific skill or bit of practical knowledge unrelated to your general profession that gives you a **+1 bonus** in the situations where it applies.

MY HANDS ARE TIED: **Spend a squib**, touch your target, and whisper something that sounds like official sympathy ("I wish there was more we could do," or "Just think of what would happen if we broke the rules for everyone?").

Until the next sunrise, your target will be unable to succeed at one named goal (chasing you, leaving the building, finding proof of your crime, etc.) as random, absurd, or seemingly innocent obstacles keep popping up to stop them.

POLYGLOT: **Spend a squib** to get a general idea about the meaning of any written text or overheard speech, no matter how complicated it is or what language is used. (Can also be used to speed read text you could read fully, if you had the time.)

PSYCHO-ANALYZE: Spend a scheming scene in conversation with one of your crewmates. Heal all damage to their **Vim & Vigor** and give them a one-time **+3 bonus** to any test during the current mission, to use when they see fit.

GENERAL PERKS

MAGICAL TRINKET: (_____) You own an item that produces a single, minor, but useful, effect. No squib needed.

NOTORIETY: Everybody knows your name. Gain a **+1 bonus** in social situations relevant to your standing, including when trying to persuade, distract, or intimidate someone, or when trying to obtain goods and services on the cheap.

PROFITABLE: Gain **+2 clink** when you take this perk. Gain **+2 clink** (instead of 1) any time you sell "valuable goods" at the end of a mission. You also gain **+1 clink** at the start of each session, if you would otherwise begin without any.

SIGNATURE ITEM: (_____) You have one special item that just works better when it is in your hands. This gives you a **+1 bonus** to specific item-related actions when using it.

WELL CONNECTED: Each time you purchase this perk, you immediately gain two ranks in new or existing allies.

ALLIES (DEFINE 1)

■■□□ _____ (Name) _____ (Profession) _____ (Borough)

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□□□□ _____ (Name) _____ (Profession) _____ (Borough)

ENEMY

_____ (Name) _____ (Profession) _____ (Borough)

(+1 MENACE TO SCHEMING TESTS IN THEIR BOROUGH)

Swindler

Some may say a Swindler doesn't work at all, but ill-gotten gains take skill, luck, and a lot of effort. There is a reason they call it a hustle!

NAME: _____

PROFESSION: _____

VICE: _____

SQUIBS: _____ TABLE
KINGS: _____

CLINK: _____

STASH: _____

SCARS: _____

VIM & VIGOR



THRALL



+1 +2 +3
SQUIBS AT START OF MISSION

CORE ABILITY (PICK 1)

- CROSS MY HEART:** Spend a **squib** to tell a verbal falsehood that will be believed as absolute truth by a single target. However, if the target acquires proof that you have deceived them before the next sunrise, you suffer a literal heart attack resisted by your Wheelde path. If you fail, immediately take 2 points of damage.
- PERFECT DISGUISE:** With a bit of paint, a change of clothes, and a few uninterrupted minutes of time (a scheming scene or 2 rounds of action), you may spend a **squib** to make someone (including yourself) look and sound like anything else of similar size. This is a perfect illusion but conveys no special abilities or secret knowledge.
- STICKY FINGERS:** Spend a **squib** to steal a physical feature from a target such as their eye color, a dog's bark, the words from a book, a child's actual nose, etc.

You must have a connection/exchange with your target (a conversation, eye contact, touch, etc.) and are not able to steal emotions or memories. You can use the stolen aspect as your own, until you release it or it is automatically restored at the next sunrise.

MILESTONES (GAIN 1 AFTER EVERY THIRD MISSION)

- _____
- _____
- _____
- _____

BASH

(FORCEFUL & DIRECT)



FIGURE

(STUDY & THINK)



FINAGLE

(PHYSICAL TRICKERY)



SCRAM

(AVOID, SNEAK, & HIPE)



TINKER

(TOOLS & GIZMOS)



WHEELDE

(VERBAL COERCION)



CALLING PERKS (PICK 1 -OR- 1 GENERAL BELOW)

- DIN OF DECEIT:** Spend a **squib** to instantly suss out lies or deceptions from a single target. You won't actually know the truth of the matter, but you know without a doubt if someone is actively lying to you, hiding something, or not telling the entire story.
This jinx will not work on written material or when pondering past interactions.
- I KNOW A GOB:** Spend a **squib** to "recall" a previous acquaintance that owes you a favor. This person acts as a one-use, **rank 3 ally**.
- MISPLACE:** Spend a **squib** to make a single object vanish and reappear in a hidden spot of your choice. You must know where the object is to begin with, it must be small enough that you could move it, and it has to be movable. The hiding place you choose must be known to you and in the same general vicinity.
- MOTLEY CREW:** You have a gang of up to five flunkies who owe you their livelihood. They can handle simple tasks that do not require independent decision making (keeping a lookout, gathering supplies, cleaning your clubhouse, etc.).
Motley Crews are NOT usually accessible in the middle of a surprising situation. You have to take the time to contact, instruct, and mobilize them towards a task.
- PUT IT ON MY TAB:** Once per scene, spend a **squib** to gain any expensive item, service, or lodging, or pay a ransom or bribe without worrying about the cost or offering something in trade. No clink is spent. No bribery test needed.
- SLIPPERY:** Spend a **squib** to gain a **+2 bonus** to any efforts to shrug off bondage, avoid being grabbed, or escape imprisonment for the rest of the scene.

GENERAL PERKS

- MAGICAL TRINKET:** (_____) You own an item that produces a single, minor, but useful, effect. No squib needed.
- NOTORIETY:** Everybody knows your name. Gain a **+1 bonus** in social situations relevant to your standing, including when trying to persuade, distract, or intimidate someone, or when trying to obtain goods and services on the cheap.
- PROFITABLE:** Gain **+2 clink** when you take this perk. Gain **+2 clink** (instead of 1) any time you sell "valuable goods" at the end of a mission. You also gain **+1 clink** at the start of each session, if you would otherwise begin without any.
- SIGNATURE ITEM:** (_____) You have one special item that just works better when it is in your hands. This gives you a **+1 bonus** to specific item-related actions when using it.
- WELL CONNECTED:** Each time you purchase this perk, you immediately gain two ranks in new or existing allies.

ALLIES (DEFINE 1)

■ ■ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
ENEMY	_____	_____	_____
	(Name)	(Profession)	(Borough)

(+1 MENACE TO SCHEMING TESTS IN THEIR BOROUGH)

TROLL

NAME: _____

PROFESSION: _____

VICE: _____

Trolls are big, dumb, and dangerous, especially among their own kind. All trolls possess large noses, huge mouths, and an insatiable appetite for... something.

SQUIBS: _____ TABLE
KINGS: _____

CLINK: _____

STASH: _____

SCARS: _____

VIM & VIGOR
□ □ □ □ □

THRALL
□ □ □ □ □
+1 +2 +3
SQUIBS AT START OF MISSION

CORE ABILITY (PICK 1)

BIG, DUMB BRUTE: You are enormous (between 9 and 12 feet tall), and your skull is equivalent to really thick stone. Neither your Figure or Wheedle paths can ever be higher than a rank of one.

You gain a **+1 bonus** to any actions where your size or your rocky skull would give you an advantage.

SMARTER THAN THE AVERAGE TROLL: You are considered a runt among trolls (6 or 7 feet tall), and you had to learn to think fast to survive among your bigger brethren. You may never have more than three ranks in Bash.

You gain a **+1 bonus** to any of your actions where your cruel and cunning intelligence would give you an advantage.

(Trolls may never gain their other core ability, even as a milestone advancement.)

MILESTONES (GAIN 1 AFTER EVERY THIRD MISSION)

☒☒☐ _____

☒☒☐ _____

☒☒☐ _____

☒☒☐ _____

BASH

(FORCEFUL & DIRECT)

(ASSIGN 3 MORE RANKS)
■ ■ □ □

FIGURE

(STUDY & THINK)

FINAGLE

(PHYSICAL TRICKERY)

□ □ □ □ □

SCRAM

(AVOID, SNEAK, & HIDE)

□ □ □ □ □

TINKER

(TOOLS & GIZMOS)

□ □ □ □ □

WHEELDE

(VERBAL COERCION)

□ □ □ □ □

CALLING PERKS (PICK 1 -OR- 1 GENERAL BELOW)

BOTTOMLESS PIT: Spend a squib and swallow anything that fits inside your mouth. (Trolls have pretty big mouths.) You may hold up to three items (or one goblin-sized creature) in your belly, for one full day, undigested and accessible for retrieval.

HIDE LIKE HILL: Spend a squib to assume the physical form of a boulder, standing stone, or hill. While in this form, you are immobile and immune to damage, but you can hear and smell things going on around you. If you are in sunlight, you must spend a squib (or wait for night) to escape from this form.

THE NOSE KNOWS: Spend a squib to track a target's scent, for the rest of the scene, across any distance. You must know what your target smells like (or be able to pick up the scent from another object or location). If your target hides under overwhelming scents (like an unwashed crowd or a pile of onions) you will know it is near but will not be able to pinpoint its exact location.

REGENERATION: At the end of any scene, you may reduce the injuries to your **Vim & Vigor** by 1 point. (You still take a scar if knocked out during a scene.)

ROCKY TALKY: Spend a squib to be able to communicate with nearby rocks or stone for the rest of the scene. You must grunt, or otherwise verbalize, your questions, but the rocks will answer in a voice only you can hear. Rocks do not "see" what goes on around them, but can hear and feel touch/vibrations. They will know if someone walked past or sat on them (but not what they were wearing) and can relate anything that was said in their presence.

STRANGE GROWTHS: Spend a squib to pluck a useful living growth or parasite off your body. (It can be something spicy, nourishing, greasy, hallucinogenic, glowing, gross, smelly, acidic, can scamper away, etc.)

GENERAL PERKS

MAGICAL TRINKET: (_____) You own an item that produces a single, minor, but useful, effect. No squib needed.

NOTORIETY: Everybody knows your name. Gain a **+1 bonus** in social situations relevant to your standing, including when trying to persuade, distract, or intimidate someone, or when trying to obtain goods and services on the cheap.

PROFITABLE: Gain **+2 clink** when you take this perk. Gain **+2 clink** (instead of 1) any time you sell "valuable goods" at the end of a mission. You also gain **+1 clink** at the start of each session, if you would otherwise begin without any.

SIGNATURE ITEM: (_____) You have one special item that just works better when it is in your hands. This gives you a **+1 bonus** to specific item-related actions when using it.

WELL CONNECTED: Each time you purchase this perk, you immediately gain two ranks in new or existing allies.

ALLIES (DEFINE 1)

■ ■ □ □ _____ (Name) _____ (Profession) _____ (Borough)

□ □ □ □ _____ (Name) _____ (Profession) _____ (Borough)

□ □ □ □ _____ (Name) _____ (Profession) _____ (Borough)

□ □ □ □ _____ (Name) _____ (Profession) _____ (Borough)

ENEMY

_____ (Name) _____ (Profession) _____ (Borough)

(+1 MENACE TO SCHEMING TESTS IN THEIR BOROUGH)

Twiddler

Twiddlers are exceptionally skilled at working with their hands. But instead of doing manual labor, they focus on the artistic details and the fiddly bits.

NAME: _____

PROFESSION: _____

VICE: _____

SQUIBS: _____ TABLE
KINGS: _____

CLINK: _____

STASH: _____

SCARS: _____

VIM & VIGOR
□ □ □

THRALL
□ □ □ □ □
+1 +2 +3
SQUIBS AT START OF MISSION

(ASSIGN 3 MORE RANKS)
BASH □ □ □ □
(FORCEFUL & DIRECT)

FIGURE ■ □ □ □
(STUDY & THINK)

FINAGLE □ □ □ □
(PHYSICAL TRICKERY)

SCRAM □ □ □ □
(AVOID, SNEAK, & HIDE)

TINKER ■ □ □ □
(TOOLS & GIZMOS)

WHEELDE □ □ □ □
(VERBAL COERCION)

CORE ABILITY (PICK 1)

HOMUNCULI: Given a specific supply of spare parts (cloth, mud, gears and cogs, dead animals, garbage, etc), you may spend a few minutes (either a scheming move or 2 rounds of confrontation action) and a **squib** to create an independent automaton capable of performing a single specific command or task until it is destroyed.

If you have the **Laboratory/Workshop** clubhouse perk, you can return to your clubhouse during a mission (a scheming move) and change the task your homunculus is programmed to do.

SPIT-SHINE: Spend a squib, and a few moments of polishing (one round of action), to turn a single fake item into a generic version of the real thing.

THIS TO THAT: Define a substance (_____). Spend a squib to turn a small amount of any non-living, non-magical material (about an armful) into an equivalent amount of your chosen substance.

MILESTONES (GAIN 1 AFTER EVERY THIRD MISSION)

- _____
- _____
- _____
- _____

CALLING PERKS (PICK 1 -OR- 1 GENERAL BELOW)

BINDING/MENDING: Spend a squib to instantly bind two non-living objects together with a touch, or repair small cracks, rips, or tears in an object. All repairs or bindings made with this jinx will hold until physically broken again.

FENG SHUI: Spend a squib to instantly recognize what is out of place about any situation you are currently in. You could notice a forgery or counterfeit, an uninvited guest, a paper slightly askew from being recently read. You don't know WHY the item is out of place, just that it does not fit.

MAKER'S MARK: Spend a squib to instantly locate any item that you have ever created. You will mentally know exactly where that item is, but not necessarily how to get to it.

MESMERIZING GIFT: Spend a squib to instantly enchant an item that you have created. Any background or minor NPCs who eat/wear/activate it will be entirely under your sway for the rest of the scene. Against major NPCs, you will receive a **+2 bonus** to sway, command, or distract them.

SPARK: Spend a squib to summon a spark from your fingertips and direct it at any target within your sight. The spark will ignite flammable materials, short circuit electronic or magical devices, or provide a momentary flash of illumination which grants a **+2 bonus** on a single test to attack, distract, intimidate, or escape from an antagonist.

THE RIGHT TOOL FOR THE JOB: At the start of a mission, you may define a special tool that gives you a **+1 bonus** to a particular task (lockpicking, sneaking, smashing, etc.). No squib or scheming scene is required. The tool will not break on a King, but is worn out and useless after the current mission.

GENERAL PERKS

MAGICAL TRINKET: (_____) You own an item that produces a single, minor, but useful, effect. No squib needed.

NOTORIETY: Everybody knows your name. Gain a **+1 bonus** in social situations relevant to your standing, including when trying to persuade, distract, or intimidate someone, or when trying to obtain goods and services on the cheap.

PROFITABLE: Gain **+2 clink** when you take this perk. Gain **+2 clink** (instead of 1) any time you sell "valuable goods" at the end of a mission. You also gain **+1 clink** at the start of each session, if you would otherwise begin without any.

SIGNATURE ITEM: (_____) You have one special item that just works better when it is in your hands. This gives you a **+1 bonus** to specific-item related actions when using it.

WELL CONNECTED: Each time you purchase this perk, you immediately gain two ranks in new or existing allies.

ALLIES (DEFINE 1)

■ ■ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)

ENEMY

_____ (Name) _____ (Profession) _____ (Borough)

(+1 MENACE TO SCHEMING TESTS IN THEIR BOROUGH)

Urchin

Urchins are not goblins... at least not yet. Kidnapped by Titania but eventually freed, it takes all their wits and wiles to survive on the streets.

NAME: _____

PROFESSION: None. Urchins never get a profession bonus.

(VICE): _____
(ONLY IF THE GOBLIN VICE PERK IS TAKEN)


SQUIBS: _____ TABLE
KINGS: _____

CLINK: _____

STASH: _____

SCARS: _____

MORTAL COIL

□ □ □ □ □ 

NEW SCAR

THRALL

□ □ □ □ □

+1 +2 +3
SQUIBS AT START OF MISSION

(ASSIGN 3 MORE RANKS)

BASH □ □ □ □ □
(FORCEFUL & DIRECT)

FIGURE □ □ □ □ □
(STUDY & THINK)

FINAGLE □ □ □ □ □
(PHYSICAL TRICKERY)

SCRAM □ ■ ■ □ □
(AVOID, SNEAK, & HIDE)

TINKER □ □ □ □ □
(TOOLS & GIZMOS)

WHEELDE □ □ □ □ □
(VERBAL COERCION)

CORE ABILITY: SKULDING

Urchins are keyed in to the power that old stories possess and you can use this connection to your advantage. Whenever you notice that current circumstances are similar to a classic tale, you may embody an established role in that story and take on both the positive and negative traits of that persona. (Jack, Alice, Woodsman, Big Bad Wolf, Seventh Son, Wicked Stepmother, etc.)

Spend a squib to gain a +1 bonus to all actions and resistances where the embodied role would reasonably aid you, for the rest of the scene.

However, you should also endeavor to portray the faults of the role you have donned (have to climb everything, too brave to run away, too curious, unable to lie, scared of rats, etc.).

If you do NOT embrace the negatives of the role when given the opportunity, the magic fades and may not be activated again during your current scene. The Weaver has the final say on when this should happen.

MILESTONES (GAIN 1 AFTER EVERY THIRD MISSION)

- ☒☒☒ _____
- ☒☒☒ _____
- ☒☒☒ _____
- ☒☒☒ _____

CALLING PERKS (PICK 1 -OR- 1 GENERAL BELOW)

- EXPENDABLE: Mortals are squishy and prone to breaking. But when one breaks, there is always another one ready to fill the gap. If your character dies, immediately clear your **Mortal Coil** and **Thrall** back to zero, remove any scars you have gained, and join the next scene as a "new" Urchin.
- GOBLIN VICE: Gain a **vice** that you may indulge in to heal, just like a goblin.
- MY ONLY FRIEND (_____): You possess a small, semi-intelligent pet that has been with you through thick and thin. You have trained them to do simple tricks like fetching, being a lookout, juggling, or ankle-biting (+1 **bonus** to your applicable tests).
- NEVER AGAIN: Your time with the Fair Folk, and your ultimate escape, has given you a natural awareness of Thrall and a slew of interesting expletives you can use to shake it off. **Once per scene**, you may audibly curse Titania's name to remove a single point of Thrall from yourself or a crewmate.
- UNDERGROUND NETWORK: Spend a squib to tap into the network of other urchins scattered across the city to whisk you away from trouble, create an obstacle to anyone chasing you, or make public evidence of your actions disappear. You must succeed on a **rank 4 ally test** for the efforts to be effective, but you do **not** need to use a scheming scene to activate their help.
- WORD ON THE STREET: **Once per mission**, you may spend a squib and make up two rumors you heard about a particular person, place, object, etc. and tell them to your crew-mates. The Weaver will decide, without telling you, which one is true and which one is false.

GENERAL PERKS

- MAGICAL TRINKET: (_____) You own an item that produces a single, minor, but useful, effect. No squib needed.
- NOTORIETY: Everybody knows your name. Gain a +1 **bonus** in social situations relevant to your standing, including when trying to persuade, distract, or intimidate someone, or when trying to obtain goods and services on the cheap.
- PROFITABLE: Gain +2 **clink** when you take this perk. Gain +2 **clink** (instead of 1) any time you sell "valuable goods" at the end of a mission. You also gain +1 **clink** at the start of each session, if you would otherwise begin without any.
- SIGNATURE ITEM: (_____) You have one special item that just works better when it is in your hands. This gives you a +1 **bonus** to specific item-related actions when using it.
- WELL CONNECTED: Each time you purchase this perk, you immediately gain two ranks in new or existing allies.

ALLIES (DEFINE 1)

■ ■ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)
□ □ □ □	_____	_____	_____
	(Name)	(Profession)	(Borough)

ENEMY

(+1 MENACE TO SCHEMING TESTS IN THEIR BOROUGH)

Testing your Fate

1. The **Weaver** draws cards equal to a test's **Menace**.
—The Weaver plays down their best 3-card hand.
 2. Player **chooses** to test or **fail first** (gain 1 squib)
 3. Player draws cards equal to **Path** + (profession) + (bonuses) - (scars)
—The player may spend squibs to draw extra cards (1 for 1)
—The player plays their best 3-card hand (or all cards if ≤ 3)
 4. Compare hands to determine the winner.
 5. Resolve all **Face Cards** played in the player's final hand
-

Hand Ranks (lowest to highest)

- **High Card:** None of your cards have the same number, so use the value of the highest numbered card. (Remember that Aces are equal to one, and Face Cards have no value.)
- **Two-of-a-Kind:** Two cards have the same number.
- **Three-of-a-Kind:** All three cards have the same number.

On a Big Damn Success (highest Three-of-a-Kind):

- Do even better than you had hoped for.
 - Eliminate any remaining persistence on an obstacle.
 - Gain 1 squib.
-

Face Card Effects

- Queen** → mark a point of Thrall
Jack → mark damage to Vim & Vigor
King → complications occur (Keep on the table)
Joker → Wild Card! (counts as any #)

Spend a Squib

Power an ability -or- draw +1 card

Spend a Clink

Pay for goods -or- +1 **bonus** to a test (bribe)

Action Effects in Conflict

- **Damage:** Reduces an enemy's Persistence
 - **Impede:** Prevents enemy from taking action.
 - **Avoid:** Avoids becoming a target this round.
 - **Prepare:** Gains a +1 **bonus** to next action or resistance
-

To Recover from Injuries

- 1) Spend two full actions indulging in your **vice**.
 - 2) Heal all damage to your **Vim & Vigor**.
 - 3) Draw a number of cards equal to damage healed.
 - 4) Apply Face Card effects.
-

Standard Scheming Moves

- **Gather Intel**
- **Create/Acquire Special Tools or Equipment**
- **Prepare a Trap**
- **Meet with an Ally** (Test as normal, but use Ally rank + bonuses)
- **Gather the Team & Go** (Sacrifice your move to push the game forward. No more scheming after this round. You gain 1 squib.)

- Improve the crew's influence in a borough
- Improve your clubhouse
- Lower your Thrall