

CHARACTER CREATION

1 Choose a playbook. Your playbook represents your character's reputation in the underworld, their special abilities, and how they advance.

2 Choose a heritage. Detail your choice with a note about your family life. *For example, Skovlan: Ore miners, now war refugees in Duskwall.*

3 Choose a background. Detail your choice with your specific history. *For example, Labor: Leviathan hunter, mutineer.*

4 Assign four action dots. No action may begin with a rating higher than 2 during character creation. *(After creation, action ratings may advance up to 3. When you unlock the Mastery advance for your crew, you can advance actions up to rating 4.)*

5 Choose a special ability. They're in the gray column in the middle of the character sheet. If you can't decide, choose the first ability on the list. It's placed there as a good first option.

6 Choose a close friend and a rival. Mark the one who is a close friend, long-time ally, family relation, or lover (the upward-pointing triangle). Mark one who is a rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

7 Choose your vice. Pick your preferred type of vice, detail it with a short description and indicate the name and location of your vice purveyor.

8 Record your name, alias, and look. Choose a name, an alias (if you use one), and jot down a few words to describe your look. Examples are provided on the preceding page.

LOADOUT

You have access to all of the **items** on your character sheet. For each operation, decide what your character's **load** will be. During the operation, you may say that your character has an item on hand by checking the box for the item you want to use—up to a number of items equal to your chosen load. Your load also determines your movement speed and conspicuousness:

- ◆ **1-3 LOAD: Light.** *You're faster, less conspicuous; you blend in with citizens.*
- ◆ **4/5 LOAD: Normal.** *You look like a scoundrel, ready for trouble.*
- ◆ **6 LOAD: Heavy.** *You're slower. You look like an operative on a mission.*
- ◆ **7-9 LOAD: Encumbered.** *You're overburdened and can't do anything except move very slowly.*

Some special abilities (like the Cutter's **MULE** ability or a Demon's incredible strength) increase the load limits.

Some items count as two items for load (they have two connected boxes). *Items in italics don't count toward your load.*

You don't need to select specific items now. Review your personal items and the standard item descriptions on page 88.

VICES

- **FAITH:** You're dedicated to an unseen power, forgotten god, ancestor, etc.
- **GAMBLING:** You crave games of chance, betting on sporting events, etc.
- **LUXURY:** Expensive and/or ostentatious displays of opulence.
- **OBLIGATION:** You're devoted to a family, a cause, a charity, etc.
- **PLEASURE:** Gratification from lovers, food, drink, drugs, art, theater, etc.
- **STUPOR:** You seek oblivion in the abuse of drugs, drink to excess, getting beaten to a pulp in the fighting pits, etc.
- **WEIRD:** You experiment with strange essences, consort with rogue spirits, observe bizarre rituals or taboos, etc.

NAMES

Adric, Aldo, Amosen, Andrel, Arden, Arlyn, Arquo, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crawl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grine, Helles, Hix, Holtz, Kamelin, Kelyr, Kobb, Kristov, Laudius, Lauria, Lenia, Lizete, Lorette, Lucella, Lynthia, Mara, Milos, Morlan, Myre, Narcus, Naria, Noggs, Odrienne, Orlan, Phin, Polonia, Quess, Remira, Ring, Roethe, Seseareth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timoth, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira.

LOOKS

Man, Woman, Ambiguous, Concealed.

Affable, Athletic, Bony, Bright, Brooding, Calm, Chiseled, Cold, Dark, Delicate, Fair, Fierce, Grimy, Handsome, Huge, Hunched, Languid, Lovely, Open, Plump, Rough, Sad, Scarred, Slim, Soft, Squat, Stern, Stout, Striking, Twitchy, Weathered, Wiry, Worn.

<i>Collared Shirt</i>	<i>Heavy Jacket</i>	<i>Knit Sweater</i>	<i>Rags & Tatters</i>	<i>Slim Jacket</i>	<i>Tricorn Hat</i>
<i>Eel-skin Bodysuit</i>	<i>Hide & Furs</i>	<i>Leathers</i>	<i>Rough Tunic</i>	<i>Soft Boots</i>	<i>Vest or Waistcoat</i>
<i>Fitted Dress</i>	<i>Hood & Veil</i>	<i>Long Coat</i>	<i>Scavenged Uniform Suit & Tie</i>		<i>Waxed Coat</i>
<i>Fitted Leggings</i>	<i>Hooded Cape</i>	<i>Long Scarf</i>	<i>Sharp Trousers</i>	<i>Suspenders</i>	<i>Wide Belt</i>
<i>Half-Cape</i>	<i>Hooded Coat</i>	<i>Loose Silks</i>	<i>Short Cloak</i>	<i>Tall Boots</i>	<i>Work Boots</i>
<i>Heavy Cloak</i>	<i>Knit Cap</i>	<i>Mask & Robes</i>	<i>Skirt & Blouse</i>	<i>Thick Greatcoat</i>	<i>Work Trousers</i>