

GM REFERENCE

GM GOALS

Play to find out what happens.
Bring Doskvol to Life.
Convey the world honestly.

GM PRINCIPLES

Be a fan of the PCs.
Let everything flow from the fiction.
Hold on lightly.
Address the characters.
Address the players.
Paint the world w/ a haunted brush.
Surround them w/ industrial sprawl.
Consider the risk.

GM ACTIONS

When things are getting started:

- ◆ **What's your goal?**
- ◆ **What plan did you make?** (and what's the detail?)

And when things are underway:

- ◆ **How do you do that?** (which action do you use?)
- ◆ **What's your goal?** (what's the effect?)

Cut to the moment of crisis.
Telegraph trouble before it strikes.
Tell them the consequences and ask.
Offer a devil's bargain.

Make a progress clock or tick one.
Ask the players.
Actions ripple through the network.
Think off-screen.

What do you do?

NAMES: Adric, Aldo, Amison, Andrel, Arcy, Arden, Arilyn, Arquo, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Canter, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crowl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grell, 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, Seseereth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timothy, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira.

FAMILY NAMES: Arran, Athanoch, Basran, Boden, Booker. Ankhayat, Bowmore, Breakiron, Brogan, Clelland, Clermont, Coleburn, Comber, Daava, Dalmore, Danfield, Dunvil, Edrad, Farros, Grine, Haig, Helker, Helles, Hellyers, Jayan, Jeduin, Kardera, Karstas, Keel, Kessarín, Kinclath, Lomond, Maroden, Michter, Morríston, Penderyn, Prichard, Rowan, Salkara, Sevoy, Skelkallan, Slane, Strangford, Strathmill, Templeton, Tyrconnell, Vale, Vedat, Walund.

ALIASES: Bell, Birch, Bird, Bliss, Bricks, Bug, Chime, Coil, Cricket, Cross, Crow, Echo, Flint, Frog, Frost, Grip, Hook, Ink, Junker, Mist, Moon, Nail, Needle, Ogre, Pool, Ring, Ruby, Silver, Skinner, Song, Spur, Tackle, Thistle, Thorn, Tick Tock, Trick, Vixen, Whip, Wicker.

LOOKS

Man, Woman, Ambiguous, Concealed.

| | | |
|----------|----------|-----------|
| Affable | Athletic | Plump |
| Brooding | Stout | Squat |
| Bright | Scarred | Weathered |
| Dark | Rough | Cold |
| Fair | Striking | Sad |
| Worn | Lovely | Stern |
| Lean | Handsome | Open |
| Wiry | Slim | Languid |
| Huge | Delicate | Calm |
| Chiseled | Bony | Fierce |

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

CITY DESCRIPTORS

soot-choked, cobblestones, dim, ink-dark, cooking-smells, oily puddles, silver moonlight, fog-shrouded, damp, chill, wind-swept, shadowy, brick walls, echoes, chimneys, gas-lights, electro-lights, carriages, clocktowers, lanterns, pipe-smoke, canals, gondolas, rain-slick, gargoyles, ruins, steeples, bridges, walkways, scaffolds, alleys, cisterns, sewers, clanking machinery, ironwork.

DOSKVOL NOTABLES

Lyssa, a crime boss. Cold and calculating. Killed her former boss, **Roric**.

The Dimmer Sisters. People say they're witches who bathe in fresh blood. Never seen outside their home.

Ulf Ironborn, a brutal Skovlander; craves power.

Mylera Klev, leader of the *Red Sash* gang. Art collector.

Baszo Baz, leader of the *Lampblacks*. Loves whisky.

Merrul Brime, secrets broker; owns the Hooded Fox.

Lady Drake, a magistrate on the payroll of criminals.

The Tower, anonymous leader of *The Unseen*. **The Star**, chief lieutenant. **Gruhl**, a mid-level thug with ambitions.

Mordis, a merchant of the night market. A fence. Hides his true appearance under a robe and hood.

Taffer, a merchant of the night market. A cultist.

Jira, a merchant of the night market. A smuggler.

Elstera Avrathi, resident diplomat of Iruvia.

Bryinna Skyrkallan, resident diplomat of Skovlan.

Tyrstin Nol, resident diplomat of Severos.

Andris, a spy and informant with flexible loyalties.

Krop, a constable of the watch. Refuses bribes.

Lewit, Jol, Cinda, Reyf, bluecoats of the watch.

Rolan Wot, a judge-inspector. Rooting out corruption.

Casslyn Mora, a judge with family ties to criminals.

Belindra, a jailor of Ironhook Prison.

Ereth Skane, an advocate with unseemly vices.

Denkirk Sol, an advocate with surprising scruples.

Polix, attache to the Lord Governor of Doskvol. A secret spiritualist and rune-binder.

Nyryx and **Hoxan**, rogue spirits possessing the bodies of streetwalkers, looking for a whisper to serve.

Levyra, a spirit medium.

Kember, a distiller of essences and potions, proprietor of the Devil's Tooth.

Raffello, a master painter obsessed w/ the unnatural.

Lannic, an expert art forger.

DISTRICTS (richest to poorest)

| | |
|-------------|-------------|
| Whitecrown | Coalridge |
| Brightstone | The Docks |
| Six Towers | Crow's Foot |
| Charterhall | Dunslough |
| Nightmarket | Barrowcleft |
| Silkshore | Charhollow |

LOCATIONS

| | |
|----------------------|---------------------|
| Undercross | The Hooded Fox |
| Echo Gardens | The Hook & Line |
| The Night Market | The Leaky Bucket |
| The Canals | The Devil's Tooth |
| Chalk Street Bridge | The Black Tree |
| Candle Street Bridge | The Cat & Candle |
| Gaddoc Rail Station | The Broken Anchor |
| Heartbreak Square | The Red Lamp |
| The Anvilworks | The Nail & Bottle |
| The Black Circle | The Six Arms |
| Bellweather | The Old Rasp |
| Crematorium | The Moon's Daughter |
| Ironhook Prison | The Sexton |
| The Blood Pits | Hazlewood |
| The Lost Ward | Quinn's |
| Razor Hill | |

PUBLIC HOUSES

FLASHBACK STRESS COSTS

0 STRESS for a normal action for which you had easy opportunity.

1 STRESS for a complex action or unlikely opportunity.

2+ STRESS for an elaborate action which involved several special opportunities or contingencies.

| | | |
|----------------|----------------|----------------|
| INSIGHT | PROWESS | RESOLVE |
| Hunt | Finesse | Attune |
| Study | Prowl | Command |
| Survey | Skirmish | Consort |
| Tinker | Wreck | Sway |

CONSEQUENCES

You suffer **harm** (1-3).

You have **reduced effect**.

You end up in a **worse position**.

It takes extra **time**.

You **lose your opportunity**.

Complication (Tick a clock, 1-3 segments. Or a new **obstacle** or **threat** appears.)

EFFECT

How does the effect manifest?

If there's a clock for your obstacle, tick segments equal to the effect level.

- LIMITED:** *How is the effect diminished? What significant obstacle remains?*
- STANDARD:** *How does the expected effect manifest? What's left to do, if anything?*
- GREAT:** *How is the effect increased? What extra benefit manifests?*

EFFECT FACTORS

| | | |
|---|-----------------------|---|
| - | QUALITY / TIER | + |
| - | SCALE | + |
| - | POTENCY | + |

FORTUNE ROLL

1d for each **TRAIT** rating.

+1d for a **MAJOR ADVANTAGE**.

-1d for a **MAJOR DRAWBACK**.

CRITICAL: Exceptional outcome / Great effect.

6: Good outcome / Standard effect.

4/5: Mixed outcome / Limited effect.

1-3: Bad outcome / Poor effect.