

RULES REFERENCE 1

ACTION ROLL

◆ **1d** for each **ACTION** rating dot.

◆ **+1d** if you have **ASSISTANCE**.

◆ **+1d** if you **PUSH** yourself -OR- you accept a **DEVIL'S BARGAIN**.

CONTROLLED

You act on your terms. You exploit a dominant advantage.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor **complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky** position.

1-3: You falter. Press on by seizing a **risky** opportunity, or withdraw and try a different approach.

RISKY

You go head to head. You act under fire. You take a chance.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a consequence: you suffer **harm**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

1-3: Things go badly. You suffer **harm**, a **complication** occurs, you end up in a **desperate** position, you **lose this opportunity**.

DESPERATE

You overreach your capabilities. You're in serious trouble.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a consequence: you suffer **severe harm**, a **serious complication** occurs, you have **reduced effect**.

1-3: It's the worst outcome. You suffer **severe harm**, a **serious complication** occurs, you **lose this opportunity** for action.

Each time you roll a desperate action, mark a tick of xp for that attribute.

The GM sets the consequences according to the situation. You may suffer one, some, or all of the listed consequences. You may attempt to avoid or reduce a consequence with a resistance roll.

RESISTANCE ROLL

◆ **1d** for each **ATTRIBUTE** dot.

You reduce or avoid the consequence and take **6 STRESS minus your highest die result**. When you roll a **critical** on resistance, **clear 1 stress**.

TEAMWORK

ASSIST

Take 1 stress to give another player **+1d**. You might also suffer consequences from the roll. Only one person may assist a roll.

LEAD A GROUP

Lead a **group action**. Roll for each character who participates in the group action. The best single roll counts as the action result, which applies to every character that rolled.

PROTECT

Face danger for a teammate. Step in to suffer a consequence in their place. You may roll to resist as normal, if you wish.

SET UP

Set up another character with your action. If you achieve it, any team members who follow up get **+1 effect** or **improved position**.

ACTIONS

- ◆ **ATTUNE** to spirits and the ghost field; channel electroplasmic energy; perceive and communicate with ghosts; understand spectrology.
- ◆ **COMMAND** obedience with your force of personality; intimidate or threaten; lead an action with one of the crew's **GANGS**.
- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **FINESSE** an item from someone's pocket; employ subtle misdirection or sleight-of-hand; handle a vehicle or a mount.
- ◆ **HUNT** a target; gather information about its location and movements; attack with precision shooting from a distance.
- ◆ **PROWL** about unseen and traverse obstacles; climb, swim, run, jump, and tumble. Ambush with close violence—a backstab, throat cutting, black-jack, etc.
- ◆ **SKIRMISH** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **STUDY** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.
- ◆ **SURVEY** a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.
- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **TINKER** with mechanisms to create, modify, disable, or repair; disable a trap, pick a lock, or crack a safe. Use the ubiquitous clockwork and electroplasmic devices around the city to your advantage.
- ◆ **WRECK** a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force; create distractions and chaos.

RULES REFERENCE 2

After the score, resolve Payoff, Heat, Entanglements, then Downtime—in that order

1. PAYOFF

The crew earns 2 **REP** per score by default. If the target of the score is higher Tier, take **+1 REP per Tier higher**. If the target of the score is lower Tier, you get **-1 REP per Tier lower** (minimum zero). *(If you keep the job completely quiet you earn zero rep instead).*

You also earn a **COIN** reward based on the nature of the operation (see list at right).

3. ENTANGLEMENTS

After the payoff, roll dice equal to your **WANTED LEVEL**, and read the result according to your **HEAT**.

HEAT 0-3		HEAT 4/5		HEAT 6+	
1-3	Gang Trouble or The Usual Suspects	1-3	Gang Trouble or Questioning	1-3	Flipped or Interrogation
4/5	Rivals or Unquiet Dead	4/5	Reprisals or Unquiet Dead	4/5	Demonic Notice or Show of Force
6	Cooperation	6	Show of Force	6	Arrest

ARREST. An Inspector presents a case file of evidence to a magistrate, to begin prosecution of your crew. The Bluecoats send a detail to arrest you. Pay them off with **COIN** (Wanted Level +3), hand someone over for arrest (this clears your heat), or try to evade capture.

COOPERATION. A +3 status faction asks you for a favor. Agree to do it or forfeit **1 REP** per **TIER** of the friendly faction or lose 1 status with them. If you don't have a +3 faction status, you avoid entanglements right now.

DEMONIC NOTICE. A demon approaches the crew with a dark offer. Accept, hide until it loses interest (forfeit **3 REP**), or deal with it another way.

FLIPPED. One of your contacts, patrons, clients, or a group of your customers switches allegiances due to the heat on you. They're loyal to another faction now.

GANG TROUBLE. One of your gangs (or other cohorts) causes trouble due to their flaw(s). Lose face (forfeit **REP** equal to your **TIER+1**), make an example of one of the gang members, or face reprisals from the wronged party. If you lack a gang or other cohort with a flaw, there's no entanglement.

INTERROGATION. The Bluecoats round up one of the PCs to question them about the crew's crimes. *How did they manage to capture you?* Pay them off with **3 COIN**, or they beat you up (**level 2 harm**) and you tell them what they want to know (**+3 HEAT**). You can **resist** each of those consequences separately.

- ◆ **2 COIN:** Minor job; several full purses.
- ◆ **4 COIN:** Small job; a strongbox.
- ◆ **6 COIN:** Standard score; decent loot.
- ◆ **8 COIN:** Big score; serious loot.
- ◆ **10+ COIN:** Major score; impressive loot.

Subtract coin equal to your Tier+1 if you pay a tithe to a ward boss or larger organization.

QUESTIONING. The Bluecoats grab an NPC member of your crew or one of the crew's contacts, to question them about your crimes. *Who do the Bluecoats think is most vulnerable?* Make a **fortune roll** to see how much they talk (**1-3: +2 HEAT, 4/5: +1 HEAT**), or pay the Bluecoats off with **2 COIN**.

REPRISALS. An enemy faction makes a move against you (or a friend, contact, or vice purveyor). Pay them (**1 REP** and **1 COIN**) per **TIER** of the enemy as an apology, allow them to mess with you or yours, or fight back and show them who's boss.

RIVALS. A neutral faction throws their weight around. They threaten you, a friend or contact, or one of your vice purveyors. Forfeit (**1 REP** or **1 COIN**) per **TIER** of the rival, or stand up to them and lose **1 STATUS** with them.

SHOW OF FORCE. A faction with whom you have a negative status makes a play against your holdings. Give them **1 CLAIM** or go to war (drop to -3 status). If you have no claims, **lose 1 hold** instead.

UNQUIET DEAD. A rogue spirit is drawn to you (perhaps it's a past victim?). Acquire the services of a Whisper or Rail Jack to attempt to destroy or banish it, or deal with it yourself.

THE USUAL SUSPECTS. The Bluecoats grab someone in the periphery of your crew. One player volunteers a friend or vice purveyor as the person most likely to be taken. Make a **fortune roll** to find out if they resist questioning (**1-3: +2 HEAT, 4/5: level 2 harm**), or pay the Bluecoats off with **1 COIN**.

2. HEAT

After a score or conflict with an opponent, the crew takes **HEAT**. Add **+1 HEAT** for a high-profile or well-connected target. Add **+1 HEAT** if the situation happened on hostile turf. Add **+1 HEAT** if you're at war. Add **+2 HEAT** if killing was involved.

- ◆ **0 HEAT:** Smooth & quiet; low exposure.
- ◆ **2 HEAT:** Contained; standard exposure.
- ◆ **4 HEAT:** Loud & chaotic; high exposure.
- ◆ **6 HEAT:** Wild; devastating exposure.

Plus any additional heat from complications or devil's bargains during the session.

4. DOWNTIME

When you're at liberty between scores and find some respite from peril, **you may pursue two downtime activities** from the list below. You also recover all of your **armor** uses. During downtime, you may perform **additional activities** from the list by spending **1 COIN** or **1 REP** for each.

For any downtime roll, add **+1d** to the roll if you get help from a **friend** or **contact**. After the roll, you may **increase the result level** by one for each **COIN** spent, by hiring assistance, paying a bribe, etc. (so, a 1-3 result becomes a 4/5, 4/5 becomes 6, 6 becomes **CRITICAL**).

ACQUIRE ASSET

Acquire temporary use of an **asset**. Roll the crew's **TIER**. The result indicates the **quality** of the asset (**1-3: Inferior** (Tier -1), **4/5: Standard** (Tier), **6: Fine** (Tier +1), **CRIT: Exceptional** (Tier +2)). *You may spend coin to bump this result beyond exceptional, to reach higher quality Tiers, but it costs 2 coin per level to do so.*

LONG TERM PROJECT

Work on a **Long Term Project**, if you have the means. Roll a trait and mark 1 segment on the project clock per level (**1-3: one, 4/5: two, 6: three, CRIT: five**).

RECOVER

Get **treatment** to tick your **healing clock** (like a long-term project). *When you fill a clock, each harm is reduced by one level.*

REDUCE HEAT

Say how you reduce **Heat** on the crew and roll your **ACTION**. Reduce heat according to the result level (**1-3: one, 4/5: two, 6: three, CRIT: five**).

TRAIN

Mark **1 XP** for an attribute or your playbook (**+1 XP** if you have the appropriate crew training upgrade). *You can train a given xp track only once per downtime.*

INDULGE VICE

Visit a purveyor of your vice and roll dice equal to your **lowest attribute**. Clear stress equal to your highest die result. If you clear more stress levels than you had marked, you **overindulge** (see below). *If you do not or cannot indulge your vice during downtime, you take stress equal to your TRAUMA.*

OVERINDULGE.

You make a bad call because of your vice—in acquiring it or while under its influence. What did you do?

- ◆ **ATTRACT TROUBLE:** Select or roll an additional **entanglement**.
- ◆ **BRAG** bout your exploits. **+2 HEAT**.
- ◆ **LOST:** Play a different character until this one returns from their bender.
- ◆ **TAPPED.** Your current purveyor cuts you off. Find a new source for your vice.