

SCORES

Roll a handful of dice and use the results as you please to help guide your choices from the lists.

CLIENT / TARGET

CIVILIAN	
1	Academic or Scholar
2	Laborer or Tradesman
3	Courier or Sailor
4	Merchant or Shopkeeper
5	Artist or Writer
6	Doctor or Alchemist

CRIMINAL

1	Drug Dealer or Supplier
2	Mercenary or Thug
3	Fence or Gambler
4	Spy or Informant
5	Smuggler or Thief
6	Crime Boss

POLITICAL

1	Noble or Official
2	Banker or Captain
3	Revolutionary or Refugee
4	Clergy or Cultist
5	Constable or Inspector
6	Magistrate or Ward Boss

STRANGE

1	Ghost of (roll again)
2	Occult Collector
3	Vampire or Other Undead
4	Demon (disguised)
5	Possessed or Hollow
6	Whisper or Cultist

WORK

SKULLDUGGERY	
1	Stalking or Surveillance
2	Sabotage or Arson
3	Lift or Plant
4	Poison or Arrange Accident
5	Burglary or Heist
6	Impersonate or Misdirect

VIOLENCE

1	Assassinate
2	Disappear or Ransom
3	Terrorize or Extort
4	Destroy or Deface
5	Raid or Defend
6	Rob or Strong-arm

UNDERWORLD

1	Escort or Security
2	Smuggle or Courier
3	Blackmail or Discredit
4	Con or Espionage
5	Locate or Hide
6	Negotiate or Threaten

UNNATURAL

1	Curse or Sanctify
2	Banish or Summon
3	Extract Essence
4	Place or Remove Runes
5	Perform / Stop Ritual
6	Hollow or Revivify

TWIST OR COMPLICATION

1	An element is a cover for heretic spirit cult practices.
2	An occultist has foreseen this job and warned the parties involved
3	Rogue spirits possess some/most/all of the people involved
4	Rogue spirits haunt the location
5	The job furthers a demon's secret agenda
6	The job furthers a vampire's secret agenda

TWIST OR COMPLICATION

1	An element is a front for a criminal enterprise
2	A dangerous gang uses the location
3	The job is a trap laid by your enemies
4	The job is a test for another job
5	The job furthers a merchant lord's secret agenda
6	The job furthers a crime boss's secret agenda

TWIST OR COMPLICATION

1	Job requires travel by electro-rail
2	Must visit the death-lands to do the job (perhaps to the Lost District, outside the lightning barrier)
3	Job requires sea travel
4	The location moves around (site changes, it's on a vehicle, etc.)
5	The job furthers a revolutionary's secret agenda
6	The job furthers a city official's secret agenda

CONNECTED TO A PERSON...

1	PC	Friend
2	PC	Rival
3	PC	Vice purveyor
4	CREW	Contact
5	CITY	Doskvol notable
6	WEIRD	Ghost, Demon, Forgotten God

When a score is generated outside the crew's hunting grounds (or from their products, artifacts, or other resource) it's usually connected to at least two factions: one that the score hurts in some way, and another faction which is helped by the score in some way.

... AND FACTIONS

11	The Unseen	41	The Silver Nails
12	Lord Scurllock	42	The Hive
13	The Circle of Flame	43	The Crows
14	The Lampblacks	44	The Red Sashes
15	The Dimmer Sisters	45	The Grinders
16	The Billhooks	46	The Wraiths
21	The Gray Cloaks	51	Ulf Ironborn
22	The Fog Hounds	52	The Lost
23	Council or Foundation	53	Ironhook Prison
24	Spirit Wardens	54	Bluecoats / Inspectors
25	Imperial Military	55	Ink Rakes
26	Sparkwrights	56	Cyphers
31	A Consulate	61	Ministry (Transport, Provisions)
32	Leviathan Hunters	62	Sailors or Dockers
33	Gondoliers or Cabbies	63	Rail Jacks or Brigade
34	Ecstasy of the Flesh	64	The Weeping Lady
35	Forgotten Gods	65	Path of Echoes or Reconciled
36	Skovlander Refugees	66	Deathlands Scavengers