

THE HARLEQUIN

WHAT GIVES YOU YOUR POWERS?

A high-tech stealth rig; A tattered patchwork of a cape stuffed with magician's trinkets; Years of streetwise swindling; A deal you once made in a dream.

WHAT WEIRD QUIRKS DO YOU HAVE? CHOOSE ONE, MAY CHANGE EVERY DOWNTIME

- ☐ You can change your eye color, your hair color, and your height by up to 3 inches in either direction.
- ☐ You weigh almost nothing if you choose not to. You sometimes float an inch off the ground.
- ☐ You can swap your clothing's coloration, material, fit, cut, and type completely when you enter any scene.

BOND POWERS

☐ **EXEUNT.** When you and your allies need to escape a bad situation right away, name your escape route and what you're taking with you. You escape without a roll, but the GM chooses one:

- You leave something behind (a weapon, a friend, evidence).
- You end up somewhere perilous or uncomfortable (a garbage chute, a cliff side, a seedy bar).
- You pick something up on your way out (a hanger-on, pursuers, **STRESS**).
- You can back out when you learn the cost and name another escape route (the GM might answer differently depending on how you phrase things).

☐ **FAST FRIENDS.** When someone can hear and understand you, you can make them friendly to you for a minute. They'll let you into areas, vouch for you, do small favors for you, and so on. Social rolls against them gain **+1 ACCURACY** and increased effect. After a minute, they realize they were manipulated and it won't work on them again in the same session. This power only works on one person at a time.

☐ **GALLOWS HUMOR.** If you Break during a session, all other characters clear **2 STRESS**.

☐ **MASQUERADE.** You can always tell if someone is lying, though you don't know the exact nature or extent of their lie.

☐ **MOCKINGBIRD.** You can mimic voices and sounds you've heard in the last day or so almost perfectly, granting your actions **+1 ACCURACY** and increased effect where this is relevant.

☐ **VETERAN POWER**
(Requires 2+ powers from this bond)

Gain a power from any other bond, and the **Boon of Chaos**: At the end of the session, if there was a particularly funny or chaotic moment or scene, describe it. Give someone who was part of the fun or chaos **1 XP**. Gain this power again to get another power from any other bond.

☐ **MERCURIAL** (1/SESSION).

If nobody else is looking, you can completely change your physical appearance, looking and sounding like an entirely new person (height, weight, build, hair/clothes, and gender). Whether this physically changes you or is an illusory effect created by visual trickery is up to you. If you're trying to impersonate someone else, your disguise holds up perfectly unless someone knows that person intimately, and even then you get **+1 ACCURACY** on all skill checks to keep the disguise up. You're stuck in this form until you next eat or drink.

☐ **QUICKFINGERS** (1/SESSION).

Name a visible nearby object that you could fit or carry in one or both hands. By the start of the next scene, you have possession of it. If you stole it, the person you stole it from will find out within the hour.

☐ **RIDI PAGLIACCI.** You can invoke each of your burdens once per session for **+1 ACCURACY** to any roll.

☐ **SLIP** (2/SESSION). You can instantly disappear from sight and reappear somewhere within ten meters or so. You don't have to be able to see where you are going.

☐ **SPECTACULAR FLOURISH.**

When you roll 20+ on any skill check, you amaze everyone present with your skill and daring. Anyone watching is stunned momentarily, granting **+1 ACCURACY** and increased effect to the next action you or another PC takes in the same scene.

☐ **MASTER POWER**
(Requires 4+ powers from this bond)

Silvertongue (1/session): Tell a lie to someone. If it's wild and outlandish, anyone who listens wholeheartedly believes it for a minute. If it's merely unbelievable, an hour. If it's plausible, a day. If they want to believe it, a week. They realize it was a lie after the effect wears off.



XP ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Gain **1 XP** for each **Ideal** achieved at session end. At **8 XP**, clear all **XP**, and gain a new **bond power** in the next **downtime**.

MAJOR IDEALS

I addressed challenges with cunning, subterfuge, or deceit.
I expressed my heritage, background, or beliefs through my actions.
I struggled with issues from my burdens or background.

MINOR IDEALS

PICK ONE EACH SESSION

- ☐ I struggled against or humiliated the powerful.
- ☐ I charmed my way out of a charged situation.
- ☐ I obtained a guarded, hidden, or secret object or piece of information.
- ☐ I pretended to be someone else for a time.

STRESS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Push: Pay 1 Stress for **+1 ACCURACY** on a roll.

If you take **Stress** with no empty boxes, you **Break**. Clear all **Stress**, gain a **Burden**, and leave this scene.

BURDENS



Invoke a **Burden** to get **+1 DIFFICULTY** on a roll (and mark off the 'I struggled with issues from my burdens or background' **Ideal**).

THE TITAN

WHAT GIVES YOU YOUR POWER?

A voice and heart of iron, passed down from your mentor; Cybernetic augmentation, laced through your limbs; Years of training, sweat, blood, and discipline.

WHAT WEAPONS DO YOU WIELD?

My own flesh and sinews; a hereditary blade; a carefully curated arsenal; a thick and heavy shield; a battered old rifle.

BOND POWERS

☐ **ABSOLUTE MEAT.** *If you concentrate and grit your teeth, your personal strength verges on superhuman. You can take 2 Stress and roll a skill check to do one of the following:*

- bust through a wall, door, or floor, even reinforced, with nothing but your body
- lift, push, or drag a vehicle, mech, or other tremendous weight a short distance
- withstand forces far beyond the human body such as gale force winds, a mech's strength, or the pull of the void.

Your action has increased effect if successful.

☐ **FORCE OF WILL (1/SESSION).** *Command someone to flee, stop and drop what they're holding, or come to you. They must do so. If the GM decides they are too strong-willed for this to work on them, regain your use of this ability and clear 1 Stress.*

☐ **HALF LIGHT.** *When you enter a charged or tense scene, you may ask the GM one of both of the following and receive a truthful answer:*

- Who's really in charge here?
- What's the biggest danger here?

You or an ally of your choice gets +1 **ACCURACY** on their next skill check acting on the answer.

☐ ☐ **VETERAN POWER**
(Requires 2+ powers from this bond)

Gain a power from any other bond, and the **Boon of Iron:** At the end of the session, if anyone (yourself included) performed an extraordinary or inspiring feat of athleticism, acrobatics, or physical force, describe it. Give someone who witnessed or participated in it 1 **XP**. Gain this power again to get another power from any other bond.

☐ **HAMMERHAND.** *When you use your fists to solve a problem, you roll with +1 **ACCURACY** and increased effect.*

☐ **IRONJAW.** Increase your maximum **Stress** by 1.

☐ **NERVE.** The first time you take any amount of **Stress** in a session, ignore it.

☐ **NOTHING TO FUCK WITH.** *If anyone causes one of your allies to take **Stress** in your presence, take +1 **ACCURACY** on all actions against that person for the rest of the session.*

☐ **STRENGTH BEYOND STRENGTH (1/SESSION).** You can call on your inner reserves of willpower to act with incredible athleticism, speed, or strength. For the rest of the scene, you can't roll less than a 10 on any checks involving physical activity (e.g., running, jumping, climbing, hand-to-hand combat, etc). Treat any roll of 9 or lower as if you rolled a 10.

☐ **TRUE GRIT.** *The first time in a session you break due to **Stress**, you don't lose control and can still act for the rest of the scene without hindrance.*

☐ **THE WALL.** *If you stand in defense of another person, they cannot take **Stress** while you are still conscious and you remain within arm's reach. Instead, you take **Stress** each time they would take stress. You can't take any action or concentrate on anything else while defending someone.*

☐ **MASTER POWER**
(Requires 4+ powers from this bond)

Unbreakable (1/session): *For the rest of this scene, nobody you extend your protection over can take **Stress**. Instead, you take 1 **Stress** when they would take Stress. If this causes you to break, you gain a burden as normal but stay in the scene and don't lose control. For you to extend your protection over someone, they must remain within speaking distance of you.*



XP ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Gain 1 **XP** for each **Ideal** achieved at session end. At 8 **XP**, clear all **XP**, and gain a new **bond power** in the next **downtime**.

MAJOR IDEALS

*I addressed challenges with strength, leadership, or force.
I expressed my heritage, background, or beliefs through my actions.
I struggled with issues from my burdens or background.*

MINOR IDEALS

PICK ONE EACH SESSION

- ☐ I protected someone weaker than myself.
- ☐ I led from the front.
- ☐ I won a competition, friendly or otherwise.
- ☐ I took harm, blame, penance, or burden for someone else.

STRESS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Push: Pay 1 **Stress** for +1 **ACCURACY** on a roll.

If you take **Stress** with no empty boxes, you **Break**. Clear all **Stress**, gain a **Burden**, and leave this scene.

BURDENS



Invoke a **Burden** to get +1 **DIFFICULTY** on a roll (and mark off the 'I struggled with issues from my burdens or background' **Ideal**).

THE PATHFINDER

WHAT GIVES YOU YOUR POWER?

A star map given to you long ago by an old friend; Years spent out in the wilderness, mapping the mountains; Many years on a freighter, and many worlds passed by.

WHERE HAVE YOU TRAVELED IN YOUR DREAMS?

The edge of the world; Deep into the molten core of a supernova; A still, black pool in the deep forest; An endless expanse of desert.

BOND POWERS

☐ **BEGINNER'S LUCK.** When you try an activity or skill you've never tried before, you get **+1 ACCURACY** and increased effect to checks related to that skill for the rest of the session. This only ever works once for each activity or skill.

☐ **DABBLER.** Gain **+2** to a trigger, up to a max of **+6**. You can change which trigger is boosted at the end of each downtime.

☐ **FEEL THE AIR (1/SESSION).** You can ask the GM up to three of the following about any location you arrive at, and receive truthful answers:

- Who lives here or has passed through recently, and where can I find them?
- Who owns this place, or wants to, and where can I talk to them?
- What part of this place do people avoid, and why?

Gain **+1 ACCURACY** and increased effect on your next check acting on the answers. If you ask only one question, heal **1 Stress**.

☐ **FEET UP.** You can forgo any downtime action, including your free **Heal Burdens** action, to clear **3 Stress**.

☐ **FREESOUL.** You can escape from any restraint, shackle, hold, or prison cell without rolling. Nobody can hold, grab, or restrain you unless you let them. You can choose to conceal this ability if you wish.

☐ **LAY BURDENS.** Fill in a segment of all burdens when using **Heal Burdens** for free. If you are healing in a different location than your last downtime, tick another segment on any one burden.

☐ **LIGHTSPEED.** When you need to go really, really fast, name your method, your destination, and tell the GM you're pulling out all the stops. You and any of your allies nearby get there faster than anyone else has before, and can easily outrun anyone you're running from or trying to pursue. Don't roll, but the GM chooses two:

- You and your allies are exhausted and take **1 Stress**.
- You go off course and end up close to your destination, but not quite there.
- Your vehicle, mount, or method of travel is busted and will need repair.

☐ **MOMENTUM (2/SESSION).** When you survey a situation, ask the GM one of these and get a truthful answer:

- How can I get around this obstacle?
- What's the most direct way forward?
- Which way do I feel I should be moving?

You or an ally of your choice gets **+1 ACCURACY** on their next skill check acting on the answer.

☐ **RENAISSANCE.** At the start of any session, pick one of your triggers. You become an expert at that skill. When you roll it, roll two d20s and pick the highest for the final result. You must pick a new trigger each session, and can't pick the same one twice in a row.

☐ **SADDLEBORN.** Gain **+1 ACCURACY** and increased effect to all skill checks related to the use, driving, piloting, and upkeep of vehicles or mounts of any kind. This includes animals like horses.

☐ **VETERAN POWER**

(Requires 2+ powers from this bond)

Gain a power from any other bond, and the **Boon of the Traveler**: At the end of each session, if you were inspired by the sights, smells, sounds, or sensations of a particular place, describe them. Give someone you shared them with **1 XP**. Gain this power again to get another power from any other bond.

☐ **MASTER POWER**

(Requires 4+ powers from this bond)

Long Road Home (1/session): Name a location you've been in the last three days. You can make your way back there without rolling. The GM will determine the following about the journey there:

- Was it a long or arduous journey?
- Was the location dangerous, defended, or contested?
- Were you pursued, tracked, or hunted?

For every "yes" answer, take **2 Stress**; however, at the beginning of the next scene, you and up to ten other willing people arrive safely there. Don't worry about playing out the journey; just 'cut' to the next scene as you are arriving and work backwards to figure out how you got there.



XP ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Gain **1 XP** for each **Ideal** achieved at session end. At **8 XP**, clear all **XP**, and gain a new **bond power** in the next **downtime**.

MAJOR IDEALS

I addressed challenges with curiosity, exploration, or understanding.

I expressed my heritage, background, or beliefs through my actions.

I struggled with issues from my burdens or background.

MINOR IDEALS

PICK ONE EACH SESSION

☐ *I smelled, heard, or tasted something new.*

☐ *I learned a new skill or trade, or gained a new level of mastery in one I already knew.*

☐ *I met and conversed with an expert.*

☐ *I beheld a unique, interesting, or beautiful sight.*

STRESS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Push: Pay **1 Stress** for **+1 ACCURACY** on a roll.

If you take **Stress** with no empty boxes, you **Break**. Clear all **Stress**, gain a **Burden**, and leave this scene.

BURDENS



Invoke a **Burden** to get **+1 DIFFICULTY** on a roll (and mark off the 'I struggled with issues from my burdens or background' **Ideal**).

THE BUILDER

WHAT GIVES YOU YOUR POWER?

A strong sense of community from years spent station-side; A love of engineering passed down from your parents; Part of your body that you built yourself, lovingly tinkered with.

BOND POWERS

□ **BILINGUAL** (1/SESSION). *For the entirety of a scene, you can talk to objects as if they were people, treating your work on them like a conversation, using social triggers, and so on. Talking to them has the same effect as working on them. Alternatively, you can do the opposite (work on someone like you would a project, using mechanical triggers). You can decide how metaphorical or literal this is. Gain increased effect when you use this ability.*

□ **THE CLOCKMAKER**. Get increased effect on all project clocks and **+1 ACCURACY** on all skill checks to progress them.

□ **COMFORT** (1/SESSION). *When you sit down and listen to a character for a short time, you may ask one of the following questions of the GM (if they're an NPC) or their player (if they are a PC) and receive an honest answer:*

- What does this character really want?
- How can I help?

The GM or player in question can pass this information to you secretly if desired. You gain **+1 ACCURACY** on your next skill check acting on the answer. If the character was a PC, you both clear **1 Stress**.

□ **INSPIRATION** (2/SESSION). *When an ally can see or hear you while making a skill check, you can encourage them to give them **+1 ACCURACY** or increased effect.*

□ **MENDER**. *When you wish to fix something broken (a relationship, an object, an alliance), name your approach. You can do it, but the GM chooses 1-2 things you'll need:*

- To bring its disparate parts together.
- To get specific materials or more time.
- To find out what's missing.
- To be OK with not fully fixing it.

When you have what you need, you can use a downtime action and play a scene out to fix it and gain **1 XP**.

□ **METALBLOOM** (1/SESSION). *For the rest of this scene, you cannot roll less than a 10 on any skill checks involving the use or understanding of technology. Treat any d20 result of a 9 or lower as a 10.*

□ **SANCTUARY**. *Until you take violent action in a scene, you cannot take more than **1 Stress** at a time from physical harm at the hands of other people.*

WHAT DO YOU SPEAK WITH?

Your voice; your hands; your eyes; your heart; your gut.

□ **RIGGER** (2/SESSION). *When you create an improvised tool or device, name its intended purpose and what you built it from (you always have the parts on your person). It lasts until the end of this session and provides **+1 ACCURACY** on any skill checks for that purpose, but the first time you use it, roll a d6 and check for the following effects:*

1. Pay **1 Stress** or it explodes immediately.
2. Pay **1 Stress** or it melts something nearby into slag with a bolt of energy.
3. It makes a loud noise each time it's used.
4. It seems to have a mind of its own and sometimes activates without you.
5. You must hold perfectly still to use it.
6. You must feed it raw material, extra parts, or input from your gear or the environment if you want to use it.

□ **SECRET HISTORY** (2/SESSION). *When you examine an object or vehicle close enough to touch, you can ask the GM any of the following and get an honest answer:*

- Is it broken? Can it be fixed?
- Who touched or used this recently?
- Where has it been in the past day or so?

Gain **+1 ACCURACY** on your next skill check acting on the answers.

□ **UNTANGLE**. *When you help someone else **Heal Burdens**, they clear 2 extra segments instead of 1, and you clear one segment.*

□□ **VETERAN POWER**
(Requires 2+ powers from this bond)

Gain a power from any other bond, and the **Boon of the Forge**: At the end of each session, if you completed a project, show it off to everyone. Give someone who admires it **1 XP**. Gain this power again to get another power from any other bond.

□ **MASTER POWER**
(Requires 4+ powers from this bond)

Unbreakable (1/session): *For the rest of this scene, nobody you extend your protection over can take **Stress**. Instead, you take **1 Stress** when they would take **Stress**. If this causes you to break, you gain a burden as normal but stay in the scene and don't lose control. For you to extend your protection over someone, they must remain within speaking distance of you.*



XP □ □ □ □ □ □ □ □

Gain **1 XP** for each **Ideal** achieved at session end. At **8 XP**, clear all **XP**, and gain a new **bond power** in the next **downtime**.

MAJOR IDEALS

*I addressed challenges with diplomacy, creativity, or empathy.
I expressed my heritage, background, or beliefs through my actions.
I struggled with issues from my burdens or background.*

MINOR IDEALS

PICK ONE EACH SESSION

- *I made a new friend or ally.*
- *I defused a potentially violent or charged situation.*
- *I helped to soothe or heal someone's pain.*
- *I created a new object, organization, or alliance, or mended one that was broken.*

STRESS □ □ □ □ □ □ □ □ □ □

Push: Pay **1 Stress** for **+1 ACCURACY** on a roll.

If you take **Stress** with no empty boxes, you **Break**. Clear all **Stress**, gain a **Burden**, and leave this scene.

BURDENS



Invoke a **Burden** to get **+1 DIFFICULTY** on a roll (and mark off the 'I struggled with issues from my burdens or background' **Ideal**).

THE MAGUS

WHAT GIVES YOU YOUR POWERS?

Esoteric technology, implanted in your cortex; A gut feeling too real for comfort; A conversation you once had with a long-dead monolith.

WHAT ARE YOUR NIGHTMARES ABOUT?

Sinking through an endless blackness; Fleeing from teeth, muscle, and bone; Hollow faces, staring at you; Your own blood and body, revolting against you.

BOND POWERS

☐ **BLACKBLOOD.** You may clear two segments from any of your burdens for **+1 ACCURACY** on any skill check.

☐ **EYES OF THE VOID.** You can see perfectly well in even pitch darkness, fog, or poor weather conditions. Gain **+1 ACCURACY** and increased effect on checks that rely on surveying or observing your surroundings. You can see even fine detail up to a mile away unaided.

☐ **GEIST.** *When you touch someone skin to skin and take 1 Stress*, you can see through their eyes and experience their sensations and ambient emotional state, even after breaking contact, although you can do little but observe. PCs must be willing. They are unaware of and unharmed by your presence. This lasts until the end of the scene, or until you use this ability again. While you're concentrating on it, you cannot do anything yourself except sit in quiet focus or the effect ends.

☐ **HEARTSIGHT (2/session).** By concentrating momentarily, you can sense the ambient emotional state of those close to you. You don't have to be able to see them, but the effect becomes muddled if there are more than a few people close by. Get **+1 ACCURACY** and increased effect on your next check acting on any insight you glean from this.

☐ **INSTINCTIVE (2/session).** Describe a course of action to the GM that you plan to take in the same scene. You will receive guidance from the GM in the form of a feeling that is truthful, if unclear. The GM can choose boon (good outcomes), bane (bad outcomes), or chaos (a mix of good and bad outcomes).

☐ **PLUNDER THE VOID (1/session).** *When you strike out alone and enter a dark and distant place, nobody – PC or NPC – can find you and you may ask the GM one question about a situation at hand. They must answer truthfully with “yes”, “no”, or “unclear”. Whether this is merely a mental space or a different realm entirely is up to you and your GM. You return to reality where you left it at the start of the next scene.*

☐ **POSSESSION (2/session).** Ask a dark presence deep inside of you for advice on a course of action. The GM answers and you get either **+1 ACCURACY** or increased effect on your next action following this advice (GM choice).

☐ **SKINCRAWL.** *If there's any question about who acts first in a scene, it's you.* You get an itch, tic, or bad feeling when you or someone you consider close to you is in immediate danger.

☐ **TO THE BRINK.** *If you would take enough Stress to break*, roll 1d6. On 4+, ignore all the **Stress** you'd take. On 6, additionally clear **1 Stress**.

☐ **UNVEIL (2/session).** Choose someone present. *If you stare straight at them*, you can ask “what does this person fear right now?” The GM will answer honestly for NPCs; players can choose to answer, and clear **1 Stress** if they do. You get **+1 ACCURACY** on your next skill check acting on the answer.

☐ **VETERAN POWER**
(Requires 2+ powers from this bond)

Gain a power from any other bond, and the **Boon of Revelation**: At the end of the session, if you found a scene troubling, exciting, or terrifying, describe why. Give someone who felt similarly **1 XP**. Gain this power again to get another power from any other bond.

☐ **MASTER POWER**
(Requires 4+ powers from this bond)

Pierce the Gate (1/session): By concentrating and remaining still, you can witness a scene, place, or person you have seen before as if you were physically present. You can't interact with anything there, nobody is aware of you, and you can do nothing but observe as a detached mind for the duration. You have all your normal senses, and the effect lasts for the rest of the scene. To view a place, you have to have been there. To view a person, you have to have seen their face. The scene does not need to take place at the same time (it could be in the near past or future), though if it's not at the present, it becomes blurry and indistinct and is reduced to impressions.



XP ☐☐☐☐☐☐☐☐☐☐

Gain **1 XP** for each **Ideal** achieved at session end. At **8 XP**, clear all **XP**, and gain a new **bond power** in the next **downtime**.

MAJOR IDEALS

*I addressed challenges with passion, faith, or intuition.
I expressed my heritage, background, or beliefs through my actions.
I struggled with issues from my burdens or background.*

MINOR IDEALS

PICK ONE EACH SESSION

- ☐ *I witnessed something terrifying, mind-bending, or glorious.*
- ☐ *I acted on my first impulse.*
- ☐ *I questioned my own senses, beliefs, or sense of self.*
- ☐ *My stated intuition or gut feeling about something turned out to be right.*

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

Push: Pay **1 Stress** for **+1 ACCURACY** on a roll.

If you take **Stress** with no empty boxes, you **Break**. Clear all **Stress**, gain a **Burden**, and leave this scene.

BURDENS



Invoke a **Burden** to get **+1 DIFFICULTY** on a roll (and mark off the ‘I struggled with issues from my burdens or background’ **Ideal**).

THE WOLF

WHAT GIVES YOU YOUR POWERS?

A long time spent alone in the cold, a time you'd rather forget; A hardened, bitter upbringing; A collection of blades, polished and well used.

WHAT MUST YOU KEEP HIDDEN AT ALL COSTS?

The wounds and scars that deform you; The people you most care about; The person you truly are at your core; The blood in your past that's catching up to you.

BOND POWERS

☐ **BLOOD SCENT.** If someone or something is bleeding, gain **+1 ACCURACY** and increased effect on any action made to intimidate, track, or harm them.

☐ **CORNERED.** When you **Break**, gain **+1 ACCURACY** and increased effect on all skill checks for the next scene.

☐ **DISCIPLINE.** If an ally fails a skill check, you can both take **1 Stress** for them to immediately reroll it. They must keep the new result.

☐ **DON'T TELL ME THE ODDS.** Gain **+1 ACCURACY** on all actions in a scene where you are clearly outnumbered, outgunned, or backed into a corner.

☐ **GO FOR A WALK**
If you go off by yourself to accomplish a task, name your goal. You'll return to the group next scene successful, having accomplished it off-screen, but the GM chooses one:

- You had to hurt someone innocent.
- You raise an alarm, come back with pursuers, or start a ticking clock.
- You come back hurt, taking **2 Stress**.

If the task was too dangerous, difficult, or complicated to accomplish alone, the GM will tell you that when you return, but will also tell you exactly what needs to be done to finish it. Gain increased effect when you take action to finish the task.

☐ ☐ **VETERAN POWER**
(Requires 2+ powers from this bond)

Gain a power from any other bond, and the **Boon of the Fang**: At the end of the session, if you think the party fought their way out of a bad situation, describe it, and give someone who you thought fought as hard as you **1 XP**. Gain this power again to get another power from any other bond.

☐ **IT'S NOTHING.** At the end of each session, clear **3 Stress** if you didn't let anyone tend to you, help you, heal you, or comfort you (even if they tried).

☐ **POUNCE (1/SESSION).** You take an action before any NPCs have the chance to act, giving you a free roll. Hostile NPCs can't deal harm or consequences to you as a part of this roll (they're too slow), although you can still fail or suffer other consequences normally.

☐ **SCARCOAT.** Your maximum **Stress** increases by 1 for each burden you currently have.

☐ **TEAR THROAT.** You can instantly kill any NPC in arm's reach of you without rolling, but must first pay the cost. The GM chooses one:

- You are wracked by guilt and unable to use this ability again until the next session.
- You take a burden.

☐ **ULTIMATUM (2/SESSION).** You look someone in the face, lock eyes with them, and name what you need. They either give you what you want, right now, or they choose one:

- They flee the scene (they always get away).
- They escalate the situation (resorting to physical violence, calling in backup, raising the stakes, etc).

☐ **MASTER POWER**
(Requires 4+ powers from this bond)

Silvertongue (1/session): This scene, ignore all **Stress** from anyone not important enough to merit a name, and take increased effect on all actions to evade, fight, subdue, or intimidate them.



XP ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Gain **1 XP** for each **Ideal** achieved at session end. At **8 XP**, clear all **XP**, and gain a new **bond power** in the next **downtime**.

MAJOR IDEALS

I addressed challenges with precision, coldness, or intimidation.
I expressed my heritage, background, or beliefs through my actions.
I struggled with issues from my burdens or background.

MINOR IDEALS

PICK ONE EACH SESSION

- ☐ *I showed someone how it's done.*
- ☐ *I revealed an ugly truth about the world.*
- ☐ *My pain or weakness became apparent despite my efforts to hide it.*
- ☐ *I got someone to back down or back off.*

STRESS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Push: Pay 1 Stress for **+1 ACCURACY** on a roll.

If you take **Stress** with no empty boxes, you **Break**. Clear all **Stress**, gain a **Burden**, and leave this scene.

BURDENS



Invoke a **Burden** to get **+1 DIFFICULTY** on a roll (and mark off the 'I struggled with issues from my burdens or background' **Ideal**).

THE FOOL

WHAT GIVES YOU YOUR POWER?

A strong sense of adventure; Always being in the right place at the right time or the wrong place at the right time; A stubborn refusal to give up.

WHO'S ROOTING FOR YOU BACK HOME?

My family; My partner; My grandparent; My community; Nobody in particular, but that's okay.

BOND POWERS

□ **ALL-IN.** *When you push yourself to help another character on a Risky or Heroic skill check, it costs you 1 Stress. You still share in any consequences by helping.*

□ **HEART OF HEARTS (1/SESSION).** *When you and your group are in a tough spot, you can flash back to a scene from your past or hometown and describe how your memory of that time inspires you in the current moment. You can treat your next roll as though you rolled an unmodified 20. You can only ever use this ability three times; after that, replace it with a new power from this bond.*

□ **INSPIRED HEROISM (1/SESSION).** *When you succeed on a Heroic skill check, all allies present gain 1 XP and heal 1 Stress.*

□ **JOYLUCK WIND THROWER (1/SESSION).** *When you roll an unmodified 20 on the dice for a skill check, you may succeed in your task and describe how you totally blow past everyone's expectations (even your own). Your action ticks 5 segments on any relevant clocks, and you may give someone else present 1 XP.*

□ **LEARN BY EXAMPLE (2/SESSION).** *At the start of any session, choose another character to be your mentor (whether they are willing or unwilling is up to them). Twice in that session, you may ask them for advice before making a skill check. If you follow their advice, gain +1 ACCURACY on that check. If they spurn your request or give you obviously harmful advice, take +1 ACCURACY on a check for actions that ignore them.*

□ **VETERAN POWER**
(Requires 2+ powers from this bond)

Gain a power from any other bond, and the **Boon of the Star**: If you or anyone else succeeded on at least one Heroic skill check, describe what happened. Give someone else who witnessed it 1 XP. Gain this power again to get another power from any other bond.

□ **PUNCHING BAG.** *When someone causes you Stress, your allies gain +1 ACCURACY on actions against them for the rest of the scene.*

□ **RESCUE (1/SESSION).** *When you fail a skill check, you can let a nearby character step in and bail you out. That character gets 1 XP and can immediately reroll the check as if they were making it, with +1 ACCURACY. They take any consequences (including Stress) instead of you.*

□ **STROKE OF LUCK.** *When you fail a skill check and take Stress, put yourself into danger, or seriously mess up, tell the GM you stumble onto something lucky of their choice: a way forward, an opportunity, or a lucky break. You or another character gain +1 ACCURACY on the next check acting on this stroke of luck.*

□ **THE SUN (1/SESSION).** Gain increased effect on all actions for the rest of the scene.

□ **THE MOON (1/SESSION).** Reduce all Stress suffered by 1, to a minimum of 1, for the rest of the scene.

□ **MASTER POWER**
(Requires 4+ powers from this bond)

The World (1/session): For the rest of the scene, treat any final result of 9 or lower on one of your skill checks as 10+. This means you cannot fail skill checks (you might still take consequences for rolling a 10–19 on Risky or Heroic checks).



XP □ □ □ □ □ □ □ □

Gain 1 XP for each **Ideal** achieved at session end. At 8 XP, clear all XP, and gain a new **bond power** in the next **downtime**.

MAJOR IDEALS

I addressed challenges with perseverance, learning, or sheer dumb luck.
I expressed my heritage, background, or beliefs through my actions.
I struggled with issues from my burdens or background.

MINOR IDEALS

PICK ONE EACH SESSION

- *Someone else helped me out of a bad situation.*
- *I learned from my own vulnerability or weakness.*
- *I threw myself into a situation without planning or preparation.*
- *Someone taught me something useful, comforting, or painful.*

STRESS □ □ □ □ □ □ □ □ □ □

Push: Pay 1 Stress for +1 ACCURACY on a roll.

If you take Stress with no empty boxes, you **Break**. Clear all Stress, gain a **Burden**, and leave this scene.

BURDENS



Invoke a **Burden** to get +1 **DIFFICULTY** on a roll (and mark off the 'I struggled with issues from my burdens or background' **Ideal**).

THE BROKER

WHAT GIVES YOU YOUR POWER?

A honeyed voice; A filed and organized list of debts owed; A favored upbringing, used to your advantage.

BOND POWERS

□ **BEG, BORROW, OR STEAL** (1/SESSION). When you need the right tool for the job (a disguise, a power tool, a weapon, loose currency, identity papers) you can choose to have it right now. The tool gives you **+1 ACCURACY** and increased effect on actions but it was stolen or “borrowed” from someone, and they will track you down by next downtime. The tool stops working at the end of the session or if you use this ability again to get a new tool.

□ **CONTINGENCY PLANS** (2/SESSION). When you or someone else takes consequences as a result of their actions, you can reduce their severity by describing how you intervene, manipulate, or otherwise change the outcome. This cannot eliminate the consequences entirely, just reduce them. Any **Stress** suffered is reduced by 1, which can reduce it to **o Stress**.

□ **COSMOCEPHALOS** (2/SESSION). When someone else makes a skill check, give them **+1 ACCURACY** by telling the GM how you planned, prepared, or accounted for this situation.

□ **FAVORS OWED**. If a nearby character will take consequences from their actions, you can offer to take those consequences instead. If they accept, you get a favor with them. You can cash this favor in any time to force them to help you with any skill check without spending **Stress** and share in the consequences, or defer to you on a decision. You can only hold one favor from each character at a time.

□ **IMMACULATE**. You are always the best dressed in any given situation. You are never unprepared for any situation involving clothing and have access to all manner of uniforms, disguises, costumes, formalwear, and so on. In situations where this helps, gain **+1 ACCURACY** and increased effect.

□ **LITTLE CONSEQUENCE** (1/SESSION). When you would take blame, personal fallout, or physical harm as a result of your actions, you may have another willing character nearby take the consequences instead of you after you learn what they are. If they do, they take **1 XP**.

□ **PERFECT LITTLE UNIVERSE**. Each downtime, you or another PC gain an extra downtime action.

WHAT DO YOU VALUE?

Good business and a sense of professionalism; Loyalty above all; Secrets, the dirtier the better; The respect of others, no matter how it's won.

□ **SPIDER** (1/SESSION). When you need something done without involving yourself or your group, you can call one of your many contacts. Pick up to three of the following words to describe how they get it done for you: **quiet, clean, quick**. For each word you pick, the GM chooses one thing you will need to get your contact, or else owe them after the job is done:

- collateral
- proof, payment, or assurances
- extraction

For each word you don't pick, they don't do it that way at all; however, they will always get the job done. The scale of what they need is concurrent with the scale of the request you make of them, which might make the request impossible unless you rephrase it.

□ **THE LEDGER**. Any time, you may ask any character what they want from you right now (service, time, attention, apologies, aid, information, a favor). If you give it to them as described, you can write their name in your ledger. Once their name is in there, you can invoke the ledger any time. When you invoke someone's name in the ledger, any roll you make against them with a result of 9 or lower is treated as a 10 for the rest of the session, then it loses its power over them.

□□ VETERAN POWER

(Requires 2+ powers from this bond)

Gain a power from any other bond, and the **Boon of Order**: At the end of each session, if you can describe how everything went to plan, do so. Give someone you think followed the plan **1 XP**. Gain this power again to get another power from any other bond.

□ MASTER POWER

(Requires 4+ powers from this bond)

Seal in Blood (1/session): When you make a deal with a willing person, name the terms of the deal (parties, duration, and services rendered), then shake hands. If you do, any person (including you) that breaks the deal suffers a baleful curse. They rapidly become deathly ill. If they're an NPC, they are too sick to do anything for the duration of one mission and are essentially helpless. If they are a PC, they gain a “deathly ill” burden. If the deal is broken by one party, the other suffers no consequences and the seal is lifted, ending this effect. Otherwise, the seal lasts for the deal's term.



XP □ □ □ □ □ □ □ □

Gain **1 XP** for each **Ideal** achieved at session end. At **8 XP**, clear all **XP**, and gain a new **bond power** in the next **downtime**.

MAJOR IDEALS

I addressed challenges with manipulation, influence, or elegance.
I expressed my heritage, background, or beliefs through my actions.
I struggled with issues from my burdens or background.

MINOR IDEALS

PICK ONE EACH SESSION

- I kept my hands clean of the dirty work.
- I proved that I was the most qualified to handle a situation.
- Someone found me attractive, intriguing, or frightening.
- Despite my best efforts, we went wildly off the plan.

STRESS □ □ □ □ □ □ □ □ □ □

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BURDENS



Invoke a **Burden** to get **+1 DIFFICULTY** on a roll (and mark off the ‘I struggled with issues from my burdens or background’ **Ideal**).