

GOBLINS IN SHADOW

**RESISTANCE & REVOLUTION,
FORGED IN THE DARK**

BY SIMON MOODY

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The Pitch

GOBLINS IN SHADOW is a roleplaying game about goblin resistance and revolution in an age of elven oppression. It's a world of clockwork and magic, of smoke and shadow. Players will take on the roles of a cell of goblin revolutionaries, working to undermine the elves and humans who have conquered their homeland and built an empire on its corpse. They'll advance their goals by taking on scores, missions that gather sympathy for their cause or take direct action against their oppressors, ending in a final attempt to assassinate one of the elven ministers ruling the city. To do that, they'll need to avoid being caught by the Watch or the Hounds, the elite special police of the city; they'll also need to balance their obligations to the various factions of the city, as well as their own personal obligations.

The rule of elves will be broken by goblins in shadow.

To Play: You need a handful of 6-sided dice (referred to hereafter as “d”), paper, and pencils. One person will be the Gamemaster (GM) and two to four people will be the players.

Safety in Darkness

This is a game based on elements of dark fantasy and its central conceit is a way to tell stories about marginalized folx rising up against their oppressors. These are heavy topics and the stories and game mechanics used to express them can be upsetting. My intent as a designer is to provide a safe play experience for anyone who wants to look at these stories through this lens, and that means a few things before we can even talk about the game.

- 1. This game is not for fascists.** If you support fascist ideology in any way, shape, or form, I don't want you to play this game. If you paid money for it, thank you for supporting marginalized voices in gaming - now delete the PDF. There are, unfortunately, plenty of other games written by actual fascists, racists, and queerphobes.
 - a.** To be clear, this game is also not for people who want to play stories about centrist “both sides are good” narratives. The antagonists of this game, the elves and their human allies, are The Bad Guys - there are no mechanics to help them or join them, and there never will be.
- 2. You must use safety tools to play this game.** The tools you use are up to you - you can find plenty of resources in the TTRPG Safety Toolkit by Kienna Shaw and Lauren Bryant-Monk (bit.ly/ttrpgsafetytoolkit). Personally, I suggest using the X-Card and Lines & Veils.

. To play the game as intended, allow anyone at the table (player or GM) to X any content they aren't comfortable with for any reason (no questions asked); also, before playing the game, make sure everyone knows what kind of content *will* be in the game and what kinds of content *might* be in the game depending on play. If anything makes anyone uncomfortable, make a confidential but public list of Lines (things that will never happen during play) and Veils (things that can happen as long as they're not described or focused on).

3. This game is not a trauma simulator. A lot of "dark" games mistake traumatic events, gore, and torture with "intense storytelling." This isn't a game about that. It's true that characters will experience emotionally-charged events, dangerous situations, and physical or emotional violence, but that doesn't mean the game has to make you revel in that trauma or chase it. I explicitly replaced the Forged in the Dark term "trauma" with "burnout" because I wanted to express in-game stress as exhaustion. It's also true that the elves in this game are monstrous; they drink goblin blood, after all. But the GM doesn't have to turn them into grindhouse villains. We can know that they drink blood *without* seeing that in game, or describing an elaborate torture ritual like (spoiler for Ep.1 of the new Dark Crystal series on Netflix) what the Skeksis do to Gelflings for essence.

. **Also, sexual assault is always off limits.** I personally don't think any story or game has ever benefitted from including sexual assault or sexual abuse of any kind. It's not a thing in this game world. Don't include it at all when you play this.

With all of that said, here are the content warnings for Goblins in Shadow.

- **Expected:** death or dying; systemic oppression; body horror (each goblin starts play with a body part that is either modified or replaced with a prosthetic or elven body part, voluntarily or not at the player's discretion); classism; weapons
- **Possible:** Physical or verbal abuse; excessive violence; hostages and kidnapping; blood; animal cruelty or death; drug use; guns; smoking

The World

It's been generations since the elves arrived and made their mark on the world. We don't know where they came from and frankly, most folk don't care. What's true is that this land was once home to two kin - orcs and goblins - until the elves came with their human allies, claimed everything for themselves, conquered the natives, and built a city to commemorate it all.

The empire is massive and the city at its heart reflects its scale. The city is built of cold gray stone, iron, and magic, both sprawling and oppressively tight across its six major districts. **The Warrens** are slums and shanty towns that lie below the city and include its labyrinthine sewer system. **The Smoke** is named for the thick smog of its factories that billow and plume into the sky, as laborers work the gears of industry and forge weapons of war. **The Docks** harbor ships bringing goods from distant lands, though none travel the sea who are not merchants, sailors, or elves enacting one of their mysterious schemes. **The Teeth** are a series of lower-middle class neighborhoods where lower class orcs, goblins, and humans live until they can buy their way into high society (a pipe dream for many). **The Hub** is the merchant district where the middle class live and work, the center of trade and commerce. **The Silk** sits above it all, where the wealthiest wine and dine each other in luxuries built on the backs of everyone else. And in the midst of the Silk lies **the Citadel**, the seat of power where only elves and their most trusted subjects are allowed to enter. It is a city of unsteady alliances, a powder keg ready to explode at the slightest provocation.

The city is ruled by a conclave of elven ministers and the human legates who enforce their laws. This alliance between elves and humans is of necessity more than desire. The deathly pale, corpse-like elves are sterile and ancient, determined to hold their power as long as possible and keep it out of the hands of “lower” folk who do not understand their schemes. They need the numerous humans to enforce their will and serve as their troops.

Where elves enforce their rule with strange magic and otherworldly knowledge, humans enforce with their massive numbers and industry, using clockwork machines and flintlock firearms to apply pressure. Law is enforced by the **Watch**, made of mostly humans and some orcs who patrol the streets, and the **Hounds**, an elite order of human-only special police at the beck and call of the elves, who hide behind iron dog masks and hunt any who would seek to usurp order and the status quo.

Orcs are as tall and clever as humans but with short tusks and skin in shades of green, while goblins are much the same but with no tusks and standing three feet tall on average. They lived in this land in a loose unity with no kin holding greater position over the other. This society was no less sophisticated than humans, though there had been no industrial revolution at the time of the invasion. Instead, they relied on the goblin discovery of bloodstone, magical red crystals with various properties, to power their own devices or embedded in their bodies to improve their capabilities.

Since the invasion, orcs and goblins are considered lower class and mostly work in manual labor, serve in the military, or perform menial administrative tasks. Goblins are the shortest-lived, fastest-maturing, and smallest species, meaning they are drafted as grunts and work the most

undesirable jobs in the city, especially anything that requires small size (sewer maintenance, mechanical engineering, etc.). It is possible, but unlikely, that an orc or goblin can advance their station through hard work and a lot of money, but the system is stacked against them such that a poor human or even a poor orc is more likely to make it before a goblin ever would.

The true nature of the elves' schemes and desire to conquer new lands is that they require two things to survive: gold and blood. By consecrating gold with ritual magic, elves can ingest gold as sustenance; an elven banquet is full of such magically gilded food and gold-flecked wines. However, this is only enough to keep them going from day to day. Wherever they came from, it is clear this environment or world is harsh to elven physiology. As sterile, ancient, and dying beings, the elves sought to extend their lives and recently discovered they can consume the blood of other species to do so. Although each species' blood has its own properties, elves believe goblin blood to be the most vigorous; after all, they grow the fastest of any folk in the land. This is not a commonly known fact but the goblins have their suspicions, and when a goblin goes missing there is always the fear that they were taken so that an elf might live another year or two.

Based on all of these factors, some goblins have come together to form a loose group of revolutionaries operating as cells with no central leadership. They call themselves the **Shades**, after old spirits who come from and lurk within shadows. These goblins work to bring about the destruction of elven rule by forging alliances within the city, undermining their efforts, and eventually plotting the deaths of every elven minister on the Conclave. You are one of these goblins, and working with your teammates you will take back your home, piece by piece.

The Characters

You are a member of a secret cell of goblins working to create a revolution and usurp the council and rule of elves by any means necessary. Although you are underestimated constantly by those in power due to your heritage, it would be foolish to go by your real name lest you be caught by the Hounds. You've developed a name given to you by the Hounds so they can track you and it speaks of your reputation, appearance, and talents.

- The Arm: You're the muscle for the cell.
- The Eye: You're the scout for the cell.
- The Tongue: You're the negotiator for the cell.
- The Hand: You're the saboteur for the cell.

Character Creation

1. Choose one of the four playbooks. Your character begins with one action marked and a special armor to resist a certain kind of danger or consequence.
2. Choose one of the three options that reflect your playbook's identifying body part and skill.
3. Assign 1 point to either Insight, Prowess, or Resolve and set the others to 0.
4. Give your character a name and pronouns.
5. Choose a heritage to reflect which district you grew up in.
6. Choose a background category to reflect what you did before joining the resistance, and write a note about what you did.
7. Choose a demeanor and a look.

Goblins in Shadow is intended to play out over several game sessions. If you want to play a conventional campaign, follow the rules exactly as described here. However, if you want to play a one-shot of this game on a stream, at a convention, or at home, make the following adjustments for **ARCADE MODE**. In this mode your characters are at the culmination of their revolution. You have more tools to play with, as well as the scars it took to earn them. Don't generate a score - you're going to either assassinate one of the Elven Ministers or die trying.

- Assign 4 total points between Insight, Prowess, and Resolve (maximum 3 per attribute).
- After marking your playbook's starting action, mark 3 additional actions.
- Mark 3 Burnout boxes. If you tick your last Burnout box, your character retires or is captured as normal but now you join the GM and help create obstacles and challenges!

Playing the Game

Flow of Play

Once everyone has created characters, the players will suggest a score or the GM will generate one.

The game moves through several distinct phases:

- **Planning:** Open roleplay where players can have scenes filling in what their characters do when they're not running missions for the Shades, talking with allies, or discussing what their next step is. Once you know what your mission is, move to the Score phase and don't get bogged down in planning all the little details of the job.
- **The Score:** The bulk of the game takes place during this phase. The GM describes the scene as players drop into the start of their mission, whether emerging from a river and climbing onto a dock or rappelling down the side of a mage's tower. Always start at the action. As you

run the mission, players will take actions and mark boxes off their load to show how they planned for danger. When the mission is complete and the players make their escape, move to Downtime.

- **Downtime:** In this phase, players receive Fervor as a reward and plan their next steps, while the GM makes a roll to find out how much heat that mission generated. Players take actions and spend Fervor to heal wounds and stress, work on big-picture projects, build sympathy among other goblins, or gather information. This is a good time to end a session, but if a Score is short or everyone's ready to continue, jump back to Planning and repeat the process.
- Repeat this process until players have all marked their sixth advances, at which point you'll run one last mission to assassinate one of the Elven Ministers. See "Ending the Game" for more information.

Actions and Attributes

Each character has three attributes: Insight, Prowess, and Resolve. Insight is a measure of your character's awareness and cunning. Prowess is a measure of your character's physical ability. Resolve is a measure of your character's willpower and charisma. Each attribute governs a number of actions.

Insight is used to HUNT, STUDY, SURVEY, or TINKER.

- When you **HUNT**, you track a target or chase them down.
- When you **STUDY**, you scrutinize details and make deductions.
- When you **SURVEY**, you assess the situation and predict outcomes.
- When you **TINKER**, you meddle with devices and mechanisms.

Prowess is used to FINESSE, PROWL, SKIRMISH, or WRECK.

- When you **FINESSE**, you employ dexterous manipulation or subtle misdirection.
- When you **PROWL**, you move with stealth and subtlety.
- When you **SKIRMISH**, you engage a target in close combat and trade blows.
- When you **WRECK**, you unleash brutal force and bring devastation.

Resolve is used to ATTUNE, COMMAND, CONSORT, or SWAY.

- When you **ATTUNE**, you employ willpower or implements to channel arcane power.
- When you **COMMAND**, you compel obedience from others.
- When you **CONSORT**, you socialize with friends and contacts.
- When you **SWAY**, you influence with guile, charm, or argument.

Taking Action

Whenever you want to do something, tell the GM what action you want to make or describe what your character does and the GM will tell you what action makes the most sense. Roll dice equal to your attribute rating + 1d if you have a matching action marked +1d for any bonuses that may apply (GM's choice), then use the highest result. If you would roll no dice for any reason, i.e. 0 in an attribute and the action you're taking isn't marked, you roll two dice and use the lowest instead - consider making a Devil's Bargain (see below).

- If you roll two or more 6s, you **CRIT**: succeed and **increase your effect level one step**.
- If your highest roll is a **6**, you do your action flawlessly without complication.
- If your highest roll is a **4-5**, you succeed but at consequence; the GM will tell you how.
- If your highest roll is a **1-3**, things go badly and the consequences are greater; you may still succeed but end up in a bad spot or take a significant loss to do so.

Before an Action Roll, the GM must tell the player two things: their position, i.e. how dangerous the action is based on the fiction, and the level of effect they'll accomplish if you succeed.

Your position is either **controlled**, **risky** or **desperate**; most action rolls are risky. A more dangerous position means you're risking greater consequences. If your position is controlled, the stakes are low because you're in control; if you fail, the fallout will be minimal. If your position is risky, the outcome is uncertain and dangerous; if you fail, you risk taking harm, stress, or a modest setback. If your position is desperate, the odds are against you and the stakes are high; if you fail, you risk serious harm, a lot of stress, or a devastating setback.

The effect level you can accomplish is either **great**, **standard**, or **limited**. In general, effect is used to determine how much to advance a progress clock (see below). Limited effects are temporary or weak, standard effects are the expected outcome of an action, and great effects are devastating or significant.

Teamwork

You can work with and interact with your allies in four unique ways:

- **Lead a Group Action:** When leading or guiding your team in an action, you and all participants roll the same action and pick the best result. The leader takes 1 stress for any goblin that fails their roll (a result of 1-3).
- **Assist:** When you aid a teammate in their action, take 1 stress and give that player +1d.
- **Set Up a Teammate:** When you try to create an opportunity or opening for an ally, roll an action to either improve the position or increase the effect of their following roll.
- **Protect:** When you defend a teammate, you take the consequences of their failed roll instead of them.

The Devil's Bargain

If you need an extra die for an action roll you may ask the GM to give you a negative condition that will happen regardless of the result of your roll. If you do, add +1d to your dice pool and the GM will tell you what it costs you. Other players may suggest ideas for the consequences of a bargain as well.

Since your character may well have no points in an attribute or not have marked an action you're attempting, this is a way to roll at least 1 die (at cost).

The Fortune Roll

Sometimes the GM will decide to let the dice determine an uncertain outcome instead of making a decision - this is called a Fortune Roll. The GM will create a pool of 1 die and add more dice for appropriate fictional elements like scale, quality, potency, etc. The outcome of this roll is determined the same way an Action Roll is (see above).

- If two or more **6s** are rolled, a CRIT happens and things go perfectly/the effect is great.
- If the highest roll is a **6**, things go well/the effect happens in full.
- If the highest roll is a **4-5**, things go well but at consequence/the effect is mixed.
- If the highest roll is a **1-3**, the outcome is bad/the effect is limited.

Stress and Burnout

Whenever you suffer a negative consequence after a roll, you can resist the outcome through quick reflexes, sharp wit, endurance, or sheer luck. However, every time you resist taking consequences, you take stress based on the position of the roll.

- **Controlled position:** take 1 stress to resist.
- **Risky position:** take 2 stress to resist.
- **Desperate position:** take 3 stress to resist.

When you fill your last stress box, mark a burnout box and reset your stress track to 0. When you mark 4 burnout boxes, your goblin succumbs to the exhaustion of revolution and is removed from play. You may decide if they rebuke the cell, go into hiding, or become jaded by the cause.

Harm and Armor

You may suffer harm as a consequence of a roll or when the fiction of the game calls for it. When you take harm, note the type of harm or injury you suffered. The GM will tell you which harm box you must tick based on that injury. In general, the first box should represent **lesser harm**, the middle box should represent **moderate harm**, and the third box should represent **severe harm**.

Each harm box you mark affects any action rolls you make that it would apply to in the fiction of the game. For example, a broken arm would likely affect rolls to SKIRMISH or TINKER. The three degrees of setbacks for harm are:

- **Lesser Effect:** Any actions affected by this harm are one effect level less effective.
- **-1d:** Any actions affected by this harm subtract 1d from the dice pool.
- **Disabled:** You cannot take any kind of action unassisted unless you take 2 stress.

Harm may be non-physical as well. The GM might call for ticking a Lesser Effect harm (exhaustion) after pulling an all-night surveillance operation. If you have to take a specific kind of harm and that box is already marked, tick the box on its left instead. If you tick all your harm boxes, your character is dead.

Armor lets you resist consequences without taking stress. If you're wearing armor you may tick your armor box instead of receiving physical harm as a consequence. Each playbook also has **special armor** to resist a specific kind of harm, which can always be ticked once per score.

Progress Clocks

GMs, you will often need to track progress on a complex obstacle, such as time-sensitive events, unfolding consequences, or impending threats. These are tracked with progress clocks. To make a progress clock, draw a circle and divide it into four to eight segments, depending on how complex or difficult the obstacle is. As players take actions to overcome the obstacle, fill in segments on the clock based on the effect level of those actions.

- **Limited Effect:** mark one segment
- **Standard Effect:** mark two segments
- **Great Effect:** mark three segments.
- Bonus effect levels may mark extra segments.

It is likely you will have multiple clocks running at once at different scopes and timeframes. Example clocks include: getting past the estate's guards, disarming security countermeasures, escaping a chase through the slums, or fighting off one of the Hounds

Load and Equipment

Before each score you must choose what kind of load your goblin will be carrying. A light load means you're quick and inconspicuous, a normal load means you look like an armed and equipped revolutionary, and a heavy load means you are slow and loaded for bear.

Rather than deciding what you need before starting a mission, you can mark one of the item boxes that belongs to your playbook when you need something. You can do this in response to the fiction as well, such as deciding that you were wearing armor under your shirt after taking a sword to the guts. You can mark a number of boxes up to your load limit during a score.

Earning and Spending Fervor

After a successful score, your cell earns 4-12 **Fervor** to share among yourselves, determined by the GM when creating that score. Fervor represents how much support you have among other goblins and orcs in the city, and your ability to rally others to your cause for support. You can spend Fervor in a variety of different ways to aid you in your missions or change the political landscape of the city.

- **Mutual Aid (1 Fervor):** You can take an additional downtime action. The benefit of that action comes from an ally or acquaintance - you now owe them a favor in return. You can only gain Mutual Aid once per Downtime phase.
- **Dead Drop (1-2 Fervor):** You arrange to have extra equipment hidden at the site of a mission - increase your load by 1. If you spend 1 Fervor, there's evidence of the drop left behind, which adds +1d to the Heat Roll at the end of a mission. Spending 2 Fervor ensures the dead drop is hidden well, and doesn't add dice to the Heat Roll.
- **Camaraderie (2 Fervor):** You spend your leisure time carousing or bonding with a cellmate. The next time you Assist them on a mission, give them +2d instead of +1d; in addition, the next time you Set Up an Ally targeting them, you add +1d to to your action roll.
- **Stake a Claim (4 Fervor):** Add 1 Claim to a district; when all 3 Claim boxes are ticked, you have support from the majority of the district's residents and gain a bonus. You can Stake a Claim multiple times in a Downtime phase, but each box costs 4 Fervor each.
- **Incite Revolt (12 Fervor):** You instigate an open, armed uprising among the goblins and orcs of a district. If that district was locked down by the Hounds, this opens it back up. After running a mission in that district, add +2d to the Heat roll; subtract -2d from Heat rolls for missions in any other district, as the Hounds are overwhelmed suppressing the riot.

Heat and Entanglement

At the end of a score the GM should make a Fortune Roll to see what entanglements the cell will face during downtime – this is also called the Heat Roll. As with all Fortune Rolls, roll 1d and add +1d for each of the following that applies to the score: it involved a high-profile target, it was loud and chaotic, or anyone (players or NPCs) was killed or died somehow.

- On a roll of **1-3**, the cell is approached by a faction with a risky opportunity.
- On a roll of **4-5**, the cell attracts some heat or encounters rivals.
- On a roll of **6**, a cell member gets interrogated or the cell suffers reprisals
- On a **CRIT**, the Hounds lock down a district to hunt the cell or the Hounds arrive at one of the cell members' homes to arrest them.

Downtime

At the end of a score, after receiving Fervor and dealing with any entanglements and loose ends, clear your load and armor boxes. Each player then takes two of the following downtime actions:

- Clear one harm box (from right to left).
- Indulge in your vice to clear 3 stress.
- Create or tick a long-term project clock.
- Get a new asset.
- Gather information.

Scores

When you need to create a score, either roll or pick a job from this list and fill in who the client and target are, add a twist or complication, and connect it to a faction. Assign a reward of 4-12 Fervor and introduce it into play. High-profile targets generally give more Fervor, but also tend to generate worse entanglements.

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

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

Violence

1. Assassinate
2. Disappear or Ransom
3. Terrorize or Extort
4. Destroy or Deface
5. Raid or Defend
6. Rob or Strongarm

Arcane

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

Factions

There are many groups to contend with in the city. Add to this list as necessary:

- **The Conclave:** The governing body that runs the empire, made of elves and humans.
- **The Watch:** The city's mundane law enforcement group.
- **The Hounds:** The special police who perform dark acts to enforce elven rule.
- **The Shades:** The goblin revolutionary coalition; your cell is one of many.
- **The Pale Guard:** Elite elven soldiers who protect the Conclave and elven elite from harm.
- **The Garrison:** The local branch of the military who defend the city walls.
- **The Merchant's Guild:** Arbiters of trade and commerce in the city.
- **The Cogs:** Factory workers attempting to unionize and fight for better rights in the Smoke.
- **The Mage's Guild:** Researchers, scholars, and artificers.
- **The Broken Tusk:** An orcish crime syndicate.
- **The Red Maw:** An apocalyptic goblin cult that smuggles and experiments with bloodstone.

End of Session

During play, mark an XP box whenever you take a desperate action. At the end of each session, go around the table and mark an XP box for each of the following that happened:

- Your character expressed their beliefs, drives, heritage, or background.
- Your character struggled with issues from their vice or burnout.
- As a group, you expressed the goals, drives, inner conflict, or essential nature of the cell.
- As the ARM, you addressed a challenge with violence or coercion.
- As the EYE, you addressed a challenge with knowledge or stealth.
- As the TONGUE, you addressed a challenge with deception or influence.
- As the HAND, you addressed a challenge with technical expertise or ingenuity.
- As the HEART, you addressed a challenge with patience or passion.

When all your XP boxes are filled, you gain an advance and choose to either increase an attribute rating by 1 or mark an action; you can only choose each option up to 3 times.

Ending the Game

After you and the rest of the cell mark your sixth advance, you take on one final mission: assassinating one of the elven ministers within the Citadel. Everything you've done so far has built to this moment. The stakes are at their highest and you may not live to see this task through. Should you succeed, you'll have done the impossible and weakened the grip of the elves on your city.

Players should decide which of the ministers they play to assassinate and how. They are not listed because they are so great in number and their functions are inscrutable, but Minister of Defense, Minister of Arcanum, Minister of Law, or Minister of Commerce are suggested examples. The GM will create one final score targeting the Conclave, taking place within the Citadel. Whether you succeed as heroes or fail as martyrs, the game is over.

Character Creation Resources

Demeanors

Affable, Anxious, Brash, Bright, Brooding, Calm, Cold, Fierce, Grim, Jovial, Languid, Open, Rough, Sad, Sardonic, Stern, Striking, Twitchy, Warm, Weathered

Looks

Durable leathers and furs, faded conscript's uniform, rags and tatters, threadbare finery, singed and soiled laborer's outfit, shapeless robes and layers, weathered casual wear

Heritages

The Teeth, the Warrens, the Hub, the Docks, the Smoke, the Silk

Backgrounds

Arcane: You used to work with and around magic, i.e. librarian's assistant for the Mage Guild.

Labor: You used to work in one of the city's industries, i.e. sewer cleaner or machinist.

Military: You used to serve in the military, i.e. a cannoner's "powder monkey" or a pikeman.

Street: You used to make a living on the streets, i.e. a panhandler, busker, or city guide.

Underworld: You used to work for a criminal organization, i.e. a smuggler or legbreaker.

Trade: You used to work with merchants, i.e. a shop hand, bookkeeper, or curio dealer.

Vices

Faith: You're dedicated to the old goblin religion, despite its illegal nature.

Gambling: You're chasing the thrill of risk and reward.

Luxury: You crave the finer things in life and want to show others you've got a piece of the pie.

Obligation: You're indebted to a family member, a lover, or another cause in addition to the revolution.

Pleasure: You enjoy what time you have by indulging in the joy of music, food, or love.

Stupor: You cope with the struggle by losing yourself in substances or harsh experiences.

Weird: You experiment with strange magic, observe unusual superstitions, or seek ways to use bloodstone to comfort or improve yourself.

The Arm

You are the cell's enforcer. With your strength and physical power, you will break obstacles and deal death to protect your allies and bring forth the revolution with steel and blood. Mark the **SKIRMISH** action. You have **special armor** vs. harm in combat.

Your ARM both aids your work and identifies you to the Hounds. Choose one:

- Chain Hook:** You have a metal prosthetic arm and hand that extends from your shoulder; it has a spring-loaded coiled chain in the elbow mechanism that connects the hand to the arm. (**Mark 2 stress** to either: *pull yourself towards a nearby object/enemy* OR *pull a small object towards you.*)
- Inked & Scarred:** Your arm is covered in the scars of battle and arcane tattoos from an older, forbidden goblin faith which both protect and heal you. (You ignore *limited effect* harm. You can clear one harm box during downtime without spending an action.)
- Elfhide:** One of your arms has patches of pallid elven skin grafted onto it, lending you a portion of their magical agility. (You get **+1d** to combat actions against elves. You always go first in combat, unless surprised.)

INSIGHT

HUNT
STUDY
SURVEY
TINKER

PROWESS

FINESSE
PROWL
SKIRMISH
WRECK

RESOLVE

ATTUNE
COMMAND
CONSORT
SWAY

Load 3 (Light) 4 (Normal) 5 (Heavy)

Equipment

- A large weapon
- A flintlock pistol A 2nd pistol
- Armor OR Heavy armor
- Wrecking tools

Stress

|

Burnout

Harm Disabled -1d Lesser Effect Armor Heavy Special

XP

Demeanor: _____ **Look:** _____

Heritage: The Teeth The Warrens The Hub The Docks The Smoke The Silk

Background: Arcane Labor Military Street Underworld Trade

Vice: Faith Gambling Luxury Obligation Pleasure Weird

The Eye

You are the cell's scout. With your perception and deductive reasoning, you will reveal dangers and uncover secrets to protect your allies and bring forth the revolution with information and irrefutable evidence. Mark the **PROWL** action. You have **special armor** vs. detection and alarms.

Your EYE both aids your work and identifies you to the Hounds. Choose one:

- Elf-eye:** Your eye has been replaced with an elven eyeball, granting you access to their otherworldly perception. (You can sense magical auras and either **STUDY** or **HUNT them.**)
- Clockwork Goggles:** You have a pair of mechanical goggles attached to your head; their myriad modular lenses let you see things in great detail. (You get **+1d** to **STUDY** up close or to **SURVEY** at a great distance.)
- Bloodstone Eye:** Your eye is a chunk of bloodstone, tinting your vision with ancient blood magic. (**Mark 2 stress** to either: *see heat signatures in your immediate area* OR *react in time when surprised or ambushed.*)

INSIGHT

HUNT
STUDY
SURVEY
TINKER

PROWESS

FINESSE
PROWL
SKIRMISH
WRECK

RESOLVE

ATTUNE
COMMAND
CONSORT
SWAY

Load 3 (Light) 4 (Normal) 5 (Heavy)

Equipment

- A hidden blade OR A flintlock rifle
- A shadow cloak
- Armor
- Climbing gear
- Burglary tools

Stress

|

Burnout

Harm Disabled -1d Lesser Effect Armor Heavy Special

XP

Heritage: The Teeth The Warrens The Hub The Docks The Smoke The Silk

Background: Arcane Labor Military Street Underworld Trade

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The Tongue

You are the cell's mouthpiece. With your charm and social acumen, you will deceive and gather information to protect your allies and bring forth the revolution with truth and propaganda. Mark the **CONSORT** action. You have **special armor** vs. persuasion and suspicion.

Your TONGUE both aids your work and identifies you to the Hounds. Choose one:

- Silver Tongue:** Coated in silver by elven magic, yet as functional as normal flesh. (You get **+1d** to **SWAY** other goblins, orcs, and humans.)
- Forked Tongue:** A mutation imparted traits of the serpents you used to work with. (**Mark 2 stress** to either: *cause your target to forget you tried to **SWAY** them until you meet again* OR *spit poison in an enemy's face.*)
- Elf-tongue:** Your tongue was replaced with a pallid, thin elven tongue. (You can perfectly mimic an elf's voice - that of your tongue's former owner. You can **ATTUNE** to create illusions from ambient magic.)

INSIGHT

HUNT
STUDY
SURVEY
TINKER

PROWESS

FINESSE
PROWL
SKIRMISH
WRECK

RESOLVE

ATTUNE
COMMAND
CONSORT
SWAY

Load 3 (Light) 4 (Normal) 5 (Heavy)

Equipment

- A spring-loaded wrist blade
- Forged papers
- Armor
- Drugs or fine alcohol
- Subterfuge tools

Stress

|

Burnout

Harm Disabled -1d Lesser Effect Armor Heavy Special

XP

Heritage: The Teeth The Warrens The Hub The Docks The Smoke The Silk

Background: Arcane Labor Military Street Underworld Trade

Vice: Faith Gambling Luxury Obligation Pleasure Weird

The Hand

You are the cell's saboteur. With your cunning and technical expertise, you will sabotage and undermine efforts to protect your allies and bring forth the revolution with engineering and ingenuity. Mark the **TINKER** action. You have **special armor** vs. mishaps and alchemical/mechanical dangers.

Your HAND both aids your work and identifies you to the Hounds. Choose one:

- Steel-capped Fingers:** Your fingertips are capped in steel to prevent them from being jammed in machinery or burned or eroded by flame or acid. (+1 effect when using alchemy or machinery to overcome obstacles.)
- Entropic Brand:** Your hand is marked with old goblin magic that erodes matter. (Mark 2 stress to either: *touch an object to cause rapid decay* OR *drain the life from a living being.*)
- Elf-hand:** Your hand was replaced with a pale, bony elven one, granting you its lingering magical aura. (You can bypass locks and devices requiring an elf's touch. You can **ATTUNE** to manipulate nearby elements with your hand.)

INSIGHT

HUNT
STUDY
SURVEY
TINKER

PROWESS

FINESSE
PROWL
SKIRMISH
WRECK

RESOLVE

ATTUNE
COMMAND
CONSORT
SWAY

Load 3 (Light) 4 (Normal) 5 (Heavy)

Equipment

- A clockwork crossbow
- Smoke bombs OR Flasks of acid
- Armor
- Alchemist's tools
- Tinkering tools

Stress

|

Burnout

Harm Disabled -1d Lesser Effect Armor Heavy Special

XP

Heritage: The Teeth The Warrens The Hub The Docks The Smoke The Silk

Background: Arcane Labor Military Street Underworld Trade

Vice: Faith Gambling Luxury Obligation Pleasure Weird

The Heart

You are the cell's caretaker. With your compassion and medical expertise, you will gather support and heal your allies and bring forth the revolution with protective wards and public support. Mark the **CONSORT** action. You have **special armor** vs. emotional manipulation and fear.

Your HEART both aids your work and identifies you to the Hounds. Choose one:

- Alchemical Apparatus:** Your heart has taught you how to mend flesh as easily as a machine. You may TINKER to remove harm from an ally. On a hit, remove 1 Harm; on a 10+, remove 2 Harm. On a miss, you need the right tools or something other than what's on hand to deal with it.
- Bloodstone Heart:** The magic in your heart enkindles fervor in others. You have +1d to COMMAND or CONSORT with goblins and orcs, and generate +1 Fervor for your cell after every score.
- Elfheart:** Mark 2 stress to *COMMAND* elves to cause fear and make demands of them OR gain +1 effect when *COMMANDING* or *SWAYING* humans OR fill your voice with an otherworldly timbre.

INSIGHT

HUNT
STUDY
SURVEY
TINKER

PROWESS

FINESSE
PROWL
SKIRMISH
WRECK

RESOLVE

ATTUNE
COMMAND
CONSORT
SWAY

Load 3 (Light) 4 (Normal) 5 (Heavy)

Equipment

- Mercifully-sharp dagger
- Sleeping gas grenades
- Armor
- Surgeon's tools
- Religious vestments

Stress

|

Burnout

Harm Disabled -1d Lesser Effect Armor Heavy Special

XP

Heritage: The Teeth The Warrens The Hub The Docks The Smoke The Silk

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District Claims

As you complete missions, you can spend earned Fervor on Staking a Claim on a city district. When you mark all of a district's claim boxes, you unlock a permanent or one-time boon for your crew.

The Teeth

On a **CRIT** on the Heat Roll, this district is **Locked Down** by the Hounds. You cannot access it.

Incite a Revolt to liberate this district.

Claims Staked

When you **claim the Teeth for the revolution**, mark:

Hearts Aflame: All future scores earn the crew **+2 Fervor**.

The Warrens

On a **CRIT** on the Heat Roll, this district is **Locked Down** by the Hounds. You cannot access it.

Incite a Revolt to liberate this district.

Claims Staked

When you **claim the Warrens for the revolution**, choose one:

Masters of the Labyrinth: All Heat Rolls have **-1d**. The crew always starts each score at an **advantageous or hidden position** when entering from the sewers.

Tunnel Hunters: All rolls made to **PROWL, HUNT, STUDY, or SURVEY** while within or acting from the sewers have **+1d, +effect, or +position** – choose whenever you take action.

The Hub

On a **CRIT** on the Heat Roll, this district is **Locked Down** by the Hounds. You cannot access it.

Incite a Revolt to liberate this district.

Claims Staked

When you **claim the Hub for the revolution**, mark:

Liberate Luxuries: Each character **erases one Burnout box**. If you have no Burnout marked, **clear 3 Stress** as though you had indulged in your vice. If you have no Stress marked, **hold 1 die**; at any time during the next score, you may roll that die and add it to any action you take.

The Docks

On a **CRIT** on the Heat Roll, this district is **Locked Down** by the Hounds. You cannot access it.

Incite a Revolt to liberate this district.

Claims Staked

When you **claim the Docks for the revolution**, choose:

Secure Imports: Your crew gains access to an unusual, strange, or magical asset from across the sea. Whenever you take advantage of this asset, add **+1d** to your next Heat Roll.

Rumor Mill: You may always **gather information** for free during Downtime, in addition to taking two actions as normal.

The Smoke

On a **CRIT** on the Heat Roll, this district is **Locked Down** by the Hounds. You cannot access it.

Incite a Revolt to liberate this district.

Claims Staked

When you **claim the Smoke for the revolution**, choose one:

Seize the Means of Production: Your crew is supplied with weapons, armor, and tools of high quality from liberated factories. Any action made with **marked equipment** gains **+1d**.

Worker's Uprising: Immediately **Incite a Revolt** in a district without paying any Fervor. If that district was locked down, liberate it.

The Silk

On a **CRIT** on the Heat Roll, this district is **Locked Down** by the Hounds. You cannot access it.

Incite a Revolt to liberate this district.

Claims Staked

When you **claim the Silk for the revolution**, choose one:

Sanctuary, Threatened: All Heat Rolls have **+1d**, but all rolls made against elves gain **+effect or +position** – you may choose a different benefit each time you roll against an elf.

Know Your Enemy: Your crew discovers a critical weakness of one of the elven ministers. When you undertake your final mission, you must target that minister. All rolls made to exploit or take advantage of that weakness have **+1d**.