



## Game Structure:

A referee controls and describes the world to players who then describe how their characters act in the world by declaring their *intent* (what the character wants to be true in the world) and *approach* (how their character is attempting to make their intent true).

## Action Roll

If an *approach* to an *intent* can fail *and* can succeed *and* failure matters (they can't just retry infinitely without meaningful consequence), the player rolls 2d6 and adds points from the relevant class and a point for any relevant items. If the total is equal or greater than the action's Difficulty Score (DS) it is successful.

## Difficult Scores Guidelines

Easy: 8 Moderate: 10 Hard: 12

## Dangerous Actions

If an action has a risk of physical danger, the difference between the roll and Difficulty Score is the amount of damage the endangered participant takes.

### Example

As an action, Amber is flirtily fighting with a Spire Demon with a DS of 10. She rolls 2d6 and adds 2 from her *Musician Score*, 1 from her *Fancy Duds*, and 1 from her *Killer Boots*. The total is 12. The difference between 12 and 10 is 2, so the Spire Demon takes 2 damage. A non-player character's DS is also their HP, so now the Spire Demon's Difficulty Score is 8. If the roll was an 8 then Amber would've lost 2 HP.

## Cargo

Your Cargo Score is how many items you can carry comfortably on your person. You can keep double your cargo score in your Gondola, but for every item you take with you that exceeds your Cargo score subtract 1 from any Gangster or Guardian Rolls.

## Dead and Nearly Dead

Whenever a character's HP goes to zero or less, roll 1d6 on the table below. For each additional hit, -1 to the roll.

- 1: *Really Dead* - character dies and cannot be saved.
- 2: *Mostly Dead* - character is out of the fight and wakes up later with a *terrible scar*
- 3: *Down, But Not Out* - character is unable to move around but still conscious and gets a *cool scar*
- 4: *Hurting Pretty Bad* - character can continue to fight but must roll 3d6 and drop the highest for all Action Rolls.
- 5: *Ouch!* - character is unable to take any non-defensive actions for the next round.
- 6: *Check it Out* - character is unaffected (takes no damage, as if not even hit) except for getting a *cool scar*

## Scars

Scars come in two flavors - *cool* and *terrible*. Cool Scars are helpful sometimes - count them like weightless items and add each relevant scar to an action roll. *Terrible Scars* hinder you a bit, -1 to relevant action rolls. Roll d6 for location:

1. Face 2. Arm 3. Leg 4. Chest 5. Back 6. Neck

## Healing & Downtime

Regain lost Health Points by focusing during their downtime for a week on one of the following actions:

- *Relaxing*: You've spent your time recharging, ignore damage from the first danger roll you fail.
- *Gardening*: You've got tasty magic treats, treat as a consumable item that doesn't count against your Cargo Score.
- *Writing*: You've learned a new dweomersong or improved an existing one!
- *Schmoozing*: You've forged a new relationship or improved an existing one!
- *Carousing*: You got silly but it worked out; lose one item but have +1 to any 2 classes for the duration of your next adventure.
- *Working*: You worked a while and can afford a new item for your cargo.

## Advancement

Level up at the end of a game session where you did any of the following: delivered cargo, abjured a demon away with a song, were kissed by someone new, solved a mystery, or helped a friend. Each level raise a class score by 1 and raise either Health or Cargo Score by 1.

## Character Creation

### Name your character.

Start with 10HP and an 8 Cargo. Distribute 3 points between these classes:

- *Gangster*: Good at brawling, talking, noticing
- *Guardian*: Good at shooting, defending, calming
- *Musician*: Good at singing, convincing, thinking

### Choose 3 items:

Any item marked with an \* is a category, specify what you want

Instrument*	Ration*	Rope	Alchemical Item*
Melee Weapon*	Lantern	Manacles	Makeup
Ranged Weapon*	Net	Flask	Tools*
Piece of Armor*	Hammer	Marbles	Jewelry*
Cloak	Mirror	Wire	Pet*

## Dweomersongs

Dweomersongs may have any of the standard effects from this list or may act more like outright spells, overwriting reality:

- Cause listeners to roll a particular check with 3d6 and drop either the highest or lowest
- Grant allied listeners +1 to particular type of rolls
- Impose enemy listeners a -1 on particular type of rolls

For example, a Moon (Fear) dweomersong might be called *Beneath a Watchful Moon* and impose a -1 to all offensive rolls in moonlight, or make listeners pass a check or flee, etc.

Dweomersongs are as difficult to perform as they are to overcome (DS8, DS10, or DS12) - to create a DS10 effect requires a DS10 performance action roll. Dweomersongs last for the duration of their performance + *Musician score* minutes afterward.

You can learn a new dweomersong or improve an existing one by *writing* during downtime, granting yourself a +1 bonus to performing it for each improvement.

Every starting character knows one dweomersong, roll 2d6 or choose from the table below:

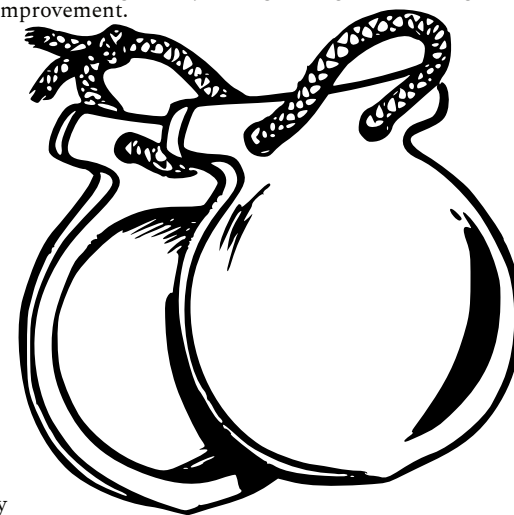
d6	Theme	Emotion
1	Moon	Fear
2	Sleep	Anger
3	Work	Longing
4	Beauty	Sympathy
5	Ambition	Joy
6	Celebration	Love

## Relationships

Relationships can help you advance (by providing you friends to help and jobs to do), but they can also aid you in your adventures, offer advice, and generally improve your life in the city. When leaning on your relationship for help, roll and add the relationship's score (default 1) against the DS.

You can start or improve your relationships by *schmoozing* during downtime; for each improvement, add +1 to the relevant relationship score.

Every character begins play with two relationships - roll 2d6 or make one up!



d6	Connection	Vocation
1	Familial	Trebuchet Operator
2	Romantic	Artisan
3	Platonic	Merchant
4	Professional	Spire Agent
5	Obligate	Alchemical Gardener
6	Hierarchical	Gondolieri