

Crow



Name:

Look:

SKILLS

- Caw
- Murder
- Observe
- Swoop

DOMAINS

- Crime
- Coin
- Occult
- Tech

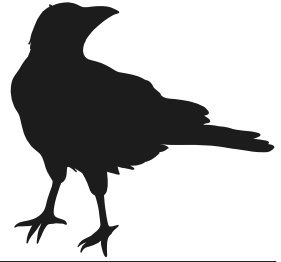
ABILITIES <ul style="list-style-type: none"><input type="checkbox"/> Once per session you may engulf someone in crows, devouring them.<input type="checkbox"/> Once per scene you may act with supernatural speed and strength. Doing so again that scene costs 1 Claw stress.<input type="checkbox"/> When you harm someone, any witnesses will flee in terror or be paralyzed by fear, your choice.	ADVANCES <ul style="list-style-type: none"><input type="checkbox"/> Gain an Ability<input type="checkbox"/> Gain an Ability<input type="checkbox"/> Gain a Domain<input type="checkbox"/> Gain a Skill<input type="checkbox"/> +1 die when using Murder
EQUIPMENT	REFRESH <p>Destroy a symbol of opposition from one of the Court's foes.</p>

RESISTANCES

- Claw
- Eye
- Beak

FALLOUT

Raven



Name:

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SKILLS

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ABILITIES

You don't check for Fallout until you have at least 3 stress in a track.

All doors unlock with your touch. Doors may also be locked so only you may pass.

When you take Claw stress, burst into a cloud of ravens and reform somewhere within eyesight.

ADVANCES

Gain an Ability

Gain an Ability

Gain a Domain

Gain a Skill

+1 die when using Observe

EQUIPMENT

REFRESH

Discover a secret that will benefit the Corvid Court.

RESISTANCES

Claw

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Eye

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Beak

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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FALLOUT

Jay



Name:

Look:

SKILLS

Caw

Murder

Observe

Swoop

DOMAINS

Crime

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Tech

ABILITIES

Those who can hear your Caw will follow one word commands from you.

Once per session mask your face and voice to match someone who you have seen and heard.

When you Caw with mad jabbering, choose an effect on those who can hear: madness, pain, paralysis.

ADVANCES

Gain an Ability

Gain an Ability

Gain a Domain

Gain a Skill

+1 die when using Caw

EQUIPMENT

REFRESH

Spread fear of the Corvid Court to those who think themselves immune to it.

RESISTANCES

Claw

Eye

Beak

FALLOUT

Magpie



Name:

Look:

SKILLS

Caw

Murder

Observe

Swoop

DOMAINS

Crime

Coin

Occult

Tech

ABILITIES

When someone takes a coin from you, they must obey a single word command you give them.

When you acquire a trinket from someone, you can always track their location.

Once per scene you may appear anywhere you can see. Describe how you got there.

ADVANCES

Gain an Ability

Gain an Ability

Gain a Domain

Gain a Skill

+1 die when using Swoop

EQUIPMENT

REFRESH

Acquire someone's cherished belonging to fill the Corvid Court's coffers.

RESISTANCES

Claw

Eye

Beak

FALLOUT

Name:

Look:

SKILLS

Caw

Murder

Observe

Swoop

DOMAINS

Crime

Coin

Occult

Tech

ABILITIES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	ADVANCES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
EQUIPMENT	REFRESH

RESISTANCES

Claw

Eye

Beak

FALLOUT
