

Jumpchain by QafianSage

Once, this world was much like many other fantasy worlds you might have come across in your travels - but a thousand years ago, a great and nameless calamity befell it. Now, the Immortal Emperor rules over the Shattered Isles, binding them together by His authority and the failing sorceries of old. The sun is little more than a scattering of embers which barely crest the horizon. The stars shift their positions in the sky, and glimmer strangely from the depths of the Void Sea. Worst of all, the gates of Death were shattered, and ghosts and demons both let loose from whatever lay beyond to haunt the living.

There can be no promise of an afterlife anymore - at least, none one would wish for. When the soul is torn loose from the body, all that awaits it is ghosthood and eventual, inevitable madness - or the electroplasmic crematoria of the Spirit Wardens. The old magics have failed, or are failing, replaced by spectrology, the weird artifice of sparkcraft and alchemy, or invocations to horrifying demons and ancient, eldritch gods.

This is the world into which you are now entering, jumper. Where nobles, commons and those between are crammed behind the barriers of tamed lightning which keep the dead at bay. Where great ships sail out upon the inky depths of the Void Sea to hunt demon-possessed leviathans whose plasm keeps the lights on, and the ghost barriers alive. Where scoundrels of all sorts haunt the street-corners and plot in the shadows, while nobles drink their troubles away and slum-dwellers farm rats and algae for sustenance. Where travel between one settlement and another is managed by sailing the Void Sea, or by great trains defended by unfortunate Railjacks with electrified goads to keep the ghosts away. Where the world of the dead is barely a step away, just beyond the black mirror, and every death means a new ghost, unless the Spirit Wardens do their duty.

And where, every night, the moon gets a little bigger in the sky.

It is the year 847, Imperial Era. Welcome to Doskvol, jumper.

Take 1000 CP.

Heritage

Choose <u>one</u> Heritage.

You hail from **Akoros,** heartland of the Empire and the island upon which Doskvol can be found. Most of the land is taken over by the unquiet dead, and her hills and forests have long since been laid waste and petrified, but still this is the seat of the Immortal Emperor. Akorosi tend to be pale-skinned and fair-haired.



You hail from the **Dagger Isles**, a collection of small islands where demon-haunted jungles still grow, and the people live on ships which sail the Void Sea, without the benefit of lightning barriers. Dark whispers are spread of how they protect themselves. Islanders are typically copper-skinned and dark-haired.

You come from **Iruvia**, that ancient land of black deserts, raging volcanoes and obsidian mountains which made compact with the Emperor, where it is said the old sorceries are still preserved in ancient libraries, and demons hold positions of office amongst the nobility. Iruvians tend to have amber skin and dark hair.

You have your roots in **Severos**, where - besides the imperial settlements here and there - most people live in nomadic horse-tribes roaming across the plains, or taking shelter in ancient fortresses whose arcane wards still keep the dead at bay. They tend to be of brown complexion, with dark hair.

You hail from **Skovlan**, only recently conquered by the Empire after a thirty-six year war. A land of rocky crags and desolate moors even before the end of the world, Skovlans are a hardy people with little love for the Empire. They tend to be light-skinned, with fair or red hair.

Or perhaps your beginnings lie in the far northern, mysterious lands of **Tycheros**, where strains of demon blood are said to run in the population, and all manner of ancient treasures can be found - or, at least, so say those for whom Tycheros is at least half-myth. Its people are sometimes called ‘Strangers’, and are often marked by physical peculiarities.

Class

Choose one Class to belong to.

You are of the **Upper** classes; wealthy, connected, almost certainly born into power and money - and even in a broken world, such things will earn you much.

You are of the **Middle** classes; an uncomfortable assortment of artisans, lawyers, scholars, lesser merchants and other skilled positions too important to be paid a pittance, but not wealthy enough to buy security.

You are of the **Lower** classes; part of the great masses that form the base of the pyramid of humanity, holding up the rest through your labour and effort. Still, you're probably much better at surviving with less support than others - because you've had to do so so far.

Role

Choose one Role.

You are a **Cutter**; a man of violence, a dangerous and intimidating fighter - whether a thug, bodyguard, constable or something else.

You are a **Hound**; an investigator, bounty hunter and expert in ranged weaponry, regardless of which side of the law you use those skills on.

You are a **Leech**; doctor, alchemist, artificer, craftsman and/or demolitionist. When it comes to making use of advanced techniques and knowledge, you're the one.

You are a **Lurk**; an infiltrator, thief and burglar, excelling in athletic ability and stealthy infiltration and exfiltration.

You are a **Slide**; a charmer, trickster, conman and face, excelling in personal trickery, disguises, persuasion, negotiation and telling when you're being bullshitted.

You are a **Spider**; an information-broker, a dealer in secrets and favours, a mastermind, planner and manipulator.

You are a **Whisper**; a mystic, medium and occultist, who knows the ways of spirits and demons, and can wield spirit mask, electroplasm and weird devices to master them.

Perks

Abilities

There are twelve Abilities, each representing a different kind of action. One purchase of an Ability will give you a reasonable degree of skill in it; the level of an average professional. Two purchases will put you at the level of a notably-skilled professional. Three purchases will give you the skills of a true master in your field.

Abilities cost 100 CP per purchase, or 50 if Discounted.

Attune (Discount Whisper): The ability to open your mind to, contact, commune with and wield arcane beings, powers and forces, as well as the knowledge of arcane and eldritch matters.

Command (Discount Cutter): The ability to command obedience through sheer force of presence, intimidation or authority, lead through the power of your charisma, and inspire emotions through oratory or direct demonstrations of prowess.

Consort (Discount Slide, Spider): The ability to socialise with friends and contacts, or to navigate the webs of power, etiquette and society, gain access to people or places through social means and make the impressions you want on others.

Finesse (Discount Lurk): The ability to move dexterously and with subtlety, whether fighting an elegant duel, balancing on a precarious ledge, pickpocketing a target with them none the wiser, or directing a vehicle or mount with precision and skill.

Hunt (Discount Hound): The ability to carefully track or hunt a target, arrange ambushes, discover a target's location or vulnerabilities, or bring ranged weapons to bear with precision from a distance.

Prowl (Discount Lurk): The ability to traverse the world with subtlety and precision; climbing sheer walls, creeping through shadows, running and leaping across rooftops, or striking someone with a blackjack - or a knife to the throat - from surprise.

Skirmish (Discount Cutter): The ability to engage foes in close-quarters combat with fists, knives, guns, or whatever other weapons are to hand. Wrestling, brawling, brutal knife-fights and open-air battles all come under this Attribute.

Study (Discount Spider, Whisper): The ability to closely analyse things, gather information, survey evidence and come to conclusions (whether on a crime, the true name of a dark god, or a person's true feelings and intentions), and research in-depth.

Survey (Discount Hound): The ability to take in a situation, anticipate outcomes, and notice important details. With this ability, you'll notice telltale signs of violence

before it breaks out, notice opportunities or weaknesses, pick out someone sneaking up on you and similar.

Sway (Discount Slide): The ability to influence others with charm, guile or persuasion, talking them into things they probably shouldn't do, lie to someone's face, or construct an argument with no rebuttal they can see.

Tinker (Discount Leech): The ability to work with technology, devices and mechanisms, whether picking locks, inventing new wonders (or terrors) of sparktech or alchemy, or operating or taking control of similar devices within Doskvol.

Wreck (Discount Leech): The ability to unleash savage force and destruction and get attention with grand distractions, whether through your own strength and abilities, or more indirect means - like bombs, explosive weaponry or sabotage.

General Perks

Time and Tide (100 CP)
Though the waters of the sea have turned to a strange, inky-black substance, and their depths are haunted by demon-possessed leviathans, the Void Sea remains the safest way to travel the world. It's hard to navigate when the stars don't stay the same from night to night - but this should at least give you an edge. You have an uncanny sense of time, able to count seconds precisely, and even tell exactly how long you've been unconscious or otherwise unaware. Moreover, you have an intuitive sense for natural cycles, like the movements of the tides or an oncoming storm. It's no substitute for training, or proper navigational equipment, but it's something.



Unquiet Dead (300 CP)
Death no longer functions right in the Shattered Isles - but there are some very limited upsides to that state of affairs. An assured afterlife, for one - if a rather unpleasant one. With this perk, if you die, you won't chain-fail. Instead, you'll rise from your corpse as a cloud of charged ectoplasmic vapour - that is to say, a ghost. This perk will protect you from the madness which awaits the dead, and allows you to take full advantage of your new state of being. As a ghost you are ordinarily visible, but can float rapidly through the world, provoke terror in most who see you and can flow slowly through small openings as a vapour. You are, however, vulnerable to mystic or electroplasmic defences and attacks, can be magically compelled by appropriate means, and can interact with the physical world only weakly.

By exerting yourself somewhat, you can dissipate your substance to pass through solid objects, become invisible or shock or freeze those you pass

through (for longer periods the more you strain yourself), exert telekinetic control over objects, travel instantly to places within this jump you knew in life or which are important to you, or even possess a victim - though feeding from them, having arcane powers used against you or the host being driven to desperation can cause your control to slip, necessitating that you exert your will over your host's.

Finally, in order to sustain yourself you must drain life-energy, either by possessing a victim and draining them, or by feeding from a spirit well - a rare and valuable commodity. If you do not do this, you will not be able to restore yourself from the exertion of using your powers, or suffering damage.

Although you are difficult to damage by mundane means, you can still be harmed by mystical attacks, and can drain yourself into oblivion. Unless you have some other means of avoiding death, such an end will be final.

If you take this perk, you may optionally choose to start this jump having already died, existing as a ghost from the beginning.

Vampire (200 CP)
Once you were a ghost, but through arcane ritual you have possessed a soulless but living body, becoming something else entirely: A vampire. Though not necessarily a drinker of blood, and with no particular aversion to the sun (even suns stronger than the feeble embers which light the sky of the Shattered Isles), you must sustain yourself by periodically draining some quality (blood, youth, happiness, vitality, colour). When you do this, you heal your body rapidly - but also leave a telltale mark.



Still, vampirism has its upsides. You need not breathe or sleep, are agelessly immortal, can develop your skills and physical abilities to greater heights than ordinary humans, are invisible to spirits unless you act upon them somehow, and can strain yourself to achieve truly superhuman physical feats, perceive beyond human limits (e.g. smell like a bloodhound, sense emotions or thoughts, see in darkness or invisible things), or cause living things to avert their gaze and fail to notice you for a few minutes, or until you take overt or violent action.

If you also have **Unquiet Dead**, you also retain the aspects of your ghostly abilities while a vampire (e.g. telekinesis, possession, manifestation at a distance), though doing so requires that you temporarily vacate your hollow body and return to ghostly form.

Hull (200 CP)
Through the arts of artificers and sparkcrafters, your spirit has been installed in a new body - not one of flesh, but one of metal. Ordinarily, ghosts placed into Hulls this way have their minds wiped, but you are an exception. However you got here, your body is a cunning construct of brass and steel. Choose one of the Sizes below, then one Feature possible for that Size:

Small (Cat-sized)
- *Levitation*: You can fly slowly by hovering inside a volatile ectoplasmic bubble.

Medium (Human-sized)
- *Life-Like Appearance*: You are immaculately designed, able to pass for human (or animal, as the case may be), save under close scrutiny.

Heavy (Wagon-sized)
- *Interior Chamber*: There is space inside you to carry a person (and possibly controls as well.

General Features:
- *Phonograph*: Your design includes a wax-cylinder phonograph, able to precisely record and play back sound.
- *Sensors*: You have an advanced sensorium including a sonar able to 'see' through walls, detect heartbeats and similar.
- *Smoke Projectors*: You can project acrid clouds of smoke, enough to fill a room.
- *Spring-Leap Pistons*: Your legs or feet are spring-loaded, allowing you to fall from almost any height, or leap up several stories.
- *Spider Climb*: Your legs or feet have barbs or adhesive pads, allowing you to climb sheer surfaces or hang upside-down with ease, though they must still support your weight.
- *Reflexes*: You have lightning-fast reflexes, ensuring you'll always be able to act first.
- *Plating*: You are especially-heavily armoured, rendering you all-but immune to small arms fire.

Regardless of which Size and Features you choose, with some tinkering your equipment can be integrated into your body, you can attune to the local electroplasmic power grid to try and control it, and can drain your own power to perform superhuman physical feats, or to release electroplasm into a lightning barrier, or an ambient blast or beam - useful against both living and dead opponents.

If you also have **Unquiet Dead**, you also retain the aspects of your ghostly abilities while a Hull (e.g. telekinesis, possession, manifestation at a distance), though doing so requires that you temporarily vacate your Hull body and return to ghostly form.

Upgraded Hull (50 CP; Requires Hull)
Choose an additional Feature, you may add it to any Hulls you possess, so long as it will fit their Size.

Heritage Perks

The perk corresponding to your chosen Heritage is free.

Imperial Dignity (100 CP; Free Akoros)
Akoros is the heart of the Empire, and even its lowest classes feel some pride in that. No matter your station in life or current state, you'll always be able to command at least a little respect - something about your bearing, or maybe your manner, suggests that you're the sort of person to be listened to. This won't necessarily mean that those you talk to will obey, or even keep from punching your face in - but they'll hear you out at least a little longer than the other guy.

At Your Heels (100 CP; Free Dagger Isles)
The Dagger Isles are famed for their corsairs and their travelling clans - and perhaps there's something there to how they deal with the dangers of their land. You have a particular talent for leaving trouble behind you; when you leave a place and move on to somewhere else, it's notably more difficult for those who mean you harm (natural or supernatural) to find or follow you - though this only lasts so long as you keep moving, or until you return to where you originally fled from.

Iruvian Sword Arts (100 CP; Free Iruvia)
Amongst their many other famed techniques, the Iruvians are known for strange and exotic fighting styles - said to have been honed both with and against demonic powers - and you have learned one such art. These are not quite supernatural, but are complex fighting styles, each oriented towards attaining certain advantages in battle. Whatever style you favour, you are an expert in its use.

Wild Hunt (100 CP; Free Severos)
You know the secret methods used by the Severosi to train their horses to sense ghosts or follow their trails. You can use the same methods on any animal, making them useful companions when detecting the influence or presence of, hunting down or attacking spirits and immaterial entities. You're also an excellent horseman and horse-tamer.

Bitter Ends (100 CP; Free Skovlan)
Though beaten and incorporated by the Empire, Skovlan only submitted after thirty-six years of war, and the people of Skovlan have not forgotten that. You have the same kind of bloody-minded tenacity, such that no amount of abuse or derision could cause you to hate yourself, and no pain or suffering make you wholly unwilling to try and rise again.

Stranger Blood (100 CP; Free Tycheros)
People say strange things of the Tycherosi; that they have interbred with demons, or are demons themselves. Exactly how much of this is true, and how, is unclear - but you bear some physical mark of this connection in a demonic tell on your body; perhaps feathers instead of hair, eyes as black as a shark's, or a slight smell of smoke about you. Choose an element related to your tell; you're slightly more resistant to harm from that element , and beings associated with that element (in this jump, that mostly means demons, as well as natural animals) will tend to be better-disposed towards you. After this jump is over, you can toggle this tell (and ability) on and off at will.

Class Perks

Class perks are discounted for your chosen Class.

Upper Class

Lordly Demeanor (Free and Exclusive)
There's something about you that others of the better classes recognize; a matter of bearing, or maybe a certain casual arrogance. Whatever it is, you can be sure, in this world and others that may follow, that you will be accepted among the nobility (or equivalent social classes, like billionaire CEOs in a cyberpunk setting) as one of them (or, at least, a foreign noble worthy of equivalent respect), and someone worth listening to rather than tuning out like one of the commons. You can toggle this effect on or off at your will.

A Noble Profession (200 CP)
You have received the finest education money can buy, courtesy of Doskvol Academy in the Whitecrown district. Choose one of the following educations; you're well-trained in that area and also have the ability to, should you choose, take up a very profitable profession based on that education without any particular difficulty:

- *College of Imperial Science:* You have been given the best of educations in law, economics, Iruvian studies, the history of the Empire's unification, and the political sciences. This has prepared you well for a career in government service - perhaps as an ambassador, an official or some other, similar position.
- *College of Naval Command:* The Empire always wants great sailors and naval men, and you could stand amongst them proudly. You have been trained in naval law, Void Sea navigation, ship design and operation, fencing, athletics, astronomy, alchemy and applied mathematics. The obvious route to go down here is, of course, a captaincy in the navy and advancement through their hierarchies, but you might also oversee shipbuilding, leviathan blood refinement or pursue another career to do with the sea.
- *College of Immortal Studies:* Originally a theology department, Immortal Studies has since broadened to encompass the humanities as a whole. Your curriculum included history, philosophy, pre-Cataclysm studies, music and theatre studies, as well as spectrology; the study of spirits, souls and their properties. Perhaps you are a noted playwright, historian, artist or even spectrologist to the stars?



This perk may be purchased up to three times, once for each College and education.

Privilege of Rank (400 CP)

Even after the apocalypse, nobility retains its hold on power - and now, so do you. You will find that you are given preferable treatment when it comes to applying for any kind of position, job or similar and that - especially if you provide some ‘financial incentives’ - a lack of skills or qualifications for the position in question will be far less of a barrier than normal. This might seem like it’d put you in a bad spot, should someone come around looking for you to actually do your job - but this perk also comes with an incredible ability to find good underlings who’ll do the hard work for you.

Pluck the Web (600 CP)
You are a master of the political game, with an encyclopaedic knowledge for faces, names and all manner of relationships between people, the desires of others, and a profound understanding of just how to play on those relationships and desires to achieve the results you want. Given the chance, you could rise high indeed.

Middle Class

The Included Middle (Free and Exclusive)
The middle classes are in an awkward, unstable position - for where the pyramid of society must have a peak and a base, the shape of the middle can change greatly. Yet, there is potential in this instability. With this perk, you will find yourself much more able to move between different social classes; though they may not accept you as one of their own, you could find a place at the tables of nobility, should you earn their regard, or amongst the gangs of Crow’s Foot or Silkshore - though this does nothing to protect you from more personal, and less class-based, enmities or mistrusts.

A Worthy Education (200 CP)
Perhaps you didn’t attend the heights represented by Doskvol Academy, but you have still found yourself a very respectable education and profession. Choose a craft or profession which requires a significant degree of education; you have a doctorate-level education in that area, guild membership, and significant professional experience to boot. You may also, if you wish, be employed in a profitable practice. Some examples follow:

- *Lawyer:* A master of law, precedent and argument in court; one of the pugilists of the legal profession.
- *Banker:* One through whose hands money flows like water, and whose mind is a living ledger recording all manner of transactions.
- *Doctor:* A physician and attendant to the flesh, able to mend all but the worst of wounds, and diagnose and cure most diseases.
- *Alchemist:* A distiller of weird chemical mixtures, from mundane compounds, drugs and medicines, to potions whose effects approach the arcane, from vials which burst into clouds of inky darkness to potions which cause flesh to regenerate for a time.
- *Sparkwright:* An engineer who fuses technology with electroplasm, able to construct Hulls, lightning barriers, weird bombs and all manner of other strange devices.
- *Spectrologer:* The more proper name for what is called in slang a ‘Whisper’; one who knows how to deal with, imprison, distil and manipulate spirits and the stuff of spirits.

This perk may be purchased multiple times, each time giving you education and experience in a new field.



Shells Within Shells (400 CP)
Doskvol is a city of corruption, crime and countless schemes - so it would behove you to work carefully, or at least to make sure someone else is set up to take the fall. You're a master when it comes to this particular style of delegation; creating shell companies, using intermediaries to hide who's the man behind the man and so on. Moreover, you're much better than others at finding patsies and catspaws who either can't or won't betray you, whether due to their own feelings, or mechanisms of control you establish. If you don't want a secret to get out of your organisation, jumper, it'll take a lot of work to extricate it.

Golden Opportunity (600 CP)
Where the lower classes live by their labour, and the upper by their privilege, the middle classes live upon the opportunities they can find. You have a particular eye for such opportunities; a near-supernatural sensitiveness for openings into which you could insinuate yourself - whether that be in a market with a new product, an academic field with a new and revolutionary theory, the structure of an organisation, the movements of an enemy force, or the favour of a powerful man. If you follow this train of opportunities, and exploit them appropriately, you can be sure that your station, reputation and prosperity shall all rise precipitously.

Lower Class

Urban Survivor (Free and Exclusive)
Though it is far from the worst place in the world, Doskvol is not exactly easy to live in. When food must be farmed in the canals, fished from eldritch oceans, or harvested from mice and rats as a matter of course, the two meals that keep savagery away are always on the mind. With this perk, so long as you are in an urban environment, you'll always be able to find the basics of life; food, water and shelter, though they may not be of a pleasant sort.

A Real Job (200 CP)
Nobles may strut about in their palaces, and barristers and scholars walk the streets of Charterhall, but down in the mud it's your kind, and your work, which keep the Empire afloat. With this perk, you have the equivalent of ten years' professional experience in any one 'low-class' trade you choose; from policing to brewing to construction to sailing. This doesn't come with any formal education, but you know all the little tricks of the trade that are almost impossible to teach.

This perk may be purchased multiple times. Purchases after the first are discounted 50%, stacking with any other discounts.

Keep Your Head Down (400 CP)
Doskvol is a city alive (or possibly undead) with conspiracy and competing factions - who has time for you? So long as you commit some efforts to keeping yourself ‘below the radar’, you and organisations you control will tend to have less attention paid to them, especially by those with greater status or societal power by you. Your weirdness will be ignored as merely the result of living in a bizarre world; your crimes considered less important to prosecute than another gang’s; your efforts surely doomed to irrelevance compared to the much more important matter of union-building efforts elsewhere. Of course, this perk’s protection is lessened greatly if you’re the only one left for people to look at.

Solidarity Forever (600 CP)
In such a harsh world as this, and deprived of both money and good blood, the lower classes must turn to one another. You have a great talent for building the kind of community bonds and loyalty that make life worth living, and livable, in such dire straits. Under you, a bunch of gang thugs will kill and die for one another after a few weeks and a few jobs together, and you could talk a bunch of scabs into joining a strike rather than standing against it. This also comes with a particular ability to bring a certain level of organisation to this sort of movement - not by top-down command, but finding the people who know how to do a job and making sure people know they can do it. Solidarity isn’t much good if people can’t find anything to fill their bellies, after all.



Role Perks

All Role perks cost 200 CP. Perks corresponding to your chosen Role are discounted; you may also take one perk corresponding to your Role for free.

Cutter



Battleborn
You have an instinctive affinity for battle and conflict; in a moment of particular stress you can exert yourself beyond normal bounds, blocking an attack which would have hurt you, or striking with unexpected ferocity - though this moment of perfection only comes rarely, and you shouldn't count on getting ir more than once or twice a mission.

Bodyguard
You're trained as a bodyguard, with eyes that pick out threats and dangers others might miss, and knowledge of a myriad of techniques to help you defend others much more effectively in a fight.

Ghost Fighter
Through some means (mystic tattoos, esoteric breathing techniques, electroplasm-soaked rags) you've learned to imbue your hands, weapons or other tools with spiritual energy, making your attacks more potent against spirits, and letting you interact with them physically - even to the point of being able to grapple with ghosts.

Leader
You have an inspiring presence; those fighting or taking action in desperate circumstances under your direct command have much better morale, and act with renewed vigor and effectiveness.

Mule
You're used to carrying lots of gear, able to manage heavy loads with ease, and stash equipment about your person so that you won't get fatigued despite carrying so much.

Not to be Trifled With
You can push yourself to your limits, tiring yourself and straining your body in the aftermath, to achieve physical feats verging on the superhuman (bending iron bars, tackling a galloping horse, lift a huge weight), or fight for a space on an even level with up to six times your numbers. This scales with your base abilities; you'll always be able to push a little beyond your ordinary limits, for a time.

Savage
When you want to, you can engage in battle in a way calculated to cause terror in enemies; commanding and overseeing those frightened by your displays of savage violence is easier.

Vigorous
You have a truly robust constitution, speeding your healing rate by about a quarter, and rendering you significantly more resistant to disease, infection or similar troubles.

Hound

Catch the Scent
When you want to track someone or something down, if you push yourself - tiring yourself and straining your body - you can always be assured of finding some kind of clue to put you on track, though this doesn't guarantee a speedy resolution.

Focused
You have inner reserves of will and concentration which, once per job or significant endeavour, you can call upon to resist fear, surprise, mental compulsion or other such mental issues, or to go beyond your normal abilities for ranged combat or tracking.



Ghost Hunter
You have a spirit pet; an animal trained and enhanced against the supernatural. It's particularly effective when fighting spirits, able to sense them while immaterial or harm them while immaterial. It also has one of the following abilities:

- *Arrow-Swift:* Your pet can move at supernatural speeds, outracing galloping horses or racing motor-carriages.
- *Mind-Link:* You and your pet can communicate mentally and silently, sharing thoughts and senses.
- *Ghost-Form:* Your pet can dissolve into a ghostly vapour to pass through gaps or barriers as if it were a spirit (though wards can keep it out in this form).

This perk may be purchased additional times to add further abilities to your spirit pet, or to take additional spirit pets.

Scout
You are particularly practised in tracking down a target, able to turn the slightest clues into useful leads - and this same knowledge lets you know just what to conceal when you want to hide yourself in a prepared position or camouflage.

Sharpshooter
You can push yourself to make an attack with a ranged weapon at far greater range than would normally be possible, or to unleash a barrage of rapid-fire (with weapons not meant for such, like a bow or bolt-action rifle) to suppress the enemy.

Survivor
You are immune to the poisonous miasma of the deathlands, and both can and know how to survive on the strange flora and fauna which grow there, beyond the lightning barriers. You enjoy a similar immunity to and ability to forage within similarly-cursed locations in future.

Tough as Nails
Although wounds still deal physical harm to you as they would otherwise, you are notably more resistant to pain, able to endure harm which would leave others mewling in distress, and still line up a perfect shot on your target.

Vengeful
When hunting down someone who's wronged you, or when you achieve some kind of vengeance against them, you seem to learn and train a little faster.

Leech

Alchemist
You have a real talent for alchemy, letting you avoid the worst of the discipline's dangers, get the most out of your ingredients, and both learn and discover more such formulae at about twice the speed of others - though unless you're trained in the discipline, your knowledge of such formulae is relatively scant to begin with.



Analyst
When you have time and space to work on long-term projects involving investigation or formulating complex plans, you can fit more work into whatever time you have than others would. This doesn't necessarily let you get things done faster - but it does mean you'll be able to accomplish more in the same time.

Artificer
You're a talented sparkwright, able to more safely construct such wonders of metal and spirit, to do so effectively even with poor tools and materials, and learn and invent new designs about twice as quickly as others - though this kind of talent is no substitute for the ordered training which would actually let you know more of those designs.

Fortitude
Through some combination of drugs, natural fortitude and the kind of experience with late nights that only comes from long study, once per job or significant undertaking you can push through the effects of fatigue, weakness or chemicals without harm or ill effects, or work to the absolute limits of your abilities when working with technical or chemical matters, without straining yourself.

Ghost Ward
Using specialised formulae, you know how to create an area which torments spirits held inside and makes them desperate to leave, or which lures and attracts spirits towards it. This effect lasts for a few days, though particularly powerful spirits can try to resist, and doing so ruins the area for other purposes due to the side effects of the formulae.

Physicker
You are an expert in first-aid and on-the-spot care, able to rapidly stitch up and heal wounds even in the heat of combat or other dangerous circumstances - and, with the time and tools to really work, you can accelerate healing further, and be almost certain of preventing infection or similar complications. You're also familiar enough with bodies that you're particularly good at finding anything odd or strange about them.

Saboteur
When you wreck or damage something, you know exactly how to do so in the subtlest manner possible - both in the immediate term, so others won't hear your demolitions or similar, and in the long-term, so that people won't notice anything wrong until the moment your sabotage takes effect, unless they examine whatever you've damages very closely.

Venomous
You are entirely immune to a specific form of poison or drug, and can push yourself (tiring yourself and straining your body) to secrete it from your skin, produce it in your saliva, or exhale it as a vapour. You can add a new substance you're attuned to at the beginning of each subsequent jump, but the substance must come from that jump, or a jump you've already visited.

Lurk

Ambush
You're well-practised in exploiting the moment of shock and bewilderment that comes with an enemy springing a trap or being attacked from hiding, able to exploit such things to their best effect, and often cut down an enemy before they have any chance to fight back, or even cry for help.

Infiltrator
You have an encyclopaedic knowledge of security systems, lock designs, the training methods of different kinds of guards, the weaknesses of sparktech sentry-Hulls and more, such that you don't suffer additional difficulty due to higher-quality security measures - as you always know just how to get past them.

Daredevil
The thrill of danger excites you - and if you let yourself give into it, it'll lift you up, sharpening your senses and reaction times in desperate and risky moments, though also making you more vulnerable to any consequences you suffer as a result.



Devil's Footsteps
You can push yourself to your limits to achieve feats of nigh-superhuman agility, speed or acrobatics, or to dodge and weave amongst enemies such that they strike each other in their confusion. This scales with your base abilities; you'll always be able to push a little beyond your ordinary limits, for a time.

Expertise
You're particularly adept when it comes to leading others in group actions, guiding them along the way so that even the completely inexperienced take on some basic level of skill - very useful when you're sneaking around with a whole group, and one person's failure could become the whole group's.

Ghost Veil
By pushing yourself, you can slip into the ghost field, becoming shadowy and insubstantial for a brief time and letting you pass through physical objects. By pushing harder, you can become fully invisible, cause the effect to last for a few minutes, or become able to hover like a ghost for the duration.

Reflexes
Your reflexes and reaction times are such that you can act faster than almost anyone else - if there's any question who acts first, who's quicker on the draw or similar, it's you, unless your enemy is on a whole different level than you (e.g. acting faster than a wind-demon), in which case you'll still be able to keep up much better than others.

Shadow
You are almost one with the shadows, with an instinctive affinity for stealth and concealment which allows you, once per job or significant task, to evade detection, silence a security measure before it can betray you, or otherwise ensure you go unnoticed just that essential bit longer.

Slide



A Little Something on the Side
You've always got a scheme in mind to make a little additional cash, and an eye for ways to make an extra profit off a job - whether pickpocketing guards while you sweet-talk them, or noticing some silverware you can pawn off later.

Cloak and Dagger
You're well-practised in assuming all manner of disguises, able to affect nearly-supernatural transformations of your appearance with some well-placed makeup and choice clothes. Furthermore, you know how to use a revelation as a distraction, throwing off a disguise to win the initiative in a situation.

Ghost Voice
Through some secret method - perhaps akin to that used by the Iruvians - you are able to communicate with all manner of spirits, demons and other inhuman, supernatural creatures. This doesn't guarantee that they'll listen to or obey you, but you'll always have a chance to talk if you want it, and it'll always understand you, and you it.

Like Looking in a Mirror
You can always tell when someone is lying to you - whether white lies or intricate deceptions.

Mesmerism
When you persuade someone of something, or to do something, you can cause them to forget you ever did so, making them think that they came to the decision of their own will, or for some other reason - though this only lasts until they meet you again, and if they are the introspective sort they might well wonder why they forgot you.

Rook's Gambit
You have a particular talent for seeing where principles of one skill can apply to situations where another would usually be used. Perhaps your long study of engineering will help when it comes to picking locks, or a battle-scarred and battle-shaped physique be applied to charming ladies and gentlemen at a party. In general, you're significantly better at finding ways to apply your skillsets and knowledge more broadly.

Subterfuge
Deception comes naturally to you, such that when you get really into the flow of things (once per job, or significant undertaking) you can avoid all consequences due to someone's suspicion, allaying their worries with ease or turning aside an eye looking too closely, no matter their wariness.

Trust in Me
You understand what makes people tick, and if a person has an intimate relationship with you ('intimate' need have no connection with romance; a trusted friend or benefactor, a family member or a comrade would all qualify as much as a lover), you find it significantly easier to act upon them - whether socially manipulating them, intellectually understanding or outthinking them, aiding them in their own efforts, or even defeating them in battle or bringing them down with a knife in the back.

Spider

Calculating
You're a true master of time-management. That doesn't sound like much - but when you're working on long-term projects or 'downtime' activities, you can fit in about half again what another person could. You can only do this for one person at a time though; yourself or another.

Connected
You have a wide array of contacts and underground connections, allowing you to more easily acquire tools, equipment or aid, or to offload heat and attention onto others.

Foresight
You have an uncanny degree of foresight; not actually supernatural, but you are able to guess with a peculiar degree of accuracy just what kinds of things you'll need when you set out on a task, and make sure to have those things ahead of time.



Functioning Vice
Though all people have their vices or causes which they indulge in, the better to relax and allow the stress of existing in such a dangerous place as Doskvol to dissipate, you have careful control over your own impulses, allowing you to both avoid accidental overindulgence (which might cause other problems in future), and to ensure that you always get what you want out of such things.

Ghost Contract
When you seal a deal, in writing or by some other means like shaking hands on it, you may ensure that both participants bear a strange mark of their sworn oath. If either breaks this contract, they suffer a terrible, withering curse which greatly weakens and harms them. It won't kill them, but recovering from such a supernatural affliction will take an extended period of time - time in which to get vengeance.

Jail Bird
You have a certain understanding with the authorities. If you're ever caught (or, indeed, turn yourself in), you can be assured that your punishment will be lessened compared to what it ought to be for your level of infamy (if it would be life or execution, you'll be sentenced to a year or two; if it would be a few months, you'll probably only be inside for a week or so). You're also an old hand in the prison system, able to play prison politics with the best of them - even to the point of earning greater status with factions whose people you help on the inside.

Mastermind
Where others might be relaxing between jobs, you're already thinking over the next caper. Thanks to this, and the extensive contingencies you plan ahead of time, once per job or significant undertaking, you'll be able to save an ally from danger or a misstep, even if you aren't present, or be able to learn or intuit a vital piece of information at just the right time.

Weaving the Web
You have the skills of a spymaster, well-able to trawl rumours and gossip for actionable intelligence, and spread around a little silver to get the right ears into the right places. As a result, a group or crew acting under your direction will have a notably better chance of being in a good position, at least at the start of their jobs.

Whisper



Compel
You can reach out to the ghost field, attuning yourself to it and calling to a spirit you know by name, or have some connection to (e.g. a family member present, a sample of their blood). It will appear before you if it exists and obey one order you give it, but powerful spirits can attempt to contest appearance, order or both, and only you are protected from the terror of spirits you summon up.

Ghost Mind
You're always aware of supernatural beings or powers active in your presence, and have an intuitive sense for the supernatural, making you significantly more effective when gathering information about it by any means.

Iron Will
You are immune to all forms of supernatural terror or fear, and your powerful will makes you significantly more able to resist other mental assaults, intimidation or harm, whether supernatural or mundane.

Occultist
You have encyclopaedic knowledge of forgotten gods and cults, enough to let you contact all manner of such beings - and, once you've done so, to appropriately manipulate any followers they might have. Becoming a prophet to such a group would not be particularly hard for you.

Ritualist
You have studied the rituals and sorceries of the old world and, while few work any more, you understand enough of their principles to decipher old spells and rituals which will still function, and maybe even adapt new ones. Such rituals can summon supernatural effects or beings, and can be very powerful, but always demand a price - in wealth, in life, in rare substances or in the practitioner's energies - for their effects. Knowledge of rituals is rare and closely-guarded, but you know how to perform such things properly, or (with time, study and work) invent new ones.

Strange Methods
You have learned how to go beyond alchemy or sparkcraft, to harness the stuff of spirits and the blood of demons to create true enchantments or arcane potions. Your knowledge of such processes and designs is not very wide as of yet, but you have a talent for the craft that allows you to learn or develop new such enchantments about twice as quickly as others, and to avoid the worst of the dangers that come with such work.

Tempest
You can push yourself, tiring yourself and straining your body, to call upon a vestige of old and broken sorceries, either striking out with lightning and thunderous power, or conjuring a storm nearby.

Warded
You know better than most the dangers of the supernatural, and equip yourself with enough protective charms and trinkets that, once, you can assure yourself protected against supernatural harm or attack - or give yourself significant aid in controlling or commanding forces of your own. Renewing these wards takes a few hours' work.

Items

General Items

Tools of the Trade (Free)
Doskvol is a dangerous city, and you're not going to get by without some basic tools. In your warehouse (or whatever other residence you occupy) you'll find a cabinet, chest or other place of storage, containing the following. It's well enough disguised that it'd take a close look around your quarters to notice anything strange:

- A selection of knives, swords and other blades.
- Throwing knives.
- Four pistols, beech-loading, each with ammunition and powder.
- A heavy weapon, like a long rifle, a battleaxe, a greatsword, or a blunderbuss.
- Light armour (heavy boots, leather cuirass, reinforced gloves and boots) and heavy armour (chain mail, plates and a metal helm).
- A burglary kit, containing lockpicks, oil, a small pry-bar, wire and fishing hooks, a small pouch of sand.
- Climbing gear, including coils of rope, grappling hooks, chalk dust, a climbing harness, a set of iron pitons and a mallet.
- A set of arcane implements; quicksilver, black salt, a spirit bottle (for trapping ghosts in), a vial of electroplasm, intended to break on impact.
- Supplies for disguise and subterfuge, including theatrical makeup, blank documents ready for a forger, a reversible cloak and distinctive (and collapsible) hat, costume jewellery, a questionably-real badge of office.
- Demolition tools, including a sledgehammer, iron spikes, a crowbar and a heavy drill.
- A set of tools for delicate mechanist's work; a jewellers loupe, tweezers, a small hammer, pliers, screws and screwdriver and so on.
- A light source - whether an oil lantern with a seemingly-inexhaustible reserve, a fancy electroplasmic lamp, or something else.
- A spiritbane charm; a little knot of bone, wire and other somethings that spirits will tend to avoid - unless they really want something.

Remember, you can only take so much with you…

Fashion (Free or 50 CP)
You have a set of clothes fitting for your Class - whether that be a wardrobe of suits, glittering accessories and evening gowns, the sober robes of lawyers, judges or scientists' coats, or a few sets of well-wearing clothes for your day job (insofar as day jobs exist anymore, with the sun burned down to embers).

For 50 CP, you can gain the version of this item corresponding to a different Class.

Secondary Hull (100 CP; Requires Hull)
Create an additional Hull, as described in the **Hull** perk, choosing its Size and basic Feature. You can move between these bodies with a minute or so's work, so long as they're nearby.

This Item may be purchased multiple times.

Electroplasm Stockpile (100 CP)
You have a sizable crate of high-grade, refined electroplasm - very useful if you're interested in sparktech engineering, or it can be sold for a high price. This crate is replenished monthly.

Business (200 CP; One Discount Middle Class, Two Discounts Upper Class)
You own a business; you may or may not work there, but even without you pitching in whatever skills you have, it'll make a reasonable amount of money, relative to its size. This Item may be purchased up to three times.

With one purchase, the business is a relatively minor one. Perhaps you own a potter's, a small hagfish or rat farm, you do scribal work for those who can't read or write, or something similar. This business will provide enough money to live a marginal existence and, if you put effort into it, that of a lower middle-class individual.

With two purchases, your business has some class and prestige to it; perhaps you own a lawyer's firm, a number of sparkwrights, or a small collective of Whispers. This will give you a prosperous middle-class lifestyle on its own, and if you put the effort in to grow it, you might find yourself invited to events amongst the wealthy and connected as one of their own.

With three purchases, you own a business which gives you a very solid financial foundation. Perhaps you own a leviathan-hunting vessel or three, have controlling shares in a leviathan blood refinery over on Skovlan, or own a greenhouse or a portion of the fields outside Doskvol which grow highly sought-after foodstuffs. Without any effort on this part, this will put you in the wealth bracket (though not necessarily the status) of the lower nobility, and with careful trading of favours you could rise to be one of the wealthiest in Doskvol.



Ticket to Ride (200 CP)
Travel between different cities, or between the Shattered Isles, is no easy matter. One must either navigate the abysses of the Void Sea, where black sky meets black ocean, and distant stars glimmer in both, or brave the deathlands and the hordes of the unquiet dead therein. This unassuming ticket will allow you to make such travels in (relative) safety, by assuring you passage, at least once a month, on either a ship, or one of the enormous trains which thunder through the deathlands to link cities together.

In subsequent settings the ticket will perform much the same duty, allowing you passage once a month on any vessel or transport whose purpose is to transport civilians - you could use this to bypass high fares, but not to blag your way onto a top secret military vessel.

Role Items

All Role items cost 100 CP, and are discounted 50% to your Role. You may also take one item from your chosen Role for free.

Cutter

Fine Weapon
You have an exceptionally-made melee weapon; perhaps one of the famous Iruvian duelling sabers, a greatsword that's more like a heap of raw iron, or a perfectly-balanced dagger. Whatever form it takes, you can be assured this weapon is practically impossible to break, and is excellently-suited for its particular style of combat.

Fearful Weapon
Sometimes, the threat of violence is more useful than violence itself. This is a melee weapon which inspires fear in those who see it, or particularly who see what you can do with it. It's not necessarily much better for actual fighting, but it'll make a hell of an impression - maybe even a legend.

Manacles and Chain
Unassuming in appearance, this set of manacles and heavy chain is impossible for merely human strength to escape, and extremely difficult to pick one's way out of.

Rage Essence Vial
A vial of an alchemical draught which, once consumed, greatly enhances the user's strength and resilience to pain for a few minutes - but also drives them into a state of irrational aggression, easy to provoke into a fully berserk state, and hard to bring them down from. You get one vial of rage essence per week.

Hound

Fine Firearm
Guns are restricted enough in Doskvol - but this, this is a real beauty. Whether taking the form of a brace of expertly-made pistols, or a long gun suitable for shots at ranges longer than most would consider effective, this gun (or small number of smaller guns) is a finely-tooled implement of death, immune to misfire, jamming or similar disaster, and more accurate than others of its kind.

Electroplasmic Ammo
Of little use against mortal beings save to stun them, this bandolier of specialized ammo-vials contains distilled electroplasm which, if fired at a ghost, demon or other supernatural creature, will bypass any resistance they have to mundane harm, and stun them for a moment into the bargain. The bandolier has about a dozen shots' worth in it, and replenishes daily.

Hunting Pet
You have an animal, specially-trained to hunt alongside you and act as an ally. They have no special supernatural powers (unless you picked up the **Spirit Hunter** perk), but they are

trained to an expert degree, obey your commands without fault, and can anticipate your wants to a certain degree.

Spyglass
Finely-made from high-end lenses and brass parts, this collapsible spyglass would be the treasure of a Void Sea captain - but in your hands it might have all kinds of interesting uses. Comes with a mount meant to clip onto a long gun.

Leech

Tinkering Tools
A finely-crafted set of tools for detailed mechanist's work, whether constructing devices of your own, or taking apart or modifying those of others. As well as the tools themselves being of excellent quality, they come in a special case with almost no wasted space, allowing you to carry surprisingly-large amounts of equipment with you.

Blowgun and Darts
A small tube and set of darts, easily-concealed, and easily-dosed with whatever poisons or drugs you might want (and comes with a set of vials for such a purpose). Used correctly, with the right numbing agents, a victim might not even notice they've been shot.

Bandolier
A bandolier meant to be worn under an outer coat, with padded pouches to safely store alchemical agents or bombs. You can be assured that anything kept in these pouches won't go off or leak unless you want it to, and additionally when you set out on a mission or job, may pick three items from the list below to have in your bandolier. This may be done no more than once per day.

- *Alcahest:* A fluid that halts other alchemical or chemical reactions.
- *Binding Oil:* A fluid that fuses two surfaces together, until undone by alcahest.
- *Drift Oil:* An arcane potion which, when poured onto an object, renders it neutrally-buoyant in air for about an hour. Has no effect on living things.
- *Drown Powder:* A fine dust that, when inhaled, incapacitates a victim via the sensation of drowning.
- *Eyeblind:* A powder which, blown into the eyes, causes temporary blindness.
- *Fire Oil:* An oil which bursts into exceptionally-hot flame upon contact with air.
- *Grenade:* A small explosive charge in a metal shell; useful for making noise, or blowing people to bloody bits.
- *Quicksilver:* A drug derived from mercury which opens the user's mind to the ghost field and enhances their ability to attune to arcane forces, but also places them into a zoned-out state.
- *Skullfire:* Toxic fumes from overheated leviathan blood which, if inhaled, cause crippling migraines. In small doses, can instead induce headaches and dizziness.
- *Smoke Bomb:* A small explosive charge which creates a large cloud of acrid smoke, obscuring sight and stinging eyes and nose.
- *Spark:* A drug created by mixing raw electroplasm with seawater; induces a feeling of empowerment, and causes the subject to become electrically-charged (and thus somewhat more resistant to possession).

- *Standstill:* A powder which causes temporary paralysis when inhaled.

Gadget
Technology in Doskvol is a bit of a crapshoot, varying from breach-loading guns to great mechanised leviathan-hunting ironclad ships. What you've got is something a bit special; something beyond the normal run of things you might find in the city; a unique or near-unique creation of sparkcraft technology. Some examples of what this Gadget might be are:

- *Line-Thrower:* A device which uses pressurised gases to fire grapnels a significant distance, and has a motor powerful enough to carry a reasonably light person up a vertical surface.
- *Flamethrower:* A volatile but powerful device which blasts ignited fuel from a nozzle to set whole areas alight.
- *Pepperbox:* An advanced firearm which allows the user to fire up to six shots before needing to reload.
- *Ghost Scourge:* A spirit bottle with an attached chain which can be plasmically-charged, allowing a skilled user to better draw a spirit into the bottle.
- *Spirit Lamp:* An electroplasmic lamp which uses an arrangement of lenses to focus its light into a beam which can repel ghosts with significant force.
- *Electro-Saber:* A finely-made Iruvian duelling saber with a trigger which applies an electroplasmic charge to the blade. This can be used as a surprise to stun an opponent when they cross blades with you, or to temporarily make the weapon deadly to spirits.
- *Nail Bomb:* A grenade incorporating nails said to be taken from the ships of the Dagger Isles, warded against ghosts. Against normal targets it's a pretty gnarly frag grenade, but the shrapnel will harm ghosts and pin them in place for a limited time.
- *Diving Gear:* A specialised air-tank, mask, goggles and fins which allows the user to remain underwater for lengthy periods of time, and to move with relative ease underwater.
- *Spring-Heels:* A pair of boots which allow the wearer to leap to extreme heights, or fall from extreme heights without harm.
- *Shade Steel:* A set of heavy armour, coloured with special resins and treated so that it creates no additional sound; perfect for the stealthy warrior.

This Item may be taken multiple times. If the gadget is expendable or uses limited fuel (e.g. it's a grenade, a flamethrower etc), it replenishes once per day, or when you start on a new job, whichever takes longer.

Lurk

Shadow Cloak
A hooded cloak made of rare Iruvian shadow-silk, this garment literally blends into the surrounding darkness, making its wearer harder to see. At your discretion, may be made in the form of a coat instead.

Fine Lockpicks

A set of lockpicks and other larcenous tools, fit to allow you to overcome almost any lock or mechanism - and fits easily into a pocket, to boot.

Silence Potion
A vial of golden liquid which, if smashed, will silence all sound within about 10 metres or so for a few seconds - enough to have a quick fight, or break something without being heard. Replenishes daily.

Dark-Sight Lenses
A pair of goggles whose rims have been inscribed with weird sigils, and which allow the wearer to see in darkness as if their surroundings were well-lit. Doesn't actually increase light, so a flashbang won't blind you any more than it normally would.

Slide

Trance Powder
A common drug, trance powder instils an altered state of consciousness when consumed; almost a hypnotic state, during which the ingester experiences a sense of floating and euphoria, and becomes suggestible. You have three doses of this drug, which replenish daily.

Concealed Weapon
Not everything is as it seems - and this less than most. You have a cunningly-concealed weapon; perhaps a sword in a cane, a gun in an umbrella, or a chakram in the rim of a fashionable hat. Whatever the case, this weapon is perfectly serviceable in open combat, and is essentially impossible to notice unless revealed, unless someone is searching in great detail for this kind of danger.

Loaded Dice
A set of loaded dice, subtly-marked cards and other gaming pieces and accoutrements which are very difficult for others to notice, and which can - if used right - make you no small amount of money at a gambling table.

Fine Disguise
While the tools of actors and performers can be found anywhere, and will answer well enough for basic disguises, this cabinet contains all you would need to make a true master of disguise proud; from adaptable costumes for anything from paupers to wealthy nobles, to make-up and cosmetics which you can use to seemingly transform into a different person altogether, you've got it all.

Spider

Blueprints
Bricks cannot be made without clay, and plans cannot be made without data. This fat folio of blueprints and floor plans contains information on many prominent buildings throughout Doskvol - and you'll find that surprisingly little work will furnish you with similar plans for all but the most top-secret facilities.

Slumber Essence
A potent narcotic, breathing in the fumes of slumber essence, or consuming it, will quickly place a person into a deep (though not supernatural) sleep, and smaller doses can induce lesser degrees of drowsiness. You have three doses of this drug, which replenish daily.

Palm Pistol
A tiny holdout pistol, this weapon won't be much good in an open fight, and has terrible effective range, but can easily be kept in a pocket, palmed in a moment of need, or concealed even through a body search.

Cover Identity
Masks behind masks and men behind men; such is the way of the spider. You have a second identity, with all the paperwork, stories, rumors and so on needed to make them seem 'real' - maybe even a (hired or absent) family to complete the ruse.

This item may be taken multiple times, creating multiple cover identities (though if you have more than a handful keeping them up may be difficult). In future jumps, you may establish similar cover identities when you enter a jump.

Whisper

Lightning Hook
A long pole similar to a man-catcher, with an electrified loop at the end, used for grappling, warding off and manoeuvring spirits - particularly into spirit bottles or other containers.

Spirit Mask
A strange and likely unnerving mask, nevertheless a vital tool of the Whisper's trade. While wearing this, you are somewhat protected against possession, and more importantly can perceive spiritual energies and entities in detail.

Spirit Bottles
You have three cylinders of metal, glass and crystal, about the size of a loaf of bread, each of which can be used to trap a spirit - if they can be dragged, tricked or otherwise made to touch the contacts which will draw them inside. Sufficiently-powerful spirits may be able to resist the pull, or eventually to escape, without more solid containment procedures. These three bottles will never break.

Ghost Key
The Ghost Field covers the world, containing echoes of past places and lost buildings, but in certain places it can be entered. This arcane device, a delicate arrangement of metal and crystal nodes, can open such doors and create a portal into the echo-spaces beyond. In future jumps, it can be used to open similar 'weak spots' in the world, or arcane portals to other realms.

Crew

The lone wolf dies quickly in Doskvol. Better get some company to run with. Lower-Class characters gain 200 CP, to be used only in this section.

Choose one of the following types for your Crew:

Assassins
Killers for hire, ready to provide ‘accidents’, disappearances, murders, kidnappings and ransoms.

Bravos
Thugs and mercenaries, ready to fight battles with other groups, sabotage, practice extortion and more.

Cultists
Acolytes of a forgotten god or mystic principle; they work to secure artefacts, follow omens, make sacrifices and gather ancient lore.

Hawkers
Vice dealers, whose operations include product procurement, defending their turf, making covert sales or organising social events to advertise.

Shadows
Thieves, spies and saboteurs, with interests in burglaries, robberies, espionage, and sabotage.

Smugglers
Purveyors of the illicit, executing clandestine deliveries, territory control and expeditions outside the city.

Perks under your Crew type are discounted (NOT made free).

Cohort (100 CP)
You’ve got some people behind you, whatever their skills may be. Choose one of the following:

- **Adepts (Discount Cultists, Smugglers, Bravos)**: Scholars, tinkerers, occultists, and chemists.
- **Rooks (Discount Shadows, Hawkers)**: Con artists, spies, and socialites.
- **Rovers (Discount Smugglers, Hawkers, Cultists)**: Sailors, carriage drivers, and deathlands scavengers.
- **Skulks (Discount Assassins, Shadows)**: Scouts, infiltrators, and thieves.
- **Thugs (Discount Assassins, Bravos)**: Killers, brawlers, and roustabouts.

By default, you have a handful of followers with those kinds of skills, but only a handful - one or two - and they’re kind of amateurish.

For each additional purchase, you can upgrade either their *quality* or their *scale* by one level, or add an additional gang.

Quality

1. Competent
2. Professional
3. Expert
4. Master

Scale

1. Five to six
2. Ten to twelve
3. Twenty to twenty-five
4. Forty to fifty

Partner (100 CP)
Import or create a Companion; they have the same or lower Class as you, a Role, and 700 CP to spend. They can take up to 500 CP of Complications, where applicable, contribute 100 extra LP to the Lair, and can buy additional Cohorts or upgrade Cohorts with their CP, but not Crew Perks or additional Partners.

Assassins

Deadly (100 CP)
You gain a free level of training in one of the following: Hunt, Prowl or Skirmish. Your Companions can each make this same choice.

Crow's Veil (100 CP)
Through occult ritual or some other means, you and all members of your crew do not attract the deathseeker crows, or cause the Spirit Wardens' bells to ring, when you kill someone. In later jumps, any killing you or your companions do cannot be scried, foreseen or otherwise magically detected.



Emberdeath (100 CP)
Through occult preparations, you and all members of your crew may, when you kill someone, channel the energy of the Ghost Field to cause their body to instantly dissolve into ash. This prevents the target from rising as a spirit or returning from death, like with electroplasmic cremation, but particularly powerful entities (e.g. an ancient vampire) are more resistant.

No Traces (100 CP)
You and your crew can easily spread their reputation amongst particular segments of society (e.g. those looking to hire killers on the sly) without that reputation spreading beyond the areas you want - though you'll still have to show you can perform.

Predators (100 CP)
You and your crew have an uncanny talent when it comes to plotting murders and assassinations, letting you more easily gather the information you need on such things, and generally helping you be in a better position to start with on such endeavours.

Vipers (100 CP)
You and your crew are particularly adept when it comes to using and formulating poisons, and know methods to rapidly immunise yourselves to any poisons you use.

Bravos

Dangerous (100 CP)
You gain a free level of training in one of the following: Hunt, Skirmish or Wreck. Your Companions can each make this same choice.

Blood Brothers (100 CP)
All your Cohorts are skilled in fighting, as well as whatever else they might do. Additionally, through initiation rituals or trials by fire, you and your crew work exceptionally well together in combat or elsewise, and have a strong degree of loyalty to one another. You can build this in other followers in the future.

Door Kickers (100 CP)
You and your crew are skilled in shock-and-awe and assault tactics, making you significantly more effective at bold, open violent action.

Fiends (100 CP)
You and your crew have a real talent for building a truly horrifying reputation that will easily cow others into submission. You'll need to do something to upkeep it, but you can blow relatively small or localised acts of violence way out of proportion in your legend.

Forged in the Fire (100 CP)
You and your crew are some tough motherfuckers, notably more resistant to all kinds of harm - physical, mental, magical - than others.

War Dogs (100 CP)
You and your crew are used to fighting on a large scale; being in open conflict with other groups doesn't make your crew any more unstable than usual, and you can manage your normal activities alongside a wider conflict. In the future, you can apply this same effect to larger groups you lead.

Cultists

Chosen (100 CP)
You gain a free level of training in one of the following: Attune, Study or Sway. Your Companions can each make this same choice.

Anointed (100 CP)
You and your crew gain a mild degree of unnatural resistance to supernatural harm or influence (physical, mental or spiritual) and heal at an accelerated rate from such harm.

Bound in Darkness (100 CP)
Through a ritual initiation which leaves some mark upon you, you and your crew can all share your skills on a subliminal level - effectively, it's as if a more skilled crewmember was feeding you instructions, though you don't actually experience any such voice - or choose to suffer harm in place of another crewmember. By pushing themselves a little, you or any member of your crew can whisper a short message to everyone else initiated this way.

Conviction (100 CP)
By engaging in worship of some hidden or occult power, and offering sacrifices of whatever that power finds pleasing, you and your crew can find inner peace and restore yourself from strain and stress. Furthermore, doing so attracts good luck to you from your patron.

Sealed in Blood (100 CP)
You and your crew can always use human sacrifice in place of any other magical fuel for ritual magic, though notably significant rituals may require multiple sacrifices to cover the whole 'cost'. You can mix and match sacrifice and the ordinary cost, to pay partly in one and partly in the other, if you want.

Zealotry (100 CP)
Your followers have all but abandoned reason in their devotion to your cult. They'll undertake any service, no matter how dangerous or strange, and are particularly fervent when acting against enemies of the cult. You can effectively work to engender this same fanaticism in further followers in the future.

Hawkers

Silver Tongues (100 CP)
You gain a free level of training in one of the following: Command, Consort or Sway. Your Companions can each make this same choice.

Accord (100 CP)
You and your crew are particularly good at making advantageous alliances with other factions in your vicinity, and making use of such alliances to buoy up your reputation and standing in general.

Ghost Market (100 CP)
Through arcane ritual and experience, you've learned how to prepare your product for sale to supernatural entities - ghosts might be able to inhale the fumes of burning drugs to experience a period of calm, while demons might frequent brothels to slake their desires, but do so safely on those marked and prepared in the proper ways. Such customers don't pay in coin, but they can provide other things; secrets or arcane knowledge, mystical boons or aid, safe passage through the Deathlands, distillations of their blood or other such things.

The Good Stuff (100 CP)
Your product is particularly fine, letting your crew rapidly gather a reputation for this, as well as spread your networks wider - in most groups in the city, all but the most stringent, you'll be able to find at least one or two hooked or reliant on whatever it is you're hawking.

High Society (100 CP)
You have contacts in high society dependent on your product, giving you both a degree of influence there, and a certain veneer of legitimacy that could come in handy. In future jumps, you'll make similar connections with ease.

Hooked (100 CP)
You can get your Cohorts or other followers hooked on your product, ensuring their loyalty to you and encouraging them to go beyond what they'd normally be willing to - albeit at the price of making them a little unreliable, depending on exactly what your product is.

Shadows

Everyone Steals (100 CP)
You gain a free level of training in one of the following: Prowl, Finesse or Tinker. Your Companions can each make this same choice.

Ghost Echoes (100 CP)
Whether through weird experience or occult ritual, you and your Companions all gain the ability to perceive and physically interact with the Ghost Field and other supernatural manifestations - you might explore the echoes of ancient and long-destroyed buildings, spot the arcane gleam of mystical treasures from amongst a pile of dross, or enter a secure location through sorcerous paths from long ago. In future jumps, you'll similarly be able to perceive normally-invisible magical phenomena, and traverse arcane portals or gateways with greater ease than others.



Pack Rats (100 CP)
Your lair contains a jumble of stolen items and nick-knacks; if you want to get something fairly normal (knives, guns, small amounts of cash, a fine goblet - magical items etc would be off limits), you can probably find it somewhere in there.

Second Story (100 CP)
You and your crew are experts at casing the joint, much more easily able to find good

points of entry, openings in guard patrols or other advantages when planning an infiltration of any kind.

Slippery (100 CP)
You and your crew are good at slipping away from suspicion for your work, and getting yourselves out of trouble. Assuming you don't directly provoke them (or at least that they don't know it's you), you'll find it easier to avoid entanglements or trouble with other factions around you.

Synchronized (100 CP)
You and your crew work almost seamlessly together, letting you far more easily achieve great things when you cooperate as a group.

Smugglers

Renegades (100 CP)
You gain a free level of training in one of the following: Finesse, Prowl or Skirmish. Your Companions can each make this same choice.

Like Part of the Family (100 CP)
Your crew has a notably impressive vehicle - whether a carriage, a boat or something else, it may not be massive, but it's notably sturdy, nimble and easy to repair, and has some special feature as well - perhaps mounted weaponry or armour, an electroplasmic lamp which can banish spirits, hidden compartments or something else.

Ghost Passage (100 CP)
Whether through occult preparation or harsh experience, you and your crew are immune to possession by spirits, but may 'carry' a spirit each, holding it within your body without suffering any negative effects or giving it control of you. A spirit may enter this consensually and can leave at any time unless you prevent it, but trapping a spirit forcefully within you would require additional tools or magic.

Just Passing Through (100 CP)
You and your crew are exceptionally good at blending into ordinary society, quickly shedding heat or notoriety you don't want and making it significantly easier to pass yourselves off as just going about your normal business.

Leverage (100 CP)
Your crew has contacts with many factions, supplying them with illicit goods - and receiving their support in turn. In future jumps, you'll find it easy to make yourself essential in this same way.

Reavers (100 CP)
You and your crew are particularly adept at fighting on and from a vehicle, overawing your enemies and able to use the vehicle itself as a weapon for maximum effect and minimum damage.

Lair

Perks and upgrades in this section are bought with Lair Points (LP). You begin with 400 LP.

CP may be converted into LP at a 1:1 rate, but not in reverse. Discounts do not stack.

Size (100 LP)
Without purchasing any Size upgrades, your lair is about the size of a cramped apartment. Each purchase of this upgrade increases your lair's size Tier by 1:

1. A small house, or handful of tiny apartments.
2. A full house, or small apartment block.
3. An apartment block, or large house. Take one Facility for free.
4. A massive tenement block, warehouse or small mansion. Take two Facilities for free.
5. A sprawling mansion or complex. Take three Facilities for free.

Multiple Tiers are not cumulative (e.g. if you're Size 4, you only get two free Facilities).

Security (100 LP)
Without purchasing any Security upgrades, your lair doesn't have much more security than a poor lock on the door. Each purchase of this upgrade increase your lair's security Tier by 1:

1. Good locks, a few tripwires, maybe a guy you pay to keep an eye out.
2. *Really* good locks, minor traps, a couple of people watching at any given time.
3. Sparktech alarms, a few armed guards, traps in the halls.
4. Rotating watches, state-of-the-art sparktech alarms, a Hull ready to respond.
5. Elite guards, patrolling Hulls, invisible ghostly watchers, mystical wards.



Hidden (100 LP)
Without purchasing any Hidden upgrades, your lair isn't particularly hidden or obscure - it may not be widely spoken of, but anyone

looking for it could find it easily enough. Each purchase of this upgrade increase your lair's hidden Tier by 1:

1. Not on the maps, people need their palms crossed with silver to talk about it.
2. Hidden behind a front business or another innocent-seeming facade.
3. Your front has all the paper trails needed to dissuade all but the best investigators.
4. Mystic forces subtly misdirect attention from your lair; people fear, respect or love you enough that only serious coercion will get information out of them.
5. Mystically excluded from the world, impossible to perceive without magical keys or passwords.

If your Lair is Size 4 or higher, Hidden costs 200 instead of 100 LP per Tier. If you have a **Business**, you can gain a Hidden Tier equal to your purchases of that Business for free, if you use it as a front.

Facilities (100 LP)
For each purchase of this upgrade, choose one of the following facilities to add to your Lair:

- ***Training Rooms****:* Choose an Ability; your Lair includes a space designed to help train that Ability (and similar disciplines; e.g. a space for Skirmishing would apply to martial arts generally; Attune to magic etc). When you or others use the space to learn, you've got all you need to do so, and learn about half again as fast. This Facility can be purchased once for each Ability.
- ***Quarters****:* Your Lair has quarters for you and any Companions to rest and live there in reasonable comfort. A second purchase improves this to really luxurious living spaces.
- ***Barracks****:* You've got space in your Lair to house any Cohorts you might have, albeit a bit cramped, making them less vulnerable and easier to manage. A second purchase improves these to pretty nice lodgings - which will earn you some extra loyalty, in a place like Doskvol.
- ***Vault****:* Your Lair includes a secure vault, made to keep your valuables safe. This space has a security and hidden Tier equal to your Lair's +1, max 5, within the Lair itself.
- ***Cells****:* Your Lair includes a secure space to keep prisoners, with security Tier equal to your Lair's +1 and Size equal to your Lair's -2; if this reduces it to 0, you've got the equivalent of a broom cupboard for this.
- ***Workshop (Free Middle Class)****:* Choose a particular skill; e.g. Sparktech, ritualism, weaponcrafting, alchemy. You've got a space in your Lair set up to provide all that's needed for work of that kind.
- ***Farm (Free Lower Class):*** You may not always be able to count on regular food, but you can produce it here. Whether growing mushrooms, cultivating rat-meat or

farming eels or algae, you can produce enough on-site here to feed those who live in your Lair. With a second purchase (not discounted), you also have a small greenhouse with a few examples of Radiant life, allowing you to grow real plants.

- ***Boat House (Discount Smugglers)***: Your Lair is attached to a spot where small boats can be hidden or launched from, to ply the canals or the shoreline.
- ***Carriage House (Discount Smugglers)****:* You have a carriage, two goats to pull it (horses are very rare in Doskvol), and a stable. A second purchase improves the carriage with armor and larger, swifter goats.
- ***Hagfish Farm (Discount Assassins, Shadows)***: A convenient way to dispose of corpses, and get some (rather dubious) meat into the bargain. Disposing of corpses this way also fools the deathseeker crows, making it significantly harder for the Spirit Wardens to find corpses this way, and the hagfish seem to eat the memories of the dead - if their ghosts rise, they won't remember who killed them or what was done after.
- ***Infirmary (Discount Assassins, Bravos)****:* You've got a space set out in your Lair for long-term convalescence and medical treatment; even if you don't have an actual doctor on staff, this should at least help with the basics.
- ***Vice Den (Discount Hawkers, Bravos)****:* Your Lair includes a spot where people can enjoy pleasures not sanctioned in polite society - drugs, prostitution, betting on fighting pits - and make you some nice money on the side.
- ***Trophies (Discount Assassins, Bravos):*** You keep trophies from your 'activities' across Doskvol, and word of this helps your reputation grow faster. Also, handy conversation pieces.
- ***Warehouses (Discount Bravos, Hawkers, Shadows, Smugglers):*** Within your Lair, or somewhere else, you have some large spaces set aside to hold your ill-gotten gains, and which keep you hooked into the market, making it easier to acquire what you want.
- ***Ancient Gate (Discount Cultists, Smugglers):*** Built before the sun died, this mysterious gate leads to a hidden canal or underground passageway into the Deathlands - but some power that remains in its flickering runes protects you. If you enter the Deathlands this way, the spirits there will not attack you unless directly provoked.
- ***Ancient Obelisk (Discount Cultists):*** Some remnant of ancient magic lingers in this obelisk, lessening the strain of calling upon arcane powers, whether you are present nearby or elsewhere - so long as it is maintained through ritual and occasional sacrifice.
- ***Spirit Well (Discount Cultists):*** Somewhere in your Lair is a rift in the veil of reality, where the Ghost Field and the physical world draw close together. You can ward it from the senses of ghosts and other spirits, but when left unwarded it draws such beings to it and pacifies them to an extent, allowing you to harness their power or converse with them.

- ***Ancient Tower (Discount Cultists):*** Constructed long ago, this tower's mystic geometry acts both as a focusing lens for all manner of summoning rites or magic, and to subtly enthral and pacify spirits and demons, making them more easy to deal with if it is done here.
- ***Luxury Venue (Discount Hawkers, Free Upper Class):*** Silks, paintings and crystal chandeliers serve to impress any visitors, and make the upper classes feel at home.
- ***Personal Clothier (Discount Hawkers):*** You have contacts with a personal tailor, ensuring that you can always get just the outfit you need for any social situation, given a minimum of preparedness.
- ***Secret Pathways (Discount Shadows, Assassins):*** Your Lair either contains secret passageways throughout, or is connected to a wider network of rooftop ways, hidden alleys and passages which allow you to move across the city in secret more easily. With a second purchase, you have both options.
- ***Covert Drop (Discount Shadows):*** You know of a network of hidden locations to meet with prospective clients, helping to ease their mind - and serving as justification for charging premium prices.

Complications

You may take as many Complications as you wish, though cannot take any Complication more than once unless it says otherwise. Some Complications are restricted.

What We Make In The Dark (+0 CP)
This toggle allows you to incorporate any fan-made supplements or personal canons for *Blades in the Dark* (not just games based on the Forged in the Dark system) into the setting you enter. Some examples can be found here, here and here.

If you add a new Role or playbook, you can add them as an additional Role you can choose to take in this document, and their Special Abilities as Role perks, with the same prices, discounts etc as those for the ordinary Roles. Fanwank responsibly.

Long Stay (+100 CP)
You stay in this jump for an additional 10 years.

This Complication may be taken up to three times; if taken three times, you can stay for any length of time of 40 years or more - though death of old age still counts for the purposes of chain-fail.

Stricture (+100 or +50 CP; Vampire Only)
Choose one of the following strictures, which has come upon you as you grew in vampiric power:

- *Slumber*: When you stress yourself, you can only recover by resting insensate and vulnerable for an extended period.

- *Forbidden*: You cannot enter a private residence without permission from the owner.
- *Repelled*: Charms against spirits will repel and harm you as if you were a ghost.
- *Bestial*: If you take serious physical harm, or are unable to keep from overindulging in your feeding, you will temporarily transform into a bestial, monstrous form.
- *Bound (Requires Unquiet Dead)*: You are bound to your body; although you can leave it temporarily to make use of your ghostly powers, if your body is slain **Unquiet Dead** will not save you - your spirit will disperse rather than becoming a ghost, though other means may still be able to save you.

This Complication may be taken once for each stricture; strictures after the first only give 50 CP each.

Overindulgence (+100 or +200 CP)
For 100 CP, you're not very good at managing your indulgences - you have a habit of going over the top when you're in a bad mood, overspending or otherwise causing mild trouble for yourself via your wants and appetites. Choose one of the following that you're drawn to:

- **Faith**: You're dedicated to an unseen power, forgotten god, ancestor, etc.
- f**Gambling**: You crave games of chance, betting on sporting events, etc.
- **Luxury**: Expensive and/or ostentatious displays of opulence.
- f**Obligation**: You're devoted to a family, a cause, a charity, etc.
- f**Pleasure**: Gratification from lovers, food, drink, drugs, art, theater, etc.
- f**Stupor**: You seek oblivion in the abuse of drugs, drink to excess, getting beaten to a pulp in the fighting pits, etc.
- f**Weird**: You experiment with strange essences, consort with rogue spirits, observe bizarre rituals or taboos, etc.

For 200 CP, you can barely keep yourself from overindulging, on good days.

Heat (+100 or +200)
For 100 CP, you're known to the authorities of Doskvol, and are wanted in connection with significant crimes. If captured, you'll almost certainly be sentenced to a term of imprisonment in the brutal Ironhook Prison. You'll need subtlety, fear or bribery to keep the Bluecoats off your trail - or to arrange for someone else to take the fall for you.

For 200 CP, your pursuit is rather more pressing - not only the famously-corrupt Bluecoats want you, but imperial investigators - and being caught will mean more than just a temporary incarceration; you may be locked up for years, years in which you'll be vulnerable to all the dangers of Ironhook. The investigators are almost impossible to bribe or suborn, and can call on significant resources to track you down.

Vendetta (+100 *or* +200 CP)
Choose one faction in Doskvol. They deeply mistrust you and while they won't necessarily attack you on sight, you won't be welcome in their regions and they'll need little provocation (like, say, trespass on their turf) to go after you.

For an additional 100 CP, the faction regards you as a sworn enemy, and will proactively seek to bring you to justice for your perceived transgressions - by death, and possibly a

nasty one, if that wasn't clear. You could hypothetically find some way to appease them, but it would require a truly exceptional service to them.

This Complication may be taken up to five times. Some Factions you might have pissed off include:

- **The Billhooks:** A tough gang of thugs wielding hatchets and meat hooks.
- **The Brigade:** The fire-fighters of the city. Beloved for their life-saving heroism, or reviled for their looting and extortion rackets. Also known as "Sallies" (from "salamanders," their ancient name).
- **Bluecoats:** The City Watch of Duskwall, tasked with upholding the law. Known as the meanest gang in the city. Corrupt, violent, and cruel.
- **Cabbies:** The public coach operators. They also breed the large Akorosian goats used to pull the carriages. An impressive gossip network.
- **The Church of the Ecstasy of the Flesh:** The "state religion," if there is such a thing. They honor the life of the body and abhor the corrupted spirit world. Essentially a secret society, clandestinely seeking methods of demonic transcendence.
- **The Circle of Flame:** A secret society of antiquarians and scholars; cover for extortion, graft, vice, and murder.
- **City Council:** The elite noble rulers of the city government.
- **The Crows:** An old gang with new leadership. Known for running illegal games of chance and extortion rackets.
- **Cyphers:** The messenger guild of the city. Cyphers swear sacred oaths of secrecy—never revealing the contents of their messages or the identities of their clients—or so they claim.
- **Deathlands Scavengers:** Convicts from Ironhook and desperate freelancers who roam the wasteland beyond the lightning barriers.
- **The Dimmer Sisters:** House-bound recluses with an occult reputation, said to be powerful witches or possibly vampires, attempting to control the spirit trade.
- **Dockers:** The hard-bitten laborers who work the docks, said to have connections with the Skovlan rebels.
- **The Forgotten Gods:** Cults that attempt to follow the old ways from before the cataclysm, doing the bidding of demons and darker things. There are many cults, who rarely organize together.
- **The Foundation:** The powerful ancient order of architects and builders. Many of their enemies have disappeared behind the brick and mortar of Doskvol.
- **Gondoliers:** The guild of canal boat operators. Venerated by ancient tradition. Said to know occult secrets (many things are submerged in the Dusk).
- **The Gray Cloaks:** Former Bluecoats who turned to crime outright, rather than just keeping to the customary corruption of their profession.
- **The Grinders:** A vicious gang of former dockers and leviathan blood refinery workers from Skovlan.
- **The Hive:** A guild of merchants who secretly trade in contraband. Named for their symbol, a golden bee.
- **Imperial Military:** The armed forces of the Imperium stationed in Doskvol. Garrisons are posted at Gaddoc Rail Station, aboard the naval destroyer Paragon, and at the Lord Governor's stronghold (about 250 troops in total).
- **Ink Rakes:** The journalists, muck-rakers, and newspaper publishers of Doskvol.

- **Inspectors:** The criminal investigators of the City Watch. They have a reputation for ethics and integrity (no one likes them). They present evidence for prosecutions to the city magistrates.
- **Ironhook Prison:** Where many scoundrels spend the bulk of their lives. Several criminal organizations are run by convicts inside its walls.
- **The Lampblacks**: The former lamp-lighter guild, turned to crime when their services were replaced by electric lights.
- **Leviathan Hunters:** The daring and celebrated captains and crews that grapple with titanic demons of the Void Sea to drain their blood for processing into electroplasm.
- **Lord Scurlock:** An ancient noble, said to be immortal, like the Emperor. Possibly a vampire. Obsessed with arcane secrets.
- **The Lost:** A group of street-toughs and ex-soldiers dedicated to protecting the downtrodden and the hopeless.
- **Ministry of Preservation:** The governmental body of the Imperium that oversees all transportation between cities and the disbursement of food and other vital resources.
- **The Path of Echoes:** A mystery cult that borders on open rebellion against spirit laws. They revere the ancients, and seek to gain knowledge from the past—including consorting with ghosts.
- **Rail Jacks:** The men and women who protect the electro-trains of the Imperium from the savage spirits of the deathlands. Have recently been making noises about forming a union.
- **The Reconciled:** An association of spirits who have not gone feral with the passage of time.
- **The Red Sashes:** Originally an Iruvian school of swordsmanship, expanded into criminal endeavors.
- **Sailors:** The captains and crews for merchant and Imperial Navy ships.
- **The Silver Nails:** A company of Severosi mercenaries turned to crime when the war for Skovlan Unity ended. Renowned ghost killers.
- **Skovlander Refugees:** Desperate survivors of the Unity War, forced to criminal opportunities when denied all others.
- **Sparkwrights:** The engineers who maintain the lightning barriers. Also pioneers of new technology, often indulging in dangerous research.
- **Spirit Wardens:** The bronze-masked hunters who destroy rogue spirits. Also run Bellweather Crematorium and research artifacts scavenged in the deathlands. Membership is secret.
- **Ulf Ironborn:** A brutal Skovlander, newly arrived in Doskvol, fighting everyone for turf and dragging the more disaffected Skovlander refugees into his orbit.
- **The Unseen:** An insidious criminal enterprise with secret membership. Thought to pull the strings of the entire underworld.
- **The Wraiths:** A mysterious crew of masked thieves and spies.

Just Starting Out (+200 CP)
When you enter this jump, you don't have access to your Lair or Crew - you'll need to find them over time, though you should manage to do so within a year of entering the jump.

Vengeful Spectre (+200; Requires Unquiet Dead)
Ordinarily, taking **Unquiet Dead** would protect you from the madness that afflicts lost souls and restless ghosts. No more. If you become a ghost as per that perk, the madness will

creep up on you, making you steadily more inhuman, and more obsessed - probably with whatever killed you, and then with the remnants of your life. Becoming a Hull or a Vampire will protect you from that madness progressing, but not heal the harm already done. That'll only come at the end of the jump.

Yes, Maszzter… (+200 or +300; Requires Hull)
You know how the **Hull** perk says your mind wasn't wiped? It still hasn't been - but your mind has been warped into obedience to another, forcing you to obey the letter, if not necessarily the spirit, of their commands. They can't be a Companion, and while they're not inherently enemies to you, they regard you as a tool or a robot, intended to do their bidding. You'll need to use what you can remember to find the source of their control (a special arcane tool, somewhere amongst their personal effects) and find a way to claim or destroy it, all while working around their commands to you.

For an additional +100 CP, you've been mind-wiped as well. Not perfectly; your memories still come through in glimmers and flashes, slowly returning with time, and you still have your own personality and judgement - but your memories won't be fully back with you for at least five years.

If a Companion takes this Complication, they are enthralled to another, not to you - you'll need to rescue them, and find some way to restore their memories, if you want them to be on your side again.

Cut Off (+200)
You cannot access your Warehouse or any of its contents for the duration of this jump.

A Broken World (+200 or +400)
This world broke long ago, and its magic with it. If you take this Complication at the 200 CP level, you do retain your out-of-jump powers, luck-based perks or magical abilities, but they are somehow metaphysically damaged and unreliable - they may not work nearly as powerfully, or fail randomly, or require additional elements of ritual or sacrifice or the use of electroplasm to fuel them. Advanced technology is likewise unreliable, though you retain your skills - you'll need to use in-jump means to amend and make it work. This applies to out-of-jump magical or otherwise supernatural items as well.

For 400 CP, your out-of-jump powers, luck, advanced technology and magic and magical items are blocked entirely from you, simply not functioning while you remain in this world.

This Complication may not be taken by Companions, but if you take it it applies to all Companions as well.

Imperial Wrath (+400 CP)
Somehow, you have attracted the direct ire of the Immortal Emperor and His agents. Spirit wardens will question the dead for your whereabouts, incorruptible investigators will hunt you, and the army will be used to fight you if need be. If you evade Him into your seventh year here, the Emperor will intervene personally, assigning three of his top students in ritual magic to the purpose of hunting you down and slaying you, and in the tenth year He will do so Himself.

Moonfall (+600 CP)
You know how the moon is slowly getting bigger in the sky? Normally, that wouldn't have really been any major issue for you - just another sign of this world's broken nature. Now, though, you'll be arriving much closer to the end of this particular story. By your fifth year in this jump, the moon will be truly massive in the sky, and begin to cause all manner of mystical unrest; demons will become more active, and spirits likewise. By the seventh year, leviathans will multiply in the deep and rise to devour ships, while the ghosts of the Deathlands will be driven to a frenzy. By the ninth year, the frenzy of the ghosts will overcome even the lightning barriers unless they can be massively reinforced, land will begin to fall upwards into the sky and the sea will be constantly wracked by turmoil that makes it impossible to cross. Finally, by the tenth year the moon will draw so close that it is ripped to pieces, forming an ethereal ring in the sky - but massive meteorites will fall across the world, devastating it still further in an extinction-level event for humanity.

If you want to survive your time here, you'll need to find some means - perhaps a grand occult ritual - to either escape, or somehow stop the moon from falling.

Good luck.

The End

After ten years in this doomed world (or longer, if you took that Complication), you may choose to:

Stay Here
For all its desolation, perhaps there is something worth saving in this world.

Go Home
You'll head home, with all your rewards, perks, items, companions and so on, just when you left.

Move On
Your journey isn't done yet. You can move on along your chain, bringing your perks, items, rewards and companions with you.

Notes

On Lair and Crew
Following this jump, you may attach your Lair to your Warehouse, if you have one, or insert it into successive jumps in an appropriate location. The same applies to other properties (e.g. a Business). Alternatively, you may choose to treat such properties as 'new finds' - for instance, rather than your mansion-like Lair being inserted into a new world, maybe you'll come into possession of a mansion-equivalent.

Your Companions follow you as normal, as do your Cohorts, as followers.

On Death
Unless you take **Unquiet Dead** (or have some other means of avoiding death), dying will count as a chain-fail as normal. This also applies to having your body destroyed as a Hull or Vampire - unless you have **Unquiet Dead** or some other protection from death, like a 1-up, that's the end of the line for you.

On Magic
The world of *Blades in the Dark* was once a fairly typical fantasy setting (though with just humans, in terms of sapient species). That was long ago, though, and the Cataclysm changed a great deal, including the magic possible in this world.

In broad terms, supernatural powers and creations can be divided into five rough categories - though these often fade into one another at the edges, and some disciplines are arguably more combinations of others than completely separate things in themselves.

- *Spectrology:* The quasi-scientific understanding of spirits, spiritual energies, vital forces and electroplasm which has evolved over time since the Cataclysm. It is foundational to most of sparkcraft (given that most sparkcraft creations run on electroplasm, which is usually refined either from the remains of ghosts or the blood of leviathans or other demons), and its products are also heavily used in advanced alchemy.

  Spectrology is used to make wards against spirits, locate spirits or locations of spiritual power, to create devices to interact with spirits (e.g. bottles to contain them, 'keys' to allow living people to step into the ghost field, electroplasmic furnaces which burn body and ghost away to nothing, lamps whose beams repel them), and to distil vital force and even more subtle qualities, like memories or life-essence, from spirits.

- *Alchemy:* A nebulous discipline defined more by a chemical approach than any strict division between mundane and supernatural, alchemy involves the creation of all manner of poisons, potions, drugs and other such creations, as well as more advanced procedures such as infusing electroplasmic energy into living beings to create 'radiant' creatures (extremely dangerous to consume in themselves, but beautifully glowing, and with a light which simulates sunlight and allows other plants to grow strong).

Alchemy is used to create drugs, poisons, flammable liquids or substances with stranger properties - like alcahest, which halts all other alchemical reactions, or potions which greatly accelerate the healing process. Combined with ritualism and/or spectrology, it can create weirder substances still, like oils which make whatever they're poured on neutrally buoyant in air for a time, potions which allow the drinker to clearly see spirits and get glimpses of the future, or render memories, dreams and other such immaterial things into a physical, consumable form.

- *Sparkcraft:* The practice of combining occult, spiritual and electroplasmic forces with engineering and physical sciences to produce results greater than the sum of their parts. Sparkcraft is the art and science behind the lightning barriers which protect Doskvol from the ghostly hordes beyond, behind the Hulls which the wealthy use to protect their property, behind the electric lamps which light the city, and so many other devices. If you can imagine something made with mad science that relies on physics, engineering or material science, and would approximately fit the electropunk-Victorian milieu of the setting, it's probably a product of sparkcraft.

  Sparkcraft is used to create all kinds of weird devices, gadgets and machines, from lightning-barriers to grappling hooks to Hulls to bizarre guns, grenade launchers or flamethrowers. Much of sparkcraft overlaps with spectrology, in creating devices like spirit bottles or chains. It also covers creations such as weird bombs that cover a room in black salt to prevent ghosts from entering or leaving, which detonate with blinding flashes or smoke, or more conventional explosive devices.

- *Ritualism:* The most mysterious of the disciplines, ritualism relies on what few scraps of ancient sorcery still function, and the discovery and harnessing of the new occult forces unleashed by the Cataclysm which are still not well-understood. This kind of magic always takes significant time to perform (*at least* an hour or so, and often many hours, days or even longer, though such things don't usually require continuous effort), always exacts a price - in stress and exhaustion, in preparation and expensive reagents or sacrifices, and often in side-effects or - and is always weird or strange in some way. Some rituals take effect immediately, some enchant an object with supernatural properties, and some can be more or less com

  Some example rituals might be:

  - *Portal to the Deeps:* An exceptionally dangerous ritual, through an ancient song the prospective magus reaches out to one of the leviathans of the Void Sea, harnessing that creature's power to open a portal to the depths. Frigid, back water rushes out to flood an area within a few blocks of the ritual site, then is quickly dragged back into the ocean depths, along with anything that can't escape its pull. However, the song will haunt the ritualist in their mind - and if they cannot resist its pull, they will become fascinated with the depths of the Void Sea, and seek to go down there themselves…

  - *Ghost Map:* With this ritual, a map is laid out and black sand and blood spread over it while an incantation is recited over the paper. When the blood is wiped away, some will have stuck, leaving mystic signs which show the

positions of all spirits present in an area about the size of a city district, and betraying some hints about those same spirits.

- *Black Tears Warding:* A mixture of crematory ash, tobacco and dream smoke is prepared, which a target then smokes. For one month, they occasionally weep tears of black blood - but no ghost which wishes them harm can find them.

- *Hollow the Mortal Soul:* A long and involved ritual, during which a victim is subject to a series of seven mystically-significant wounds across their body. At the rite's culmination, the link between body and spirit is severed, causing the ghost to rise from the still-living (now Hollow) body - usually to be captured for the safety of the ritualists. A Hollow is dull of mind and lacking in free will, but can be easily possessed by spirits. Some cause this ritual to be performed on themselves, either because they wish to utterly reject their spiritual existence, according to the teachings of the Church of the Ecstasy of the Flesh, or so that they can re-join their body after the severance, becoming an immortal vampire.

- *Demon Summoning:* Using the medium of a demon's element, summon a named demon to you and enter an arrangement of bargaining. If you can come to an accommodation between you, so long as you fulfil its desires, you can command it and it will not refuse you - and, if you advance the bond further, you may cause it to attend you constantly by hiding within elemental sources, or inhabit an object of your choosing and let you use its powers directly. If you don't fulfil its desires, however, it can begin working against you, to destroy you and end its binding.

  If you fail to reach such an agreement, you can attempt to banish it from you - but this is a contest of the demon's will against your arcane prowess.

On Demons

Demons in this world are physical beings, not spirits. Nevertheless, their electroplasmic blood gives them immortal life, and each is associated with an element of the world - there are sea-demons, smoke-demons, sky-demons, fire-demons, desert-demons, demons of the stars and so on. Most have at least a roughly humanoid form, though some have stranger shapes which take after animals, monstrosities or more amorphous forms, and the enormous leviathans of the Void Sea are certainly not humanoid at all.

All demons are extremely hard to kill, having superhuman strength and speed, the ability to command their element in various ways via the ancient tongue of sorcery which all speak, the ability to perceive through their element at a distance and teleport from one site of their elemental affinity to another (this is how demonic summonings operate) - though the magnitude of all these powers, and the distance at which a demon can scry or teleport, all depend on their power, and doing too much without rest will tire them.

Demons are also invariably obsessed with some desire, whether that be to gather knowledge, to cause mayhem, to spread war and suffering, to indulge in pleasure, to

manipulate others, achieve glory, attain control, bring freedom or something else. They are not really ‘people’ in the traditional sense but (psychologically, at least) manifestations of their desire, with all else save self-preservation being secondary in their mind to achieving their desire.

On Iruvian Martial Arts
The main canon examples we have of Iruvian martial arts are the Rising Moon Style, which employs an off-hand dagger as well as a duelling sword, allowing you to move fluidly from strident defence to vicious offence, and the Falling Star Style, which employs a weighted sash to tangle, grapple or immobilise enemies to set them up for a decisive strike.

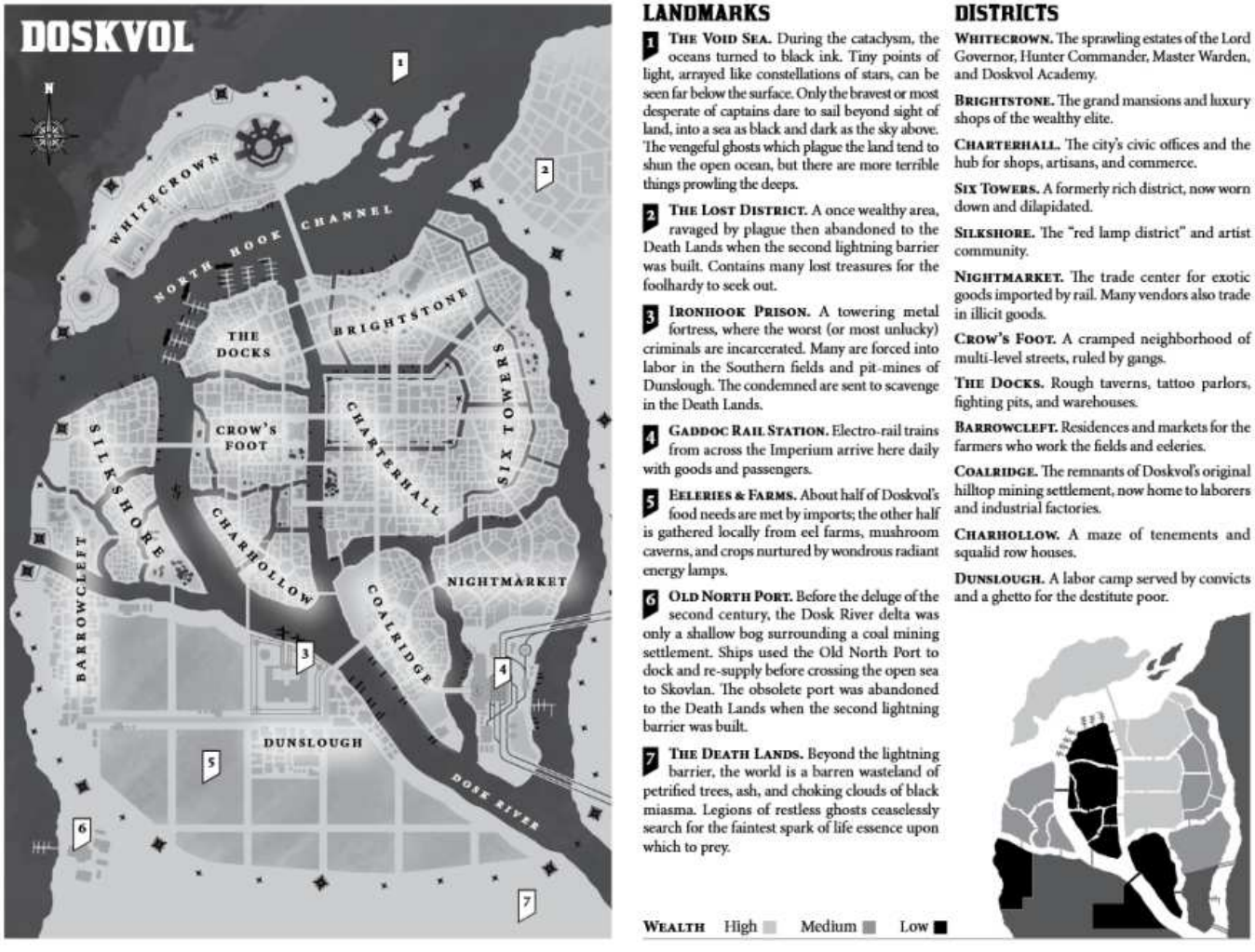
Feel free to make up further martial arts on a similar level.

Credits and Further Information
Blades in the Dark, as a setting and a system, are owned by Evil Hat Productions LLC, and was written by John Harper. I don’t own any of this; I’m just writing this for fun, and never to be used for profit.

I strongly suggest anyone interested in this setting go look up the Blades website - there’s loads of free material, and the game itself is really tightly written.

https://bladesinthedark.com/

The player kit, here, also includes detailed information on the layout and locations of Doskvol:



LANDMARKS

1 **The Void Sea.** During the cataclysm, the oceans turned to black ink. Tiny points of light, arrayed like constellations of stars, can be seen far below the surface. Only the bravest or most desperate of captains dare to sail beyond sight of land, into a sea as black and dark as the sky above. The vengeful ghosts which plague the land tend to shun the open ocean, but there are more terrible things prowling the deeps.

2 **The Lost District.** A once wealthy area, ravaged by plague then abandoned to the Death Lands when the second lightning barrier was built. Contains many lost treasures for the foolhardy to seek out.

3 **Ironhook Prison.** A towering metal fortress, where the worst (or most unlucky) criminals are incarcerated. Many are forced into labor in the Southern fields and pit-mines of Dunslough. The condemned are sent to scavenge in the Death Lands.

4 **Gaddoc Rail Station.** Electro-rail trains from across the Imperium arrive here daily with goods and passengers.

5 **Eeleries & Farms.** About half of Doskvol's food needs are met by imports; the other half is gathered locally from eel farms, mushroom caverns, and crops nurtured by wondrous radiant energy lamps.

6 **Old North Port.** Before the deluge of the second century, the Dosk River delta was only a shallow bog surrounding a coal mining settlement. Ships used the Old North Port to dock and re-supply before crossing the open sea to Skovlan. The obsolete port was abandoned to the Death Lands when the second lightning barrier was built.

7 **The Death Lands.** Beyond the lightning barrier, the world is a barren wasteland of petrified trees, ash, and choking clouds of black miasma. Legions of restless ghosts ceaselessly search for the faintest spark of life essence upon which to prey.

DISTRICTS

Whitecrown. The sprawling estates of the Lord Governor, Hunter Commander, Master Warden, and Doskvol Academy.

Brightstone. The grand mansions and luxury shops of the wealthy elite.

Charterhall. The city's civic offices and the hub for shops, artisans, and commerce.

Six Towers. A formerly rich district, now worn down and dilapidated.

Silkshore. The "red lamp district" and artist community.

Nightmarket. The trade center for exotic goods imported by rail. Many vendors also trade in illicit goods.

Crow's Foot. A cramped neighborhood of multi-level streets, ruled by gangs.

The Docks. Rough taverns, tattoo parlors, fighting pits, and warehouses.

Barrowcleft. Residences and markets for the farmers who work the fields and eeleries.

Coalridge. The remnants of Doskvol's original hilltop mining settlement, now home to laborers and industrial factories.

Charhollow. A maze of tenements and squalid row houses.

Dunslough. A labor camp served by convicts and a ghetto for the destitute poor.

Wealth High ■ Medium ■ Low ■