

The Heist is a Burning Wheel scenario about betrayal and trust. It involves nineteen characters, all Roden. The characters represent one "nest." They're all related in some way—cousins, brothers, husbands, wives, etc. However, all of the characters have their loyalties divided along different lines. There are factions within the family. The game plays out as those lines surface and are broken or break through the overall bonds of family.

Family, obviously, is one of the core conceits for this scenario. Exploring the bonds therein, pushing the limits of what's acceptable; that's what the game is about. It's likely the players will care about the various other characters at least enough to talk to them before offing them. Outright, bloody violence is fine and dandy, but it won't mesh well with the Beliefs and numbers provided for the characters. We're all one big, happy family, right? Not for long.

The following information is intended for the GM. Players are welcome to read it, but they must let everyone know that they read the adventure set up before play.

The Set Up

That Which is Below

When beginning this scenario, I let players know that they'll be playing a nest of Roden living beneath a decaying and decrepit human citadel. The Roden refer to where they live as, "Below."

The citadel is run by a powerful magocracy. Should the vile sorcerers discover the Roden, the furry little family would be wiped out by scourging fires in an instant. Therefore, we gotta keep it quiet, you know?

So a few people disappear here and there. A few warehouses collapse, sure. But things like that are bound to happen in such a vast city, right? The Boss keeps things moving, Sweek and The Brain keep the ideas coming.

Handing Out Characters

When giving out characters, I tell everyone generally what's on offer: The bosses, the middle-tier and the workers. Then I start by offering The Boss, Swiker, first. "Who wants to be the boss?" Then Sweek. Then I offer out the workers—Scratchers, Scavengers, Snitches, and spies. Then I go back to the middle management—Grista, The Brain, and company. Finally, I offer up Kuul Fieldwalker as "the mysterious stranger."

Secrets

Most characters in this scenario have secrets. I prefer that the players don't share their Beliefs and their histories here. I like them to come out in play. However, some groups like to get all that out on the table beforehand so they can make sure everyone gets in on the action.

The main secret is that Sweek, Grista, Krim, Sweesh and Shin are all members of a hidden cult in the ranks of the nest. They are trying to convert everyone to their side. And they're trying to do so via an elaborate (and very rat-like) plan.

4 Players

If playing the Heist with four players, I recommend using Swiker, Sweek, Grista and either Squee or The Brain. The conflict centers around leading the boss into the trap.

6 Players

If playing with six players, I recommend using Swiker, Sweek, Grista, Moosh, Thack and Kuul. The conflict centers around the appearance of this mysterious stranger, and who shall lead the nest after his identity is revealed.

8 or 10 Players

Playing with eight or ten players, I recommend using Swiker, Sweek, Grista, Moosh, Thack and Kuul, and throwing in Shin, Pinky, Squee, The Brain and/or Good.

14ish Players

As above, but add in the Scratchers and the Scavengers. This is a fun game. Everyone has a stake.

19 players

The Heist was originally intended to be played with all 19 characters taken on by players. It works ok, but there are some weak links in the chain. For example, the more PCs that are in the mix, the less important Squee becomes. Squik, the sneak thief, is a weak character and often



gets frozen out, if the player doesn't just completely turtle. Sweesh never seems to ever want to blow anything up. And Fink just ends up causing trouble, but not really contributing to the overall conflict. Having run the game a number of times, I prefer to leave these characters out.

If you are going to try to play it full on, take note of these deficiencies. Hell, I'd even tell the players about them before they take their characters. That way, they can try to compensate in game—rather than just feeling frustrated and lost.

Read the Beliefs

Read over the characters' Beliefs. There's a lot of them, sure. But you have to familiarize yourself with the various goals at play. The conflict of this scenario is contained in the Beliefs of the characters. There are one or two twists, but they exist only to turn the heat up on the Beliefs.

The Deal

Some of the more involved or more complex characters have a paragraph or two on their character sheets detailing back story or additional set up. Make sure the players read this stuff and, of course, make sure you read it!

The Hook

There is no cheese. Everything's great, everything's dandy, but the cheese has run out. The nest must have cheese to survive. That's the hook. What do you do?

Cheese

Cheese is no one set thing. I take pains to explain this before the game gets too far along. Cheese is whatever the players want it to be. Among the Roden, "cheese" is just slang for anything valuable. So it can be food, loot or even power.

The Twists

So everything's fine, everything's great and, when the game begins, The Boss is going to start handing out orders for some cheese to be got. He'll likely tap Sweek and The Brain to concoct some scheme to get at the latest stash. With those two on the job, there'll be cheese in the nest in minutes, right?

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Rise Up!

Skitch and Scratch, the Scratchers, are set up to revolt against the bosses from the get-go. They're not going to work for no pay anymore. It's likely that the players will either refuse to work, or do the work for the bosses, but start plotting against them.

The Cult of the Below

The protests from the workers creates ideal conditions for Sweek and his cultists to move in and turn them. If Sweek can turn the workers to his side, he'll control a majority of the nest's workforce. He can then force the Boss to get the work done himself. Perfect!

Of course, that all has to be done in secret. Because a good cultist never reveals himself until he's completely taken over, right?

The Mysterious Stranger

Have Kuul's player sit back for a few minutes and take stock of the situation as the conflict develops. He's literally waiting in the wings. When he comes in, don't let him come in quietly. Make sure he comes in with a grand entrance. He is, after all, a complete freak of nature—albino, ancient, most holy bad-ass rat!

Once he's in the thick of it, Kuul's going to confront The Boss and The Boss is going to try to have Kuul whacked. Force their confrontation out into the open. Make everyone get involved. Is Squee really going to beat up an old man for his Boss? Will Thack let his saviour be treated badly? Can Kuul risk any rat being harmed, when one of them is his son?

For this conflict in particular it's very important to be let each player know what's going on, what the stakes are and how they can participate. Do not pull a "and the mysterious stranger is killed while you weren't looking!"

And, in case it isn't obvious, if Kuul isn't in play, don't use the Mysterious Stranger twist.

The Cheese Is Water!

Sweek and Grista will push Swiker—through their agents—to raid a warehouse they've identified. It's a trap. Once the Scratchers break through that last wall, water's going to come pouring out and drown the poor sots digging through.



This is a delicate matter to play out. It makes a great surprise ending, or a terrific mid-game twist, but either way, you've got to build up to it. Make sure everyone's on board when the digging/tunnelling commences. Make sure Sweek's had enough time to arrange things. And if the Scratchers go and spring the trap prematurely—they secretly dig into the location, for example—make sure they come back half-drowned, howling: "The cheese is water!" (Translation: "It's a trap!") In other words, if the trap is sprung by The Boss or in his presence, those characters are drowned, If the trap is accidentally sprung, those players should come scrurrying back pointing fingers.

There's no getting around the trap. There's no sneaking in from upstairs, finding the warehouse on the surface, no digging around, nothing. You know why? Because there's no warehouse, no cheese, nothing but the trap. So either they discover it's a trap and turn back or spring it and get whammered.

Playing the Heist

The Starting Positions

Everyone starts together, in the nest. It's acceptable to get up and talk privately, but the GM should be constantly herding players back to the table and grilling them: "What are you doing? Who are you talking to? Why?!"

Social Conflict Resolution

Don't forget that you can use the Duel of Wits to resolve big ol' social conflicts. Often, in the Heist, Kuul will challenge The Boss to a Duel of Wits over breaking the nest up. He'll want to leave with everyone and the Boss will want everyone to stay. The lines of compromise involve some going and some staying. Who goes and who stays is fuel for great conflict—because we're all family.

In the big Duels, get everyone involved. Helping dice can only be thrown in if you roleplay. Get a group of 19 people shouting at each other and throwing down dice and it's pretty fun. I use either the Group Duel or the Unscripted Duel rules on pages 106 and 107 of the Burning Wheel.

Versus Tests

Especially in the big versions of this game, resolve all the conflicts with simple versus tests. Even fights. We had a great fight in one game between Pinky and Thack. Pinky easily won. He could have killed Thack, but he knew that the nest would then turn on him. But if Pinky

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didn't kill Thack, the Bruiser was just going to keep coming. So, Pinky's player elected to smash Thack's sword arm, rather than kill him. And then Thack elected to shoot Pinky down with his crossbow. All resolved in two rolls!

Violence

As I mentioned in the Versus Tests section above, don't focus on violence in this game. Use the Simple Martial Conflict rules on page 139 of the Burning Wheel and then move on. This particular scenario is not about fighting at all.

Middle Management

Grista and Squee, in particular, have it really tough in this scenario. They are caught between rebellious underlings and tyrannical bosses. Don't let their players bail on the conflict. Encourage them to get in there and fight for their side. If they don't participate, their side will lose. It's that simple.

The Workers

Skiff, Scoff, Skitch and Scratch make up the body of the workers. Skitch and Scratch should be encouraged to start agitating from the very beginning. Skiff and Scoff will probably join in. Good and Shin pose as workers, but they are both spies. Good for The Boss, Shin for Grista.

Fink and Squik are theives in the rabble. They can go either way. Encourage them to make trouble. Then point them out to the Middle Management for either discipline or conversion. Sweesh is a special worker—he's part of The Brain's faction, but he's also a spy for Grista—but he is very potent in his own right. As a bomb-maker, he should be able to curry favor where he needs it.

The Brain

The Brain player will want to construct various insane machines and devices. Let him, but make it a process. Involve the Scavengers to get parts. Make sure Sweesh gets to add a flamethrower and everyone else gets a suitable chance to sabotage it. This may seem counter-intuitive, but doing so gives The Brain power—it gives him a reason to dispatch Pinky. In case you haven't noticed, Pinky is a terror. He is easily a match



for the Bruisers. By keeping Pinky close and in control, the Brain controls a powerful faction of three—himself, Sweesh and Pinky—who can tip the balance of nearly any conflict.

The Twins

It's not terribly explicit in the character write-ups, but Swiker and Sweek are fraternal twins. They look similar, but not exactly the same. They are both Kuul's son. Kuul's vision is a direct relation from Aecer that one son will attempt to kill the other. Of course, Kuul doesn't know that at the beginning of the game.

The really tough thing here, for the GM, is to hint to Kuul that both Swiker and Sweek are his sons, but not to do so too soon or too heavy-handedly. Remind Sweek and Swiker that they are brothers—born of the same mother. Tell them, when it comes up, that they never knew their father.

As Kuul gets increasingly frustrated and as the rats get more and more violent, remind him that one of these creatures is his son! And until he can determine who it is, no one can be harmed or exiled or anything.

Faith and the Roden

Before playing this scenario, it's best to review the Roden Faith rules on page 125 to 130 of the Monster Burner and the Faith rules in general on page 230 to 235 in the Burning Wheel. Kuul and Sweek have Faith. Kuul has the standard Faithful trait—very powerful. Sweek has the slightly less powerful Visionary Faith trait. That means he can only affect himself or characters with Beliefs that pertain to his cult or his worship.

Conversion

Converting another Roden in the game requires a Duel of Wits. The loser, depending on the compromise, will probably have to change a Belief or two. Faithfulness is meaningless without a Belief to back it up.

Artha

All of the characters are pre-loaded with three points of fate, two points of persona and a deeds point. In a smaller game, you might award artha in play. In a bigger game, don't worry about it. Just play and burn the artha as a finite commodity.

The End

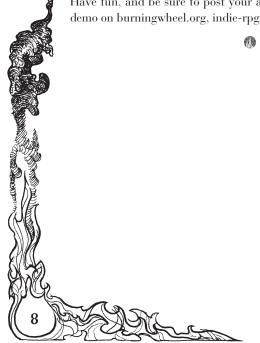
This scenario ends when Kuul leads the majority of the Roden away, Sweek takes over or The Boss is killed in the trap. You're welcome to play on after that, but the BITs for the characters were only meant to conflict on those three main outcomes. You are welcome, of course, to change them and play on based on the outcome of your particular game. Maybe Sweek takes over and builds his cult so that he might challenge the sorcerers for control of the city? Maybe Swiker manages to put down his challengers but now has to make sure his weakened clan survives against the depredations of other nests? Perhaps Kuul manages to lead his sons to the promised land, but the Priests of Aecer won't have them back?

The Unimportant Bits

Maps, floor plans, traps or anything else that gets in the way of the players invoking their Beliefs and engaging in conflict have no place in this scenario. If the players need something in the nest or down in the tunnels, let them have it. If there's conflict surrounding it, call for Tunnels-wise or Below-wise tests.

Actual Play

Have fun, and be sure to post your actual play experiences using this demo on burningwheel.org, indie-rpgs.com or rpg.net.



Character Index	C. I.
Name Sweesh Stock Ropen Age 23	Stats Attributes
Berow West, West,	Will B 3 Let it Hide Successes tests for advancement Health B 3 Let it Ride Successes
Alias AppRentice Homeland Features	Difficult: ○○○○
Beliefs Instincts	Perception 5(6)
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D.O me-he must be converted, D.O times.	Forte Routine: OOOO
a not crimital es	Difficult: ○○○○
Traits	Agility B 6 Reflexes B 5
Aecer's Likeness Large Ears Tunnel Vision Soat of Fur Packrat Skulking	Difficult: ○ ○ ○ ○
Communal Skittish Pyromaniac	Speed B 5 Mortal
ENLARGED INCISORS BROKEN	Difficult: ○○○○ Wound ♣ – Average of Power and Forte (plus 6).
Quick-Blooded TAIL	MW advances as the stats do. Speed Multiplier: ×3.5
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SAALL LEAD US FROM THE DARKNESS. GRISTA-She's Sweek's Spy. But She's SCOFF-A SCAVENGER. Helps us Find thin	NED.)
Swiker's Girl, Very Dirty pool! Krim- Gult murderer. He poses as a Squee- Mastermind's Kidnapper. Stay Clear of him!	E A SO TRANS
Bruiser, Don't cross Aim! Fink - Squee's Rival	\$ 5 6 7 8 9 10 11 2 5 6 9 8 9 10 11
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		Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
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	necessary to make firebombs.	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
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A LAND		OOOOO Right Leg AGILITY:
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	Character Index	Stats	Attributes
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	of Income/Wealth Resources ✓ Successes tests for advancement		
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	OOOOO Right Arm Perception:
	OOOOO Left Arm Speed:
	OOOOO Left Leg AGILITY:

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QuiCK-BLOODED TAIL	A Bused		Challenge: $\bigcirc \bigcirc \bigcirc \bullet$ \bigcirc	Average of Power and Forte (plus 6). MW advances as the stats do.
SWIKER- MY DAD He'S A DICK. SWEEK- DAD'S BROTHER. SWEET-TAI GRISTA- MOM. THACK- BIG BROTHER. REAL STRO REAL MEAN. JUST GOT BACK FRO FEW YEARS ON WALKABOUT. KRIM- REALLY DANGEROUS BRUISE	SCRATCH— TAINK'S Ae'S A TOUGH GUY; ONG. TAINK'S AE'D MAKE A GOOD BRUISER. OM A SQUIK— HE'LL STEAL YOUR MOTHER'S DAN FINK— HE'LL LIFT YOUR LAST DENNY.	P P	É	Becore
	s, Reputation, Affiliations		~0~ 0	d Penalties
Lifepaths BORN BELOW, GAO SCAVENGER, BRUISER	JATLET, Circles Saccesses tests for advancement Routine: 0000 Difficult: 0000 Challenge: 0000		Sup.: +10 COO Light: -1D COO Midi: -2D COO Superficial Wo	Traum::-4D OOOD Mortal: Dying OOOD unds
Primary Reputation	Primary Affiliation		2000 O 1st: +1	E 000"
Secondary Reputation	Secondary Affiliation		2nd: -1	
	Resources		/ -0000	0000
Source of Income/Wealth	Resources D Let it Ride Successes			
Cache/Loans	tests for advancement Routine: OOOO Difficult: OOOO		Z M 9	त हो भारा
Debt	Challenge: ○ ○ ○ ●			The state of the s
Skill Name	Shade/Exponent Experience for Advancement needed Successes	Skill Name	Shade/Exponent	Experience for Advancement needed successes
BRAWLING	Routine: OOOO		Obstacte	Routine: OOOO
Inconspicuous	Routine: 0000		. Obstacle	Routine: 0000
Intimidation	B 3 E Routine: 0000 Challenge: 0000			Routine:
S SWORD	B 4 E Routine: OOOO — Officials: Officials: OOOO — Officials: OOOO — Officials: OOOO — OOOOOOOOOOOOOOOOOOOOOOOOOOOOOO		Obstacle	Routine: OOO Offficult: OOO Offficult: OOO Officult: OOO Officult: OOO Officult: OOO Officult: OOO Officult: OOO Officult: OOO OOO OOO
S Sword	B 4			Boutine: 0000 Siller
Shield Training	* Routing 0000		Dstarte	Routine: OOOO Difficult: OOOO Challenge: OOO •
			·/mde	Routies: OOO
				
	Routine: OOOO			

7 Skills Being Learned	Additional Skills
Skill Name Aptitude Aptitude Tests toward Aptitude	\(\begin{array}{cccccccccccccccccccccccccccccccccccc
	\(\begin{array}{cccccccccccccccccccccccccccccccccccc
	Section Challenge:
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude 1	Agility Aptitude Speed Aptitude Power Aptitude Forte Aptitude
Practice Log	Artha and Epiphanies
	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure
	Ability Ability Total Artha F P D Total Artha Spent F P D
	Ability Ability Total Artha F P D D Spent
	Ability Ability
	Spent Spent Spent Ability Ability
	Total Artha Spent F P D Total Artha Spent F P D
	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
	Manage Machania
Gear and Possessions	Weapons Mechanics Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)
Sword in a ragged scabbard, a knife tucked into his belt, a small wooden shield, a well-oiled	MELEE I M S Add VA WS
crossbow, a dozen bolts, and a stolen human	Bare-fisted
soldier's uniform.	Teeth B3 B6 B9 2 - F SWORD B4 B8 B122 - S Knife B3 B6 B9 1 - F
	MISSILE WEAPONS
	I M S VA ammunition Range Dice: Optimal Extreme DOF: 1 M S
	I M S VA ammunition Range Dice: Optimal_ Extreme D0F: I_ M_ S_
	Armor
	Dice Location Type Clumsy Weight
	OOOOO Right Arm STEALTHY:
	OOOOO Left Arm Speed:
£	OOOOO Left Leg AGILITY:
6)	*XX 000 Shield Woo⊅en

21		in the state of th	11/	
	cter Index		Stats	Attributes
Name Fink Stock Re	oden Age 17 elow	Will	Let it Ride Successes	Let it Ride
Alias Homeland	Features	tests — Diff	s for advancement ficult: ○○○○ llenge: ○○○●	Health Successes
	Instincts	I 120.	ption B <u>\$(</u> 6)	Routine: ○○○○
Beliefs F. O Get the Bosses off my BA	-CK: F: O ALWAYS DICK A DOCKET WHEN	3 K.	·	Steel B4
P:0 Brain is cramping my styl Gotta see that he gets go		Cha	ficult: 0000	Routine: OOO
F: O P: O MUST, SCORE, BIG, NOW.	F: 0 When caught, smile, "AW P: 0 Shucks" And give it up.	Powe		Challenge: ○○○●
D:O Source's Got A Dice Custy	D:O Shocks say a give it up.	Diff Cha	icult: ○ ○ ○ ○ (llenge: ○ ○ ○ ● ((Hesitation = 10 - Will exp)
P: O JOB PERHAPS HE COULD BE	F: O ALWAYS BE Inconspicuous.	Forte	B 3	Routing 0000
D:0 "persuaded" to give it up.	D:O	Diff Cha	ficult: ○ ○ ○ ○ ()	
9	Traits	Agilit	v B 6	Reflexes B 5
Aecer's Likeness Large			ficult: 0000	Average of Per, Agl, Spd Ref advances as the stats do.
COAT OF FUR PACKRA		1	-	
communal S kittish Enlarged Incisors	GREEDY LIGHT TOUCH (C/O)	Speed	icult: 0000	Wound B 9
Quick-BLOODED	COCKY	1 I	_	Average of Power and Forte (plus 6). MW advances as the stats do.
TAIL Pola	tionships	Speed	Multiplier: ×3.5	
Swiker—The Boss. He Ain't so BAD. Sweek—The Nest's FACE-MAN. Boss'	KRIM, THACK AND MOOSH— BRUISERS: DO	Dles	usical Talamanas	as M/baal
BROTHER. BUT STILL A BOSS.	not get caught by them! Squik— The competition. But the Kid's got skills.	Record	sical Tolerance	es voneet
The Brain - The Insahe-o-Boss who's Always tapping my stash.	Skitch, Scratch, Shiff and Scoff— Penny-Ante Dopes.			TR Mo
GRISTA - BOSS' GIRL. SO BEAUTIFUL. SLIN - STRANGE BIR? NERVOUS.	Squee - Sworn enemy. The worst of the worst < Aught me pinching his stuff!		SU 4 5 6 7	8 9 10 11
			1 M 9 1 5 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	
	Reputation, Affiliations		SOO Wound	
Lifepaths BORN BELOW, GAUNT SCAVENGER, FINGERS	tests for advancement		Sup.: +10b	Traum.: -4D
and any Activity of the had also	Routine: ○○○○ (Nidi: -2D Superficial Woun	mortal. Dyling
Primary Reputation	Primary Affiliation		2000 O 1st: +10	b Microsoft OOO
Secondary Reputation	Secondary Affiliation		2nd: –	
Re	esources	1	1-000 -	
Source of Income/Wealth	Resources D Let it Ride Successes		\$ 6000 \$ 6000 M 91	
Cache/Loans	tests for advancement	110	M 91	SI HI EI CI
Debt	Challenge: ○ ○ ○ ●			
	7 10	Minumen W	ll le l	bland of the state
	Shade/Exponent Experience for Advancement needed Difficult: OOOO Difficults: Shade	Skill Name	Shade/Exponent	Experience for Advancement needed success Routine:
			ade Obs	
Inconspicuous	B 5 Routine: ○○○○		de Obste	Routine: OOO
AppRAISAL	Routine: 0000		Obstac	Routine: OOO
y Scavenger	Routine: 0000 Difficult: 0000 Challenge: 0000		Obstacle	Routine: 0000
Steight of HAND	B 5 € Challenge: ○○○●		Obstacte	Routine: OOOO SKI
F	B 3		bytacle	Routine: OOO
	= \$\frac{\pi}{2} \text{Difficult: 0 0 0 } \\ = \frac{\pi}{2} \text{Difficult: 0 0 0 } \\ = \frac{\pi}{2} \text{Challenge: 0 0 0 0 } \\ = \frac{\pi}{2} \text{Challenge: 0 0 0 0 } \\ = \frac{\pi}{2} \text{Challenge: 0 0 0 0 0 } \\ = \frac{\pi}{2} Challenge: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0			Routine: 0000
	Challenge: ○○○●			Challenge: OOO
N	Challenger O O O O		js-	- Challenger 3332 — \

Routine: OOOO
Difficult: OOOO
Challenge: OOO

Skills Being Learned	Additional Skills
Skill Name Aptitude Tests toward Aptitude	Routine: 0000
	Routine: 0000
	Rontine: 0000
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility A	Aptitude Speed Aptitude Power Aptitude Forte Aptitude
Practice Log	Artha and Epiphanies
	Fate: Open-end 6s Persona: +1D per point
	Deeds: Double dice or reroll failure
	Ability Ability Total Artha
	Spent Spent Spent
	Ability Ability Total Artha F P P
	Spent Spent Spent Ability Ability
	Total Artha Total Artha Total Artha
	Spent Spent Spent Ability Ability
	Total Artha F D Total Artha
<u>.</u>	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
Gear and Possessions	Weapons Mechanics Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent.
PANTS, SUSPENDERS AND A BUTTON DOWN SAIRT, A	Superb— 1.5x Mark (round down) MELEE I M S Add VA WS
BAG of other people's personal effects, Honeyed OATCAKES, A pair of Knives.	
on a street, the proof of the lives.	Bare-fisted
	Knives B 2 B 4 B 6 1 - F
	MISSILE WEAPONS
	I M S VA ammunition
	I M S VA ammunition
	Armor
	Dice Location Type Clumsy Weight O O O O O Head S
	OOOOOO Torso STEALTHY:
	OOOOO Left Arm Speed:
	OOOOO Right Leg AGILITY:
	00000 Shield

	1 September 1997	
Character Index	Stats	Attributes
Name Squee Stock Roden Age 20	Will B 3 Let it Ride	Let it Ride
Below Alias Homeland Features	tests for advancement Difficult: ○○○○ Challenge: ○○○●	Health tests for advancement Routine: 0000 Difficult: 0000
Beliefs Instincts $F: O \mid I$ 'm really not a Bad Guy; my $F: O \mid A$ Lways attempt to soothe $P: O \mid D: O \mid J$ just sucks. $P: O \mid D: O \mid J$ them first	Perception 6(7) Difficult: 0000 — Challenge: 000 —	Challenge: ○○○● Steel B 4
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	Power ■ <u>4</u> Difficult: ○○○○ ○ Challenge: ○○○ ● ○	
$F: O \mid F: O \mid $	Forte ■ 3 Difficult: ○○○○ ○ Challenge: ○○○● ○	
Traits Aecer's Likeness Large Ears Tunnel Vision Soat of Fur Packrat Skulking	Agility B 4 Difficult: 0000 Challenge: 000	Reflexes B 5 Average of Per, Agl, Spd Ref advances as the stats do.
Communal Skittish Deep Sense ENLARGED INCISORS Quick-Blooded	Speed B <u>6</u> Difficult: 0000 — Challenge: 000 — Challenge: 0000	Mortal Wound Average of Power and Forte (plus 6). MW advances as the stats do.
Relationships SWIKER—Good of Bossman! Sweek—Bossman's Brother. He ain't from these two. As BAD As they say. In fact, he's kind Shin—younger fousin and good friend of nice. Grista—Boss' Girl. Smart. Dangerous. SCRATCH—GRADE A JERK-RAT. True Yermin KRIM—Bruiser who helps me on jobs. GOOD—Bossman's shitch and my partner.	Physical Tolerance	Recover
History, Circles, Reputation, Affiliations Lifepaths BORN BELOW, GAUNTLET, Circles SCRATCHER, KIDNAPPER Let it Ride Successes tests for advancement Routine: 0000 Difficult: 0000	Wound I	Severe: -3D OOF Traum: -4D OOF Mortal: Dying OOP
Challenge: ○ ○ ○ ●	Superficial Wound	4000
Primary Reputation Primary Affiliation Secondary Reputation Secondary Affiliation		E 000%
	2nd: —	
Resources Source of Income/Wealth Resources Resources Let it Ride Successes Let it Ride Successes Let of Resources	\$\int \chi \chi \chi \chi \chi \chi \chi \chi	
Cache/Loans Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●		Tu
Skill Name Shade/Exponent Soothing PLAtitudes B.3 Experience for Advancement weeded Routing: 0000 Challenge: 0000	OBSERVATION B.2	Experience for Advancement Tests LaR Successes Routine: 0 0 0 Difficult: 0 0 0 Challenge: 0 0 0
BRAWLING B 4 BROWING Challenge:	Obstacle	Routine: OOOO Difficult: OOOO Challenge: OOO
Supering Sup	— — — Obytacle	Routine: OOO Difficult: OOO Challenge: OOO
v Tunneling B 2 = Routing: 8888 =		Routine: 2222
TUNNELING B 2 & Difficult: 0000 When the control of the control	bisturle (Boutine: SOO Sills
Stealthy B	hitale 0	Routine: 0000 — Ohn Tillian Challenge: 0000 — Ohn Tillian Challeng
Inconspicuous B 2 & Routine 0000 Challenge: 0000		Routine: OOO
Knots B > Enutring: 0000		Routine:

Routine: OOOO
Difficult: OOOO
Challenge: OOO

Intimidation

Skills Being Learned	Additional Skills				
Skill Name Aptitude Tests toward Aptitude	Routine: 0000				
	Boutine: 0000 Difficult: 0000 Challenge: 000 Challe				
	Routine: 0000				
	Routine: 0000				
	Routine: 0000				
	Routine: 0000				
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility 2	Aptitude Speed Aptitude Power Aptitude Forte Aptitude				
Practice Log	Artha and Epiphanies				
	Fate: Open-end 6s Persona: +1D per point				
	Deeds: Double dice or reroll failure				
	Ability Ability Total Artha F P D Total Artha F P D				
	Ability Ability				
	Total Artha Spent F P Total Artha Spent F P D				
	Ability Ability				
	Total Arthu Spent P D Total Arthu Spent P D				
	Ability Ability Total Artha				
	Spent Spent				
	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points				
Gear and Possessions	Weapons Mechanics Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent.				
Non-descript clothes, Brass knuckles, a Billy	Superb— 1.5x Mark (round down)				
CLUB, RODE, GAGS, STRADS, A BAG (FOR DUTTING OVER HEADS). LEATHER SLEEVES (1D). LEGGINGS (1D). SKULL	MELEE I M S Add VA WS				
CAP (1D) AND BREASTPLATE (2D).	Bare-fisted				
	Knuckles B3 B5 B7 2 - F				
	Birty < tub B3 B6 B9 2 - F				
	MISSILE WEAPONS				
	I M S VA ammunition				
	Range Dice: Optimal Extreme D0F: I M S				
	Range Dice: Optimal Extreme DOF: I M S I M S VA ammunition				
	I M S VA ammunition Range Dice: Optimal_ Extreme DOF: 1_ M_ S_ Armor				
	I M S VA ammunition Range Dice: Optimal_ Extreme _ DOF: I_ M_ S_ Armor Dice				
	I M S VA ammunition Range Dice: Optimal_ Extreme _ DOF: I_ M_ S_ Armor Dice				
	I M S VA ammunition Range Dice: Optimal_ Extreme DOF: 1_ M_ S_ Armor Dice				

	Chara	cter Index		A MANUTE	Stats	Attributes
Name Swike		2		Will	Let it Ride Successes	Attributes Let it Ride
The	-	erom		tests fo	or advancement	Health 🖺 🗿 Successes
Alias MAST	TERMIND Homeland	Features	}	— Difficu — Challer	ılt: 0000	tests for advancement Routine: OOOO Difficult: OOOO
	Beliefs	Instincts	No.	Percepti	on B <u>4(</u> 5)	Challenge: ○ ○ ○ ●
F: O I Gott	A Keep the family	F: 0 KILL 'elm with Kindhess— P: 0 ALWAYS SOOTHE AND DERSO	ADP	Diffict	ult: 0000	Steel BZ_
D:0 1709474	er. I Love my peeps!	D:0 First,		0.14.10.	_	Routine:
	180Dy CROSSES Me, +1		ty	Power	lt: 0000	Hesitation <u>5</u>
DO Get it.		D:0 B.O.L. ALWAYS CONSULT WITH MY	•	Challer	int: 0000 — — — — — — — — — — — — — — — — —	(Hesitation = 10 - Will exp)
P: O BIGGEST	st score will be the t yet and enough to	P: O Brother Sweek Before	/	Forte	B 3	
D:O Let me	Retire.	D:0 making big decisions		Difficu	ılt: 0000	
9				(_	
J. Doconic Li		Traits	1	Agility	B 4	Reflexes B 4
Aecer's Li				Challer	llt: 0000 — ()	Average of Per, Agl, Spd Ref advances as the stats do.
<ommun< td=""><td></td><td></td><td></td><td>Speed</td><td>B 5</td><td>Mortal</td></ommun<>				Speed	B 5	Mortal
E-11	Incisors	<allous< td=""><td>}</td><td> Difficu</td><td>alt: 0000</td><td>Wound Average of Power and Forte (plus 6).</td></allous<>	}	Difficu	alt: 0000	Wound Average of Power and Forte (plus 6).
Quick-BLO	DODED	CALM Demeand Ambitious	OR		ultiplier: ×3.5	MW advances as the stats do.
1/1/1	Rola	tionships	}	эреей Мі		
	other, Best Friend and	SQUEE - My trusted BAG MAN. LOYAL	L,]	DI	:l T.l	\ 4 / 1 1
r .	otiator for the nest - My Lunatic Cousin.	But too soft-hearted. Cousin. GODD—My shitch in the scratchers		_	ical Tolerance	es wheel
	very useful. I youngest son An⊅ me	AND SCAVENGERS. NEPHEW. GRISTA— MY GIRL! ALSO, SWEEK'S		Recovery		TR Mo
BRUISER BO	DYGUARD.	Assistant. "C'IMERE DOLLFACE."			Li Mi Se	TR Mo
HACK - ELDE	est Son. The moody one.				1 M & 7 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	
N H	listory Circles I	Reputation, Affiliations			Wound I	Penalties 55
	rn Below, Gaunt	Let it Ride			Soo Wound I	Penalties Severe: -3D Traum: -4D
	er, Kidhapper,	tests for advancement			Sup.: +1 Ob Light: -1D Midi: -2D	Traum.: -4D
	or, Mastermind	Routine: 0000		2	Superficial Woun	, 000
Primary Reputa	ution aD Rep-I'm the Bo	oss Primary Affiliation 2D - My Nest			OOO Supericial would	F 000.
	itation of this RATPACK	Secondary Affiliation	1		2nd: —	(Dice) 0000
	\mathbf{R}_{o}	sources			/	
Source of Inc		Resources 2 Let it Ride Successes		\		
Source of Inc		tests for advancement)		E 2 000	91 +1 61 71 10 00 0 0 1 11 10 00 0 0 0 11 10
Debt Debt		Routine:	- //	3		
						The state of the s
9	SI II N	Tests LiR Shadoff reparent Experience for Advancement needed successes		SPHN		Experience for Advancement needed successes
	Skill Name NCOMSpICUOUS	Shade/Exponent Routine: OOOO Difficult: OOOO Challenge: OOO Challenge: OOO)	Skill Name FALSELOOD	Shade/Exponent	Experience for Autometical Infection Experience for Autometical Infection Bottleric Challenge: O O O O O O O O O O O O O O O O O O O
	_{PP} RAISAL	B4 5 Challenge: 0000 Challenge)	Below-wise		Routine: OOO
\$	RAWLING	B 3 E Difficult: 0000 Challenge: 0000)	COMMAND	Shotacle O	Routine OOOO
_	oothing platitudes	Routine: OOOO)		Distacle 0	Routing: QQQQ
	AGGLING	B s)		Destacle 6	Boutine: SOSS SKILLS
Ę	udgel	Routine: OOOO Difficult: OOOO Difficult: OOOO Difficult: OOOOO Difficult: OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO)		Destacle C	Routine: OOO
I.	atimidation	S E Difficult: 0000 Challenge: 0000)			Routine:
-		Routine: 0000	1			Challenge: OOO
n Pe	ersuasion	IDNA = Surience 2222 — ()	1		1 1 1 1 1	- grugur 3332 — 1 /

DEAL-WISE

Skills Being Learned	Additional Skills
Skill Name Aptitude Tests toward Aptitude	Routine: 0000
	· ·
	# Routine: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
	Routine: 0 0 0 0
	* Routine: 0000
	The state of the
	Artha and Epiphanies
Practice Log The Deal-swiker is the Boss of this Nest of Roder He's the mastermind. He thinks of all the Good ideas	
Practice Log The Deal-Swiker is the Boss of this Nest of Roder He's the mastermind. He thinks of all the Good ideas And makes sure they get done.	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Ability
Practice Log The Deal-Swiker is the Boss of this Nest of Roder He's the mastermind. He thinks of all the Good ideas And makes sure they get done. Swiker's got two conflicting Beliefs: Gotta Keep the family together us Nobody crosses me. These are mean	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Total Artha
Practice Log The Deal-Swiker is the Boss of this Nest of Roder He's the mastermind. He thinks of all the Good ideas And makes sure they get done. Swiker's got two conflicting Beliefs: Gotta Keep the Family together us NoBody crosses me. These are mean to make life difficult for the player. Any time some	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Spent Ability Ability Ability Ability Ability
Practice Log The Deal-Swiker is the Boss of this Nest of Roder fe's the mastermind. He thinks of all the Good ideas and makes sure they get done. Swiker's got two conflicting Beliefs: Gotta Keep the Family together us NoBody Crosses me. These are mean to make life difficult for the player. Any time some one in the nest crosses him, Swiker's got a tough	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Spent Ability Total Artha Spent
Practice Log The Deal-Swiker is the Boss of this Nest of Roder te's the mastermind. He thinks of all the Good ideas and makes sure they get done. Swiker's got two conflicting Beliefs: Gotta Keep the family together us NoBody crosses me. These are mean to make life difficult for the player. Any time some one in the nest crosses him, Swiker's got a tough pecision to make.	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Spent Ability
Practice Log The Deal-Swiker is the Boss of this Nest of Roder fe's the mastermind. He thinks of all the Good ideas and makes sure they get done. Swiker's got two conflicting Beliefs: Gotta Keep the family together us NoBody crosses me. These are mean to make life difficult for the player. Any time some one in the nest crosses him, Swiker's got a tough becision to make. Swiker runs his nest like a little mafia family. He's	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Spent Ability Total Artha Spent Ability Total Artha Spent
Practice Log The Deal-Swiker is the Boss of this Nest of Roder fe's the mastermind. He thinks of all the Good ideas and makes sure they get done. Swiker's got two conflicting Beliefs: Gotta keep the family together us NoBody Crosses me. These are mean formake life difficult for the player. Any time some one in the nest crosses him, Swiker's got a tough becision to make. Swiker runs his nest like a little mafia family. He's fot his crew of made men that keep everyone in line	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Spent Ability Total Artha Spent Ability Total Artha Spent Ability Total Artha Spent Total Artha Spent Total Artha Spent Total Artha Spent Ability
Practice Log The Deal-Swiker is the Boss of this Nest of Roder te's the mastermind. He thinks of all the Good ideas and makes sure they get done. Swiker's got two conflicting Beliefs: Gotta Keep the family together us NoBody crosses me. These are mean to make life difficult for the player. Any time some one in the nest crosses him, Swiker's got a tough pecision to make.	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Spent Ability Total Artha Spent Ability Total Artha Spent

Incidental— 1/2 Mark (round

	Chara	icter Index	Sta	nts	Attributes	
Name ⊀∪	iul Stock 7 LD WALKER	field Roden Ageso	Will	Let it Ride Successes		Let it Ride
Alias		The FieLDS Features	tests for ad. Difficult:	vancement	Health 5 tests for advancement Routine: 0000	Successes
	Beliefs	Instincts	Perception	_	Routine:	
	LL BE REUNITED WITH MY DREN AND SHOW THEM	F: O ALWAYS ACT LUMBLE AND	Difficult: Challenge: C		Steel B&	
F. O.	mth of Acer	F. O. Lauren and L. Lauren and	Power	<u>3</u>	Routine:	
D:O WAY	er's way is the only tr —to live Below is to li	ve D.O Before taking action	Difficult: C Challenge: C	300 • _	Hesitation <u>6</u> (Hesitation = 10 - Will exp)	
P: O Thos	ondage and servitude se who deny aecer, shi	F: 9	Forte	3	FAITH B 6	
	unished—By me!	D:OT	Difficult: Challenge: C	888 =	Routine:	
7		Traits	Agility	<u>B</u> 5	Reflexes 🖫 🌊	4
Aecer's	Likeness packra f Fur S kittish		Difficult: C	888 =	Average of Per, Agl, Spd Ref advances as the stats do.	
COMMUNICATION OF THE PROPERTY	nal Yegetai ed Incisors Toiling			<u>B</u> 5	Mortal Wound)
QuiCK-B	LOODED ALARMI HUMBLE		Difficult: Challenge:	333 =	Average of Power and Forte (plu MW advances as the stats do.	s 6).
LARGE E			Speed Multip	lier: <u>×3.5</u>		
TLACK-V	Keli roung convert. He's stronge	ationships er unknown and unnamed son—he has	Dlavaia	al Talamana	. \	
than h	e is smart, But he's dedicate Cause. He's also aware tha	Been preaming of meeting him and	Recovery	al Tolerances	wneet	Recore
	ul is coming to the nest to		Cir Lii	1: M 92 1	R M	CO E
				\$U 4 5 6 7 3 0 0 0 0 0	8 9 10 11 10 10 10 10 10 10 10 10 10 10 10	
7	History Circles	Reputation, Affiliations		15 M Se 17 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	enalties	
Lifepaths 1	Born to the Fields, Hi	- Let it Ride	1 1	Yound Pe	Severe: -3D	
Deputy, 1	Brother, MissionAry, Dre, Bushwhacker, Albil	tests for advancement	200 200 200	O Light: -1D Midi: -2D	Traum.: -4D Mortal: Dying	
CORSAIR		☐ Challenge: ○○○● ☐ Sion Applimary Affiliation 2D Mission of Acce	31 700	O Supernetal woulds	4000 A	{
Secondary I		Secondary Affiliation Secondary Affiliation Secondary Affiliation	1 -00	O 2nd: —	Dice 50005	
	R	esources	\ -	್ದಂತ್ರೆ		
Source o	f Income/Wealth	Resources 2 Let it Ride Successes		\$ 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
Cache/L	oans	tests for advancement Routine: ○○○ Difficult: ○○○ Challenge: ○○●	1 lai	M 91 91	1 11 51 0	
Debt		Challenge: O O O ●				A CONTRACTOR
7	Skill Name	Shade/Exponent Experience for Advancement needed successes	Skill Name	Shade/Exponent E	xperience for Advancement needed succe	3
	Singing	B 2 S Challenge: O O O O	Below-wise	B	Routine: OOO	
	Doctrine	Routine: 0000 Difficult: 0000 Challenge: 0000	ABOVE-WISE	B 4 specific	Routine: OOOO	
	Meditation	B 3 E Routine: 0000 Challenge: 0000	Hunting		Routine: 0000 Difficult: 0000 Challenge: 000	
s ₁	S uasion	B 4 E Routine: 0000 — Official Challenge: 0000 —	Stealthy		Routine: OOOO Challenge: OOO	<u>s</u>
Skills	PREACHING	B 4 E Challenge: OOO	Staff	B 4	Routine: OOOO = Ohallenge: OOO =	Skills
*	Intimidation	B 4 \(\frac{\frac{1}{2}}{2} \) Routine: ○○○○ Officult: ○○○○ Challenge: ○○○●	S peAR		Routine: OOOO) "
	UGLY TRUTA		Bow		Routine: OOO Difficult: OOO Challenge: OO	
	Astrology	B 4 S Challenge: O O O O Challenge: O O O O Challenge: O O O O O Challenge: O O O O O O O O O O O O O O O O O O O	Brawling		Routine: OOOO Challenge: OOO	
	Navigation	B 3 E Challenge: O O O O O O Challenge: O O O O O O O O O O O O O O O O O O O			Routine: OOO	
Ver		o chancinge: O O O U			manerige: U U U U U U	E

	Aptitude		
Practice When Field Walker was a young of an equally young refugee from arrived in the fields from Below parents were furious! And force atone for his transgression. His fled Back to the tunnels Below that was 3s years ago. Field Wall alternately trying to forget he healthy and strong, Field Walker Before he goes, he wants to find his estranged family. He has sought and prayed many at last lead him to these stinkin	nouse, he fett in Love with the Below who had recently He got her pregnant. His doin the order to young Love Fled in terror. he city. Her has spent those years and seeding her out. Though is old and soon to pass on. his child and be reunited with A Long hour. His visions have	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Spent Ability Total Artha Spent Total Artha Spent Total Artha Sp	Was a second sec
city. His visions have shown him Rumust Be his Living. But in the vision	At, powerful And strong, who n, this rat is trapped And	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points	
Gear and I BLACK MONK ROBES AND A A SPEAR CONCEALED AS A ST HONEYED DATCAKES DANDEWINE BLOOD BLOSSOMS LEATHER ARMOR		Weapons Mechanics New York	The state of the s
PROWNING. IF FIELD WALKER DOING EVERYTHING HE SOUGHT FOR WILL THE MOST PUZZLING THING ABOUT APPEARS THAT HIS SON—THE SAN THE TRAP: HE IS SEEN SHUTTING OPENING THE VALVES SO THE WAT THEN IT IS HE WHO IS TRAPPED A	Be shuffed out! It the vision is that it Me who is drowing—sets the stone seals and Ter can rush in! But	MISSILE WEAPONS I M S VA ammunition Range Dice: Optimal Extreme DOF: I M S I M S VA ammunition	A
FIELD WALKER ALSO HAS A CONV MASTERMIND'S RANKS—THE YOU MET THE ONE YOUNG A FEW YEA HIS CORSAIRS WERE OUT RAIDING. CONVERTED AND TOLD FIELD WAL BENEATH THE CITY. ONCE THE VIS WALKER KNEW THAT THACK HAD AND HE MUST FOLLOW HIM TO HIS	ert with the ng Bruiser, Thack. He hrs ago when he and The Below Roden ther of his people ons Began, Field Been sent By heaven	Range Dice: Optimal Extreme DOF: I M S Armor Dice Location Type Clumsy Weight ∅ ◊ ◊ ◊ ◊ ◊ O ○ O Right Arm STEALTHY: ∅ ◊ ◊ ◊ ◊ ○ O O Right Arm PERCEPTION: ∅ ◊ ◊ ◊ ○ O O O Right Leg AGILITY: ○ ○ O O O O Shield Shield	

Additional Skills

Skills Being Learned

	Chara	acter Index		The state of the s	itats	
Name ≮ ₹	eim Stock	Roden Age 23			7 . 1. 10. 17	Attributes
Alias BR	Ī	Berom		Will tests for Difficult Challeng	Advancement	Health Let it Ride Successes tests for advancement Routine: 0000
P: O the	Beliefs y the Visionary Knows truth and what must e about it.	\mid Be $\stackrel{P:O}{D:O}\mid$ inconspicuously .	1 8		n B <u>s(</u> 6) :: ○○○○ — — — —	Difficult: ○○○○ Challenge: ○○○● Steel Routine: ○○○○
F: O I AI P: O AAN	m the Visionary's Knif ID. If he needs Murder the Weapon.	RATS. Se F: O WATCH/OBSERVE IM D: O BEFORE STRIKING.	y target	Power Difficult Challeng	₽ 4 :: ○○○○ :: ○○○○ :: ○○○○	Difficult: O O O O O O O O O O O O O O O O O O O
	STA SHALL BE MINE WHE NEW ORDER COMES.	P: O ALWAYS KILL INTIP	nAtely.	Forte Difficult Challeng	: 0000	Routine: 0000
7		Traits		Agility	B 6	Reflexes B_s
Aecer's	Likeness Packr	at Tunnel V	ision	Difficult	:: 0000 e:: 000 •	Average of Per, Agl, Spd
SOAT C						Ref advances as the stats do.
COMM (ENLAR	inal Ged Incisors	Deep-Sen CALLOUS	>હ	Speed Difficult	<u>\$</u> 5	Mortal Wound B _ 7
EAT.	BLOODED	Single-Mi	inded		: 0000 re: 000 •	Average of Power and Forte (plus 6). MW advances as the stats do.
TAIL LARGE	-486	MEAN ationships SOLD-HEA	2402	Speed Mul	tiplier: <u>×3.\$</u>	
SWIKER— SWEEK— SHALL LU SWEESH— CULT AR	The Boss, Doome>! Most Blesse> visionAry who eA> us from the >Arkness, BrAin's Apprentice, Also t sonist. Swiker's Girl, Also Sweek's	Shin— Cult shadow/spy. He p scavenger and thief: Thack— Dangerous Bruiser the Moosh— A young Bruiser, pe can be converted.	oses As A RhAps he rentiAL	Physi	cal Tolerances	Becore
\$CRA+C	Born Below, Gaun Ler, Bruiser, Initia	tlet, Circles	ONS Let it Ride Successes	\$20	COO Light: -1D COO Midi: -2D	enalties Severe: -3D Traum.:-4D Mortal: Dying
MURDER	er	Challenge: O O O •	-	= = = = = = = = = = = = = = = = = = = =	Superficial Wounds	
Primary Rep		Primary Affiliation			000 () 1st: +1 0b 000 () 2nd: —	[COO W
Secondary 1	Reputation	Secondary Affiliation				
Source o	R f Income/Wealth		Let it Ride Successes		3rd: -1D	
Cache/L	oans	Routine: OOO			M 91 S	The same of the sa
57	Skill Name	Shade/Exponent Experience for Advancement need	ts LiR ed successes	Skill Name	Shade/Exponent E	Tests LiR Experience for Advancement needed successes
	BRAWLING	Routine: OOO Difficult: OOO Challenge: OOO Challeng	-	<u>Doctrine</u>	Shade/Exponent	Routine: OOO
	Tunneling	B 2		Throwing		Routine: OOOO Oifficult: OOOO Challenge: OOO
	Tunnel-wise	B 4 \$ Challenge: 0000 Challenge: 0000				Boutine OOO
		8 Routine: OOO	- (Routine: 2222
Skills	Knives		- (_
Sk	< ROSSBOW	Routine: 0000				Routine: OOOO
<u>.</u>	Stealthy	Routine:				Routine: OOOO
12	Inconspicuous	Routine: 0 0 0			Obstade	Routine: OOO
Å	Anatomy	Routine: 0000				Routine: 0000

Intimidation

Skills Being Learned	Additional Skills
Skill Name Aptitude Tests toward Aptitude	# Routine: ○ ○ ○ ○ # Difficult: ○ ○ ○ ○ # Challenge: ○ ○ ○ ●
	\(\begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\
	Difficult: ○○○○ Difficult: ○○○○ Challenge: ○○○ Challenge: ○○○○ Challenge: ○○○○○ Challenge: ○○○○○ Challenge: ○○○○○ Challenge: ○○○○○ Challenge: ○○○○ Challenge: ○○○○○ Challenge: ○○○○○ Challenge:
	Routine: 0000 C
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility A	ptitude Speed Aptitude Power Aptitude Forte Aptitude
	A .1 1 F . 1
Practice Log	Artha and Epiphanies
	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure
	Ability Ability
	Total Artha Spent F P Total Artha Spent F P D
	Ability Ability Total Artha
	Spent Spent Spent Ability Ability
	Total Artha Spent F P D Total Artha Spent F P D Total Artha Spent F P D
	Ability Ability
	Total Artha Spent F D Total Artha Spent F D
	Epiphany (permanent shade shift)
	3 Deeds points, 10 Persona points and 20 Fate points
Gear and Possessions	Weapons Mechanics
DARK CLOTHES (SO THE BLOOD DOESN'T SHOW).	Incidental
Leather skullcap, leather sleeves, and a leather	MELEE I M S Add VA WS
Breastplate, Roden Throwing Blades (+1D to Throwing!)	Bare-fisted — — — 2 - F Teeth
At Ana A malman . O kie seenek C sieku C teetsie	Teeth B3 B5 B7 2 - F KNives B3 B5 B7 1 1 F
You are a member of the secret Society. Sweek is your spiritual leader and guide. You are the cult's	
Murderer. Your cover is that you are a Bruiser. Reveal this to no one except those you know to Be	THROWING KNIVESSILE WEAPONS
in the cult!	I M S VA ammunition
KRIM AND SAIN SCOUTED OUT THE LOCATION FOR THE TRAP. It'S IN AN OLD DUCT THAT'S SEALED ON ONE END.	Range Dice: Optimals D Extremes D DOF: 12-2 M2-4 S5-6
Only a few rats can stand in the space where	
the digging must take place. So the trick of it is making sure the other side of the tunnel can	I M S VA ammunition
Be Blocked so Swiker and his goons can't escape.	Range Dice: Optimal Extreme DOF: I M S
The Brain would be an excellent candidate for devising some scheme, but he's loyal to the boss.	Armor
Perhaps he can be converted.	Dice Location Type Clumsy Weight OOOOOO Head Stealthy:
ALSO, KRIM KNOWS THAT SWEEK TOLD GRISTA THAT SWIKER WOULD NOT BE HURT IN THE TRAP! BUT SWEEK	OOOOO Right Arm Perception:
told krim himself to make sure Swiker would	OOOOO Left Arm Speed: OOOOOO Right Leg Agility:
Die—though it had to Look Like an accident.	00000 Left Leg AGLIN:

	A CONTRACTOR OF THE PARTY OF TH	
Character Index	Stats	_ Attributes
Name GristA Stock Roden Age 29	Will B 3 Let it Is	ide ses Let it Ride
Below Alias Homeland Features	tests for advancement Difficult: 000 Challenge: 000	Health B 3 Successes tests for advancement Routine: 000
Beliefs Instincts $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	Challenge: ○○○●	Steel S S Routine: 0000 Routine: 0000
$ \begin{array}{c c} F:\bigcirc\\ P:\bigcirc\\ D:\bigcirc\\ \text{he shoul} \text{ > h'the Be Aurt.} \end{array} \begin{array}{c} F:\bigcirc\\ P:\bigcirc\\ D:\bigcirc\\ \text{ hever tell the truth.} \end{array} $	Power	Challenge: ○○○● Hesitation (Hesitation = 10 - Will exp)
F: O SCAVENGERS AND F: O SCRATACHERS MUST BE COVERTED P: O VISIONARY. D: O to the society's views. D: O VISIONARY.		
Traits	Agility B 5	Reflexes 🖫 🗲
Aecer's Likeness Large Ears Tunnel Vision		Average of Per, Agl, Spd Ref advances as the stats do.
coat of fur packrat Skulking		Ref advances as the stats do.
communal Skittish Light Touch Enlarged Incisors Broken	Speed B 5	Mortal Wound B=2
Quick-Blooded Zealous	Difficult: OOOO (Challenge: OOO • (Average of Power and Forte (plus 6). MW advances as the stats do.
TAIL SCHEMING	Speed Multiplier: <u>×3.5</u>	
Relationships Swiker— My Poor Poor Man. <ah't <ult="" a="" and="" as="" assassin="" blessed="" bruiser.="" h="" happening="" his="" hose.="" krim—="" most="" murderer.="" poses="" right="" scavenger="" see="" sweek—="" th="" thief:<="" under="" visionary="" what's="" who=""><th>Physical Toleran</th><th>ces Wheel</th></ah't>	Physical Toleran	ces Wheel
Shall lead us from the darkness. Pinky-Obnoxious arse of a rat!		Se tr Mo
Sweesh - Brain's Apprentice, also the Thack - Eldest Son. Moosh - Your Cut Assonist. Good - A RAT with some potentia	AL S 6	7 8 9 10 J
History, Circles, Reputation, Affiliations	dide Wou.	TR Mo 7 8 9 10 11 10 0 0 0 14 10 0 0 0 14 10 0 0 0 14 10 0 0 0 14 10 0 0 0 0 14 10 0 0 0 0 14 10 0 0 0 0 14 10 0 0 0 0 14 10 0 0 0 0 14 10 0 0 0 0 14 10 0 0 0 0 14 10 0 0 0 0 14 10 0 0 0 0 0 14 10 0 0 0 0 0 14 10 0 0 0 0 0 14 10 0 0 0 0 0 14 10 0 0 0 0 0 14 10 0 0 0 0 0 14 10 0 0 0 0 0 14 10 0 0 0 0 0 14 10 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 0 0 0 0 14 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Lifepaths BORN BELOW, GAUNTLET, Circles B1 Let it R. Success	ses Sup.: +1	Ob Severe: -3D
FINGERS, Initiate, <ultist, 0000="" 0000<="" advancement="" difficult:="" for="" lests="" routine:="" th=""><th>9000 Light: -11</th><th>Mortal: Dying OOON</th></ultist,>	9000 Light: -11	Mortal: Dying OOON
Challenge: O O O •	= Superficial W	10b METERS 0004
Primary Reputation Primary Affiliation Secondary Reputation Secondary Affiliation		(Dec. 18 000 %)
. ,		
Resources	dide ses	
Source of Income/Wealth Resources Success	ses J	
$ \begin{array}{c c} Cache/Loans & & & & \\ & & & & \\ & & & & \\ Debt & & & \\ & & & & \\ \end{array} $		91 91 91
Skill Name Shadol Eventual Experience for Advancement needed suco	R	Experience for Advancement needed successes
Skill Name Shude/Exponent Experience for Advancement needed soon in the state of	Skill Name Shade/Exponent	Experience for Advancement needed successes Routine: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Sleight of HAND B4 = Routine: 0000 =		Routine: 0000
Doctrine B2 & Routine: 0000 Challenge: 0000 Challenge: 0000		Routine:
RACTORIC B 4 Bouting: 0000 Challenge: 0000		Routine: 0000 Officult: 0000
RARTORIC B 4 5 Difficult: 0000 Challenge: 00000 Challenge: 0000 Challenge: 000		Boutine: 0000 Sills
Knives B 3 & Routine: 0000 Unificult 0000 Unificult 0000		Routine: OOO
Disquise B 4 & Routine: 0000		Routine: OOOO
Inconspicuous 1814 Boutine: 2000 (Routine: 0000

Routine: OOOO Difficult: OOOO Challenge: OOO

FALSELOOD

Skills Being Learned	Additional Skills
kill Name Aptitude Tests toward Aptitude	Routine: 0000
	Routine: 0000
	S Challenge 0 0 0 0
Aptitude $_{equals}$ 10 minus Stat: Perception Aptitude $__$ Will Aptitude $__$ $Agility$ Aptitude	ide Speed Aptitude Power Aptitude Forte Aptitude
Practice Log GRISTA IS A POWERFUL RAT, THOUGH SHE TRIES NOT TO APPEAR THAT WAY TO THE REST OF THE MEST. IN TRUTH, SHE'S THE MASTERMIND'S GIRL, MOTHER OF THE BRUISERS	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Ability
Practice Log GRISTA IS A POWERFUL RAT. THOUGH SHE TRIES NOT TO APPEAR THAT WAY TO THE REST OF THE NEST. IN TRUTH,	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure
Practice Log GRISTA IS A powerful RAT, though she tries not to Appear that way to the rest of the nest. In truth, She's the Mastermind's Girl, mother of the Bruisers And willing servant of the Visionary and his Secret Society. She is in a sweet position, perhaps more powerful than either of the two who claim power openly. All	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Total
Practice Log GRISTA IS A POWERFUL RAT, THOUGH SHE TRIES NOT TO APPEAR THAT WAY TO THE REST OF THE NEST. IN TRUTH, SHE'S THE MASTERMIND'S GIRL, MOTHER OF THE BRUISERS AND WILLING SERVANT OF THE VISIONARY AND HIS SECRET	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Spent Ability Total Artha To
Practice Log GRISTA IS A powerful RAT, though she tries not to Appear that way to the rest of the nest. In truth, She's the Mastermind's GIRL, mother of the Bruisers And willing servant of the Visionary and his Secret Society. She is in a sweet position, perhaps more powerful than either of the two who claim power openly. All secrets pass through her and she controls who is	Artha and Epiphanies Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure Ability Total Artha Spent Ability

simple, common clothes, A pair of wicked Knives, A BAG of make-up, Dyes, extra fur, false teeth and whiskers for Disquise.

GRISTA BEARS SWIKER NO REAL MALICE. He'S THE FATHER OF HER TWO SONS. SO SHE HAS EXTRACTED A PROMISE FROM SWEEK THAT SWIKER WILL NOT BE HURT, HE'LL BE EXILED WHEN THE SOCIETY TAKES OVER.

GRISTA LAS DIVIDED LOYALTIES, BUT SHE IS A DEVOUT MEMBER OF THE SECRET SOCIETY. SWEEK IS LER SPIRITUAL LEADER AND GUIDE. SHE IS THE CULT'S PERVERTER. HER COVER IS THAT SHE IS ARE THE NEGOTIATOR'S ASSISTANT AND THE BOSS' GIRL! SHE IS SECOND IN COMMAND. IT IS LER JOB TO CONVERT OTHER RODEN INTO THE CULT. REVEAL THIS TO NO ONE EXCEPT THOSE YOU KNOW TO BE IN THE CULT!

Superb— 1.5x Mark (round down)						
MELEE	I	M	S	Add	VA	WS
Bare-fisted				. 2	_	F
Teeth	B 2	B 4	B 6	2	_	F
MISSILE WEAPONS						

I	M	\mathbf{S}	VA	amm	unition	
	_ 🗆					
Range	Dice: Opti	mal E	extreme	_ DOF: I	_ M	S

I	M	$\overline{\mathbf{S}}$	VA	ammi	unition	:
Range	Dice: Onti	mal	Extreme	DOF: I	М	S

Armor				
Dice	Location	Туре	Clumsy Weight	
000000	Head		- C	
000000	Torso		Stealthy:	
000000	Right Arm		Perception:	
00000	Left Arm		- Speed:	
00000	Right Leg		- A	
00000	Left Leg		AGILITY:	
00000	Shield			

1	Character Index	am	Stats	Attailanta
Name Pi	,		Will B 3 Let it Ride Successes	Attributes Let it Ride
Alias BI	Below Pinky Homeland Features	\$ 4 ·	tests for advancement Difficult: ○○○○ Challenge: ○○○●	Health Successes tests for advancement Routine: 0000
	Beliefs Instincts	(a .	Perception B 3(4)	Difficult: ○○○ — — — — — — — — — — — — — — — — —
F: 0 GO P: 0 SAY	tta Do what the Brain F: 0 Always ask the Brain first P: 0 D: 0		Difficult: OOOO	Steel BZ
F: O Swe	rek is up to sometaing. F: O When Doing sometaing crucial,		Power B <u>6</u>	
	P: O invoke the clumsy trait Sta Truly Loves me, not D: O		Difficult: ○ ○ ○ ○ Challenge: ○ ○ ○ ●	Hesitation 8 (Hesitation = 10 - Will exp)
P: O Con	ler I must get her to ifess her true feelings to $P: O$ brain, bonk them on the		Forte B 5	
D:0 me	D:O LARAD WITH THE BIG BAT		Difficult: 0000 Challenge: 000 •	
7	Traits	}	Agility B 3	Reflexes 🖺 🗦
8	s Likeness Large Ears Confusing Rant of Fur Packrat Lucky		Difficult: 0 0 0 0 (Challenge: 0 0 0 • (Average of Per, Agl, Spd Ref advances as the stats do.
comm	unal s kittish c lumsy		Speed B 4	Mortal Wound
E 1	GED INCISORS TUNNEL VISION MEAN BLOODED SKULKING BRUTAL		Difficult: 0 0 0 0 (Challenge: 0 0 0 • (Average of Power and Forte (plus 6). MW advances as the stats do.
TAIL	GOPHER DUMB		Speed Multiplier: <u>×3.5</u>	
-	Relationships -My Bestest Buddy, And Sweek-The Boss' talking guy. TRAT IN THE WAOLE WORLD, GRISTA—Boss' GIRL.		Dhysical Talarana	os M/baal
Sweesh-	The Brain's new assistant He's <u>krim</u> — Bruiser. He's hiding something. Skitch— A scrather who is nice to me.	}	Physical Tolerance	Berov.
to be tru Swiker-Th	uste».			M se to
			30000	M & 1R Mo
7	History, Circles, Reputation, Affiliations		Wound	Penalties
-	BORN BELOW, GAUNTLET, Circles B 1 Let it Ride Successes		Wound Sup.: +1 Ob	Penalties
	SCRATCHER, BRUISER, HICE, BRUISER tests for advancement Routine: 0000 Difficult: 0000 Challenge: 000		7000 Midi: -2D	Mortal: Dying
	eputation 4D Rep—Pinky! Primary Affiliation		Superficial Wour	b pic Pearle 0004
Secondary	Reputation Secondary Affiliation			0000
	Resources Let it Ride		3rd: -1D	
Source Cache/I	of Income/Wealth Resources Successes tests for advancement		, , , , , , , , , , , , , , , , , , ,	51 +1 61 71 60 00 00 00 00 00 00 00 00 00 00 00 00
Debt	Routine: ○○○○			
			Minus 1	The
	Skill Name Shado Exportent Shado Exportent Shado Exportent Shado Exportent Shado Exportent for Advancement needed Scoting PLATITURE B& Shado Exportence for Advancement needed	Skill	I Name Shade/Exponent	Experience for Advancement needed success Routine:
	Routine: OOOO		acle 0168	Routine:
م م	Routine: OOOO			Routine:
				Routine: QQQQ
Skills	Tunnet-wise B 3 English Challenge: 0000 E		cle Opate	Routine: OSOS — Skills Challenge: OSOS — Challenge: OSOS — Skills Chall
Sk	Mending B 3 Soutine: 0000 Sou			Routine: 0000
<u>}</u>)	BLACKSMith B 1 & Routine: 0000 C	_	de Obsum	Routine:
	CUDGEL B 3 Routine: 0000 S Routine: 0000 S Routine: 0000	_	to	Routine: OOO
The second second	Intimidation B3 & Routine: 0000 C	_		Routine: 0000
	Stealthy B 4 Stealthy Challenge: 0000 Challenge: 0000		Obstacte Constacte Constac	Routine: OOO

Skills Being Learned	Additional Skills
Skill Name Aptitude Tests toward Aptitude	₩ Routine: ○○○○ ⇒ Difficult: ○○○○ Challenge: ○○○●
	Routine: 0000
	Routine: 0000
	Routine: ○○○○
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility	Aptitude Speed Aptitude Power Aptitude Forte Aptitude
Practice Log	Artha and Epiphanies
	Fate: Open-end 6s Persona: +1D per point
	Deeds: Double dice or reroll failure Ability Ability
	Total Artha Spent F P Total Artha Spent F P Total Artha Spent F P D
	Ability Ability
	Total Artha F P D Total Artha Spent F P D
	Ability Ability Total Artha
	Spent Spent Spent
	Ability Ability Total Artha F D Total Artha
	Spent Spent
¥5	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
	Manage Manage State Stat
Gear and Possessions	Weapons Mechanics Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)
A REALLY BIG BAT, WHITE OVERALLS, A BAG WITH SOME TOOLS IN IT, HONEYED OATCAKES, DANDEWINE.	MELEE I M S Add VA WS
looks if I I, not leges on chiles, shipsenifie.	Bare-fisted
	Teeth B2 B4 B6 2 - F
	BA+ BB B12 2 - S
	MISSILE WEAPONS I M S VA ammunition
	Range Dice: Optimal Extreme D0F: I M S
	I M S VA ammunition Range Dice: Optimal Extreme DOF: 1 M S
	Armor
	Dice Location Type Clumsy Weight O O O O O Head ————————————————————————————————————
	OOOOO Torso Stealthy: OOOOO Right Arm Perception:
	OOOOO Left Arm Speed:
	OOOOO Left Leg AGILITY:
	ACII ITV:

Name STYFF Stock FOOED Section 1 March 1 Bellow Bel		Character I	ndex	The state of the s	Stats	, ,	Attributes	N
Beliefs Boliefs Bol	Name Shiff		Age 11	<i>I</i> h		Successes	ID >1 •	
Beliefs Instincts Instinct	Alias		Features	Difficult Chall	cult: 0000 enge: 000	$=\bigcirc$	tests for advancemen	ut
Power Part Fair	P: O 18055	P: O S	Instincts Then not Busy with Dimething else hase	1 8			Challenge: ○ ○ ○ ●	
Do Inchine mithout usi Do In	D:0 They All think th	D:0 A ey're	Roun∍ in everyone's	Power	B 3		Difficult:	
Do PRAIN RESP. TAKING MART Do ALWAYS STICK CONQUE OUT TO	D:0 nothing without	US! D:O A		n Diffic				
ACCER'S Likeness LARGE EARS FOUNDE TO SET TO FOR THE PACKRAY COMMONAL SKITTISH GREENY ARUSED MORTAL STATE PACKRAY SKULKING GREEN Speed BIS Challenge 00000 Speed Militarities on the state of the	P: O 1'm not going to D: O Brain Keep taking	Let the PO		9		_		
Access Like pess Large EAR Tunhet Vision South of Fur PACKRA Skutking Skutking Shutking Shut		Traits		11			Reflexes B 4	
Primary Reputation Resources Surrer of Incomedition Surrer of Incomedition Resources Surrer of Incomedition Surrer of In	coat of fur	LARGE EARS PACKRAT	Skulking	Diffic Chall	_		Average of Per, Agl, Spd	
Aguick-Bloods TAIL Relationships Spride2-The Ross, Her nover tank for me Sered-The Mestry SAC-Ann Boss Reported its Anni Moodan Brokes of the Mestry Sacration of the Sacration of the Medical	,		· \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	1 1				
Relationships Spread Multiplier; V-3.5 Physical Tolerances Wheel Spread For Resists Price For No. 1005 Spread Multiplier; V-3.5 Spread Multiplier; V-3.5 Physical Tolerances Wheel Spread			WDO267	Diffic Chall	cult: OOOO enge: OOO	$= \bigcup $	Average of Power and Forte (p	·lus 6).
Secondary Reputation Resources Secondary Reputation Secondary Reputation Resources Secondary Reputation Secondary Reputation Resources Secondary Reputation Resources Secondary Reputation Secondary Reputation Resources Secondary Reputation Resources Secondary Reputation Secondary Reputation Resources Secondary Reputation Secondary Reputation Secondary Reputation Resources Secondary Reputation Resources Secondary Reputation				Speed M	Iultiplier: <u>×3</u>	<u>).s</u>		
BROTHER, He SKYF FUNDY JOEPNS. THE BERNIP HE ANNYS FASTE OF FOR LEGY AND YEAR TARES THE GOD STUFF! SIGHA- MINES THE GOD STUFF! SIGHA- THE REAL AND REACH IN THE REST. FISHA- STREET COMES GIRL SEE COMES AND TO DALL HE REAL AND REACH IN THE REST. SECTION BERNING. History, Circles, Reputation, Affiliations Lifepaths BORN BELOW, GAUNTLET, Circles Lots for advancement Challenge ODO • Secondary Affiliation Resources Resources Source of Income/Wealth Resources Lots for advancement Resources Lots it Hide Successes Lots for advancement Resources Lots for advancement Resources Lots for advancement Resources Lots for advancement Resources Source of Income/Wealth Resources Lots for advancement Resources Resources Lots for advancement Resources Resources Lots for advancement Resources Resources Resources Lots for advancement Resources Resource		TALK to me. Shin- C	ousin. He's generous.			,		
History, Circles, Reputation, Affiliations Lifepaths Born Below, GAynt Let. Circles B Let it Ride Successes Lets for advancement Routine: 30303 Difficult: 3030	Brother. He says funny po	n. Boss' Krim, The oems. Squik-A	SACK AND MOOSH - BRUISERS.			lerances	Wheel	
History, Circles, Reputation, Affiliations Lifepaths Born Below, GAynt Let. Circles B Let it Ride Successes Lets for advancement Routine: 30303 Difficult: 3030	The BRAIN - HE ALWAYS ASKS	s us for help skitch Ak	<u>) </u>	Recores				Recovery
Life paths Born Below, Gayntlet, Circles	GRISTA - SWIKER'S GIRL. She					LIM SE :	TR Mo 8 9 10	
Life paths Born Below, Gayntlet, Circles	TO TO DO THE INC.				23			
Lifepaths BORN BeLow, GAUNTLET, SCAVENGER Lests for advancement Routing 9000 Difficult 9000 Superficial Wounds Secondary Reputation Resources Source of Income/Wealth Cachelloans Debt Resources Source of Income/Wealth Cachelloans Debt Stati Name State Superince for Advancement Resources Resour	History, C	ircles, Reputat			**************************************) W 1 B		
Scavenger Control Color	_	,	rcles Successes	= 3	*000 *000	Sup.: +1 Ob	Severe: -3D	
Resources Source of Income/Wealth Cache/Loans Debt Stall Name BRAWLING Inconspicuous B 4	s cavenger	_	Routine: OOOO (7000 Su 2000 Su	Midi: -2D perficial Wounds	Mortal: Dying	•
Resources Source of Income/Wealth Resources Source of Income/Wealth Resources Lests for advancement Routine: 0000 Let it Hitle Successes Lests for advancement Routine: 0000 Let it Hitle Successes Lests for advancement Routine: 0000 Let it Hitle Successes Lests for advancement Routine: 0000 Let it Hitle Successes Lests for advancement Routine: 0000 Let it Hitle Successes Lests for advancement Routine: 0000 Let it Hitle Successes Lest for advancement Routine: 0000 Let it Hitle Successes Lest for advancement Routine: 0000 Routine: 00000 Routi			<i>vv</i>	11	2 000 (3		
Skill Name Shade Experience for Advancement useded success BRAWLING B 3	Secondary Reputation	Seconda	ry Affiliation) 3rd: -1D	0000	
Skill Name Shade Experience for Advancement useded success BRAWLING B 3	C 61 m				-300	00000		
Skill Name Shade Experience for Advancement useded success BRAWLING B 3	·		tests for advancement		1	2 0 0 C	०० रा	end.
BRAWLING B 3			Difficult: 0000 Challenge: 000 •					- Liver of the Control of the Contro
BRAWLING B 3	2		Tests LiB	William III			Tests	LR
AppRAiSAL B. 3 & Routine: 0000	2/F-1	75	Routine: OOOO	Skill Name		e	Routine: OOOO	Occisies
SCAVENGER B 4 Boutine: 0000 Schillenge: 0000 Skills Scavenger State State	Inconspic	uous B 4						
Routine: OOO	AppRAISAL		_					
Routine: 0000	SCAVENCE	e .	_					×
Routine: 0000	SK	Obstact						
			Routine: OOOO					
		No stacke		<u> </u>	·			
Routine: ○○○○		port of the control o						

Skills Being Learned	Additional Skills
Skill Name Aptitude Tests toward Aptitude	
	Boutine: 0000 — Difficult: 0000 — Challenge: 000
	_
	Routine: 0000
	Routine: 000
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility	
Practice Log	Artha and Epiphanies
	Fate: Open-end 6s Persona: +110 per point
	Deeds: Double dice or reroll failure
	Ability Ability Total Artha P D
	Spent Spent Spent Ability Ability
	Total Artha Spent F P D Total Artha Spent
	Ability Ability
	Total Artha Spent P D Total Artha Spent P D
	Ability Ability
	Spent F P D Spent F P D
	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
Gear and Possessions	Weapons Mechanics Incidental— 1/2 Mark (round up) Mark—Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)
Dirty overalls, a Bag of mundane yet useful stuff, a Blood Blossom	MELEE I M S Add VA WS
	Bare-fisted
	100th B2 B4 B6 2 - F
	MICCH E WEADONS
	MISSILE WEAPONS
	I M S VA ammunition
	Range Dice: Optimal Extreme D0F: I M S
	I M S VA ammunition
	I M S VA ammunuon
	Range Dice: Optimal Extreme DOF: I M S
	Armor
	Dice Location Type Clumsy Weight
	OOOOOO Torso
	OOOOO Left Arm Speed:
	OOOOO Right Leg AGILITY:

	Character I	ndex	A LANDON OF THE PARTY OF THE PA	Stats		Attributes	
Name \$COFF	Stock Roden Below	Age 15	Wil	I B 3	Let it Ride Successes		Let it Ride Successes
Alias	Homeland	Features		sts for advancement Difficult: ○○○○ Challenge: ○○○●		Health B 3	
Re	eliefs	Instincts	E%	ception $\mathbf{B} = 4(s)$		Routine: ○ ○ ○ ○ ○ ○ ○ □ Difficult: ○ ○ ○ ○ ○ □ Challenge: ○ ○ ○ ●	
F: 0 I Ain't wor P: 0 no more. I'l	King for the man $F: O$ AI m sick of it! $P: O$ Li	WAYS Keep An Eye on my ttle Brother.) D	Difficult: OOO		Steel B 4 Routine: 0000	
F: O P: O D: O D: O D: O D: O NOTHING WIT	But they're $F: \bigcirc \cap A$ thout us! I'll show $D: \bigcirc \cap A$	A. A	Pow D	Ver 3		Difficult: ○ ○ ○ ● Challenge: ○ ○ ● **Hesitation 8 (Hesitation = 10 - Will exp)	
F: O P: O D: O Little trou	hing wrong with APO to	WAYS DAY A COMPLIMENT the Bosses.	For D	te B3		Routine:	
9	Traits		Agil	lity 🛭 🕹		Reflexes B 4	
Aecer's Likene	ess Large Ears	Tunnel Vision	D	Difficult: ○○○○ Challenge: ○○○●	$=\bigcirc$	Average of Per, Agl, Spd Ref advances as the stats do.	
communal	PACKRAT SKITTISH	Skulking Greedy	Spe	ed B <u>5</u>		Mantal	
ENLARGED IN	cisors	ABUSED		Difficult: 0000	$-\bigcirc$	Wound Nortal Wound Average of Power and Forte (p	(ua 6)
Quick-Bloode		(c/o S oothing PLAtitudes)		d Multiplier: ×3.	<u> </u>	MW advances as the stats do.	oj.
	Relationship	os		,			
Swiker—The Boss. Scr Sweek—Swiker's Broth The Brain— Useless	her. He's A Kiss Ass. Worst o	ACK AND MOOSA— BRUISERS. THE OF THE WORST. THUGS WITH NO AND NO BRAINS.	\	nysical Tol	erances	Wheel	
GRISTA-SCHEMING V	Noman! Skitch Ah	SCRATCH—The only other real rats	Recor	C.D.			Recovery
Suik - Skeevy Cousin. Souik - A dirty thief! St	ealing from other rats! <u>Sniff</u> — M			Sime.	U M se t	R Mo	
				230			
Histo	ory, Circles, Reputati	on, Affiliations			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	nalties	
Lifepaths BORN I	Below, Gauntlet, Cir	cles 2 Let it Ride Successes		\$000 SI	<i>Wound Pe</i> ıp.: +1 Ob	nalties	
Scavenger, Sc		ests for advancement Routine: 0000		2000 W	idi: -2D	Mortal: Dying 0000	
Primary Reputation		Challenge: ○ ○ ○ ● Affiliation		2000 Sub	erficial Wounds 1st: +1 Ob	ACOO A	
Secondary Reputation	•	y Affiliation		2000) 2nd: —	Dice COO	
	Resources	ڊ. 	1) 3rd: -1D		
Source of Income/We		ources 🖺 🧿 Let it Ride Successes		1,000		000000 000000 000000000000000000000000	7
Cache/Loans	t	ests for advancement Routine: 0000		1	2 0 0 0 10 10 11	\$1 E1 21	
Debt		Challenge: O O O •					
9		Experience for Advancement needed successes	William Te	1		Tests superience for Advancement needed suc	LiR Desses
Skill Nam BRAW	. = ===================================	Experience for Advancement needed successes Routine: O O O O O O O O O O O O O O O O O O O	Skill Name	Sh	ade/Exponent E	toutine: OOOO (hallenge: OOO (hallenge: OOO (hallenge: OOO (hallenge: OOOO (hallenge: OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	113565
	Aspicuous B 3	Routine: 0000 Difficult: 0000 Challenge: 000				Soutine: OOOO	
AppRA	al al	Routine: 0000				Soutine: OOO	
	22	Routine: 0000 Oifficult: 0000 Challenge: 000 •		[R	loutine: 0000 (loutine: 0000	&
Skills Skills	ing platitudes B 4	Routine: 0000 Officult: 0000 Challenge: 0000			-	Soutine: 0000 = (challenge: 000 • =	Skills
Persur	Asion B 2	Routine: OOOO Oifficult: OOOO Challenge: OOO				Soutine: OOOO	o
1		Routine: 0000 Challenge: 000				loutine: 0000	
		Routine: OOO				challenge: 0 0 0	
							$\stackrel{\smile}{\sim}$ /
		Routine: OOOO Difficult: OOOO Challenge: OOO •]	loutine: OOOO (loutine: OOOO).

Skills Being Learned	Additional Skills
Skill Name Aptitude Tests toward Aptitude	Routine: 0000
	_
	Routine: 0 0 0 0
	Routine: 0000
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility	
Practice Log	Artha and Epiphanies
	Fate: Open-end 6s Persona: +1D per point
	Deeds: Double dice or reroll failure Ability Ability
	Total Artha Spent Spent F P D Total Artha Spent F P D
	Ability Ability
	Total Artha Spent F P Total Artha Spent F P D
	Ability Ability
	Spent Spent Spent
	Ability Total Artha F P D Total Artha F P D
	Spent
	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
Gear and Possessions	Weapons Mechanics Incidental— 1/2 Mark (round up) Mark—Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)
Dirty overalls, a Bag of mundane yet useful stuff, a Blood Blossom, 3 Rusty Sauriken	MELEE I M S Add VA WS
	Bare-fisted
	Teeth B2 B4 B6 2 - F
	MISCH E WEADONS
	MISSILE WEAPONS
	I M S VA ammunition
	Range Dice: Optimal Extreme D0F: I M S
	I M S VA ammunition
	Range Dice: OptimalExtreme DOF: IM S
	Armor
	Dice Location Type Clumsy Weight OOOOOO Head Stealthy:
	OOOOO Torso Perception:
	OOOOO Left Arm Speed:
	OOOOO Left Leg AGILITY:

Character Index	Stats	Attributes
Name SCRA+Ch Stock RODEN Age 19	Will B 3 Let it Ride Successes	_ Let it Ride
Berow	tests for advancement	Health Successes tests for advancement
Alias OLD SCRA+Ch Homeland Features	Difficult: OOO	Routine: OOOO
Beliefs Instincts F: 0 I just what A little cheese F: 0 Keep my Brother Close.	Perception \(\begin{align*} \begin{align*} \text{S} & \display & \din & \display & \dis	Challenge: ○ ○ ○ ●
PO SOICAN SETTLE DOWN AND PO	Difficult: OOO	Steel B4Routine: 0000
RAISING SOME RATLINGS.	Power B 5	Difficult: OOOO
F: O Probably Best not to piss F: O Sounds in the tunnels. D: O Off the Bosses. D: O Sounds in the tunnels.		Hesitation 8 (Hesitation = 10 - Will exp)
Tilm la at hi Otila & A. A. L. a. D. A.		
P: O Shovel until we get a raise! P: O D: O Squeeze! (AM) Sough)		Routine: 0000
	Difficult: OOOO Ohallenge: OOO • O	Difficult: OOOO Challenge: OOO •
Traits	Agility B 4	Reflexes B 5
Aecer's Likeness Large Ears Tunnel Vision	Difficult: OOO	Average of Per, Agl, Spd
SOAT OF FUR PACKRAT SKULKING		Ref advances as the stats do.
Communal Skittish Deep Sense Enlarged Incisors Curious	Speed B 5	Mortal Wound
Quick-Blooded hacking cough	Difficult: ○○○○ (Average of Power and Forte (plus 6). MW advances as the stats do.
TAIL	Speed Multiplier: ×3.5	
Relationships Skitch- My Little Bro. Fiery fellah! Relationships Moosh And Thack- Boss' sons, Uses them,	45	
Swider-He's the Boss. And he don't pay! Bruisers and stridebreaders. The scabs!	Physical Tolerances	Wheel
Sniff And Scoff—Scavengers, Solid Rats, Fink, Good, And Squik—Taree other down a both. Taryll strike if we do! out rats who know about the short end of		Recovery E
GRISTA— the Boss' GIRL. She seems ok. MAYBE the stick. MAYBE they can help strike? She can help convince the Boss for a Raise?	Li M	2 tr 18 9 106
	\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	8 9 10 0 0 0 11
Acceptance of the second secon	Wound P	
History, Circles, Reputation, Affiliations	/ Soo Wound P	
Lifepaths BORN BELOW, GAUNTLET, Circles B1 Successes SCRATCHER, SCRATCHER Restricted to August 1997	Sup.: +100	Traum.: -4D
Routine: 0000	Superficial Wound	
Primary Reputation Primary Affiliation	2000 O 1st: +10b	nic Penelli 0004
Secondary Reputation Secondary Affiliation		IDUCEL On 1
Resources	3rd: -1D	
Source of Income/Wealth Resources Successes	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	00000
tests for advancement	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	्रेत हो या भा हो या
Cache/Loans Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	/ (3)	
		The
Skill Name Shade/Exponent Experience for Advancement needed survesses	Skill Name Shade/Exponent	Tests LiR experience for Advancement needed successes
Skill Name ShadeExponent Sootking PLAtitudes B 2 Experience for Advancement weeded surveys and surveys are surveys and surveys and surveys and surveys and surveys are surve		Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○ ●
BRAWLING B 3 & Routine: 0000 — Difficult: 0000 —		Routine: 0000 Oifficult: 0000
Routine: OOOO		outine: 000 bifficult: 000 bifficult
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TUNNEL-WISE B 5 & Routine: 0000 Challenge: 0000		Routine: 8888
TUMMEL-WISE B 5 & Difficult: 0000 Smell-wise B 2 & Challenge: 0000 Challenge:		toutine: 0000 Skills Challenge: 0000 Skills C
Stealthy B 3 & Routine: 0000 Officialing: 0000	The tacke	Routine: OOO Official to OOO Official to OOO
		doutine: ○○○○
_		
Routine: ○○○○		Soutine: OOOO Oifficult: OOOO Challenge: OOO

Skills Being Learned	Additional Skills
Skill Name Aptitude Tests toward Aptitude	
	Routine: OOOO
	Routine: ○○○○
	## Routine: 0000
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility	Aptitude Speed Aptitude Power Aptitude Forte Aptitude
Dractica Log	Artha and Epiphanies
Practice Log	Ī -
It's time for the scratchers to rise up and take what's rightfully theirs. Too long as the	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure
mastermind taken them for granted—paid them nothing for all their hard work.	Ability Ability Total Artha
Well, they're not going to take it any more.	Spent Spent Spent
They're not going to go on this Heist until the	Ability Ability Total Artha Total Artha
MASTERMIND AGREES TO GIVE THEM A BIGGER SLICE OF THE CHEESE.	Spent Spent Spent
Of course, the s cratchers have no voice or	Ability Ability Total Artha
power within the nest. Perhaps it might be wise	Spent Spent Spent Spent Ability
to Find some allies before shooting one's	Ability Ability Total Artha
mouth off.	Spent Spent Spent
Mi-	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
	1 Magnama Maghanian
Gear and Possessions	Weapons Mechanics Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)
Gear and Possessions cordurays, suspenders and diaging tooks.	Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)
	Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down) MELEE I M S Add VA WS
	Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)
	Incidental 1/2 Mark (round up) Mark Power stat exponent + Weapon Power exponent.
•	Incidental 1/2 Mark (round up) Mark Power stat exponent + Weapon Power exponent.
	Incidental 1/2 Mark (round up) Mark Power stat exponent + Weapon Power exponent.
	Incidental 1/2 Mark (round up) Mark Power state exponent + Weapon Power exponent.
	MELEE I M S Add VA WS
	Medical 1/2 Mark (round ap) Mark Power stat exponent + Weapon Power exponent.
	Meletal 1/2 Mark (round up) Mark Power stat exponent + Weapon Power exponent.
	Medical 1/2 Mark (round up) Mark Power stat exponent + Weapon Power exponent.
	Meletal 1/2 Mark (round up) Mark Power stat exponent + Weapon Power exponent.
	Melet Mele
	Medical 1/2 Mark (round up) Mark Power stat exponent + Weapon Power exponent.

	Charactei	r Index	The same of the sa	Stats	_ Attributes
Name Skitch	Stock Roden Below	Age 13		Will B 3 Let it Ria Successe.	Let it Ride
Alias	Homeland	Features		tests for advancementDifficult: ○○○○Challenge: ○○○●	tests for advancement Routine: 0000
Bel	liefs	Instincts	N I	Perception B 4(5)	Difficult:
F: 0 We just wan P: 0 An honest = D: 0	Tha get paid for $F: C$ days work. $P: C$ $D: C$	O ALWAYS DIG THROUGH THE O SOFT STUFF FIRST.		Difficult:	Steel B4
F: 0 Ohe DAY, I'm	SONDA SCORE F: C	O ALWAYS ASSESS A TUNNEL		Power B <u>4</u>	Difficult: OOOO Challenge: OOO •
P: O BIG. REAL BIG	G! P: (D: (Difficult: ○ ○ ○ ○ Challenge: ○ ○ ○ ●	Hesitation <u>&</u> (Hesitation = 10 - Will exp)
F: 0 I'm not lift	ting a paw or $A_{P}^{F_1}$	Keep my Brother Close.		Forte B 3	
D:0 Shover until	we get A RAISELD) l		Difficult: ○ ○ ○ ○	
9	Trait	c		Agility B 4	Reflexes B 4
Aecer's Likene		s Tunnel Vision		Difficult: OOOO Challenge: OOO •	Average of Per, Agl, Spd
COAT OF FUR	PACKRAT	skulking			Ref advances as the stats do.
communal enlarged Inc	S Kittish Lisors	Deep Sense Curious		Speed S 5	Mortal Wound
Quick-Blooded			*	Difficult:	Average of Power and Forte (plus 6). MW advances as the stats do.
TAIL				Speed Multiplier: <u>×3.</u> \$	•
SCRATCH- MY OLDER BRO		ISH AND THACK— BOSS' SONS. USES THEM A	is 1	Di	
Conservative. Swiker-He's the Boss. Ak	ha he don't pay! Fink	isers and strikebreakers. The scabs! I, Good, and Shin— Three other down ak		Physical Tolerance	es Wheel
	vengers. Good friends. out	RATS WHO KNOW ABOUT THE SHORT END OF STICK MAYBE THEY CAN HELD STRIKE?		Records	Recording E
GRISTA - THE BOSS' GIRL.	SCRATCH TRUSTS HER, Squir	stick may be they captacts strike K-he's A dirty thief! Don't know why my Likes him.		LI M S	E TR MO
- 2011!	**************************************	rates and		23000	2 TR M6 7 8 9 10 17 0 0 0 0 17 18
Histor	ry, Circles, Repu	tation, Affiliations		Wound	I Penalties
	selow, Gauntlet,	Circles 2 Let it Ride Successes		/ Soo Wound	d Penalties
SCRA+Cher	,	tests for advancement Routine: 0000 Difficult: 0000		moon Midi: -2D	Mortal: Dying
		Challenge: ○ ○ ○ ●		Superficial Wor	ob Nie Penin 0004
Primary Reputation		mary Affiliation		2000 O 1st: +1	
Secondary Reputation		condary Affiliation	*	2nd: -1	
0	Resour			2nd: — 3rd: -11	
Source of Income/Wea	uun	Resources Let it Hide Successes	11:	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	
Debt				7	
X				ikinggan m	The
Skill Name	Shade/Expone	ent Experience for Advancement needed successes	Skill	Name Shade/Exponent	Experience for Advancement needed successes
Sootsik	ng Platitudes B 2	Routine: OOOO		o pradete	Routine: OOO
BRAWL	ling B3	Routine: OOOO		Obstade	
Tunne	eling B 4	* Routine: QQQQ		Ophylode O	Routine:
	eL-wise B 4	E Challenge: ○○○●			Routine: OSSS — Oss — Challenge: OSS — Oss —
Skills		\$ Routine: ○ ○ ○ ○ \$ Difficult: ○ ○ ○ ○ \$ Challenge: ○ ○ ○ ●		- Dostancie	Bouting: OOOO Skill
S		Routine: ○○○○		by imple	Routine: OOO
<u></u>		% Routine: ○○○○ Signature of the control of the co			Routing: 0000
		\$\frac{1}{2} Challenge: \$\circ \circ \			Challenge: OOO
		Routine: OOO O Difficult: OOO O Challenge: OOO •		Pastar.	Routine: OOOO Difficult: OOOO Challenge: OOO

Skills Being Learned	Additional Skills
Skill Name Aptitude Tests toward Aptitude	
	Butine: 0000 — Difficult: 0000 — Challenge: 000 ● —
	Routine: 0000
Antitudo e a Bossetia Antitude 1828 Antitude 1 Antitude	
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility	Aptitude Speed Aptitude Power Aptitude Forte Aptitude
Practice Log	Artha and Epiphanies
It's time for the scratchers to rise up AND	Fate: Open-end 6s Persona: +1D per point
TAKE WHAT'S RIGHTFULLY THEIRS. TOO LONG AS THE	Deeds: Double dice or reroll failure
mastermind taken them for granted—paid them nothing for all their hard work.	Ability Ability Total Artha
Well, they're not going to take it any more.	Spent Spent Spent Ability Ability
They're not going to go on this Heist until the Mastermind agrees to give them a Bigger slice	Total Artha Total Artha Total Artha
of the cheese.	Spent Spent Spent Ability Ability
	Total Artha Spent F P D Total Artha Spent
	Ability Ability
	Total Artha Spent P D Total Artha Spent F P D
	Epiphany (permanent shade shift)
	3 Deeds points, 10 Persona points and 20 Fate points
Gear and Possessions	Weapons Mechanics
•	Incidental— 1/2 Mark (round up) Mark—Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)
CORDUROYS, SUSPENDERS AND DIGGING TOOLS.	MELEE I M S Add VA WS
	Bare-fisted F
	Teeth B3 B5 B7 2 - F
	│
	MISSILE WEAPONS
	I M S VA ammunition
	Range Dice: Optimal Extreme D0F: 1 M S
	I M S VA ammunition
	Armor
	Dice Location Type Clumsy Weight
	OOOOOO Torso STEALTHY: —
	OOOOO Right Arm PERCEPTION: OOOOO Left Arm Speed:
	OOOOO Right Leg Acility:
	OOOOO Shield

	Character	Index	The same of the sa	Stats	_ Attributes	No.
Name Ship	Stock Roden Below	Age 21	V. v	Vill B 3 Let it Rid Successes	Le Le	t it Ride
Alias	Homeland	Features	I Eva	tests for advancement Difficult: ○○○○ Challenge: ○○○●	tests for advancement Routine: OOOO Difficult: OOOO	
Belie F. O I Am Sweek's e P. O in the nest—I information	eyes and ears f.o must seek out P.O	Instincts Stick to the shadows (Stealthy when alone).	1 K	erception		
F: O P: O D: O	F: ○ TRUTH P: ○ D: ○	Report BACK to Sweek An: Grista	P -	lower B3	— Challenge: ○ ○ ◆ — Hesitation 8 (Hesitation = 10 - Will exp)	
F: O DESERVE A PROP D: O ALL MY HARD W	P: O		· 💋 📗	orte B3 Difficult: 0000		
7	Traits		A	gility B 5	Reflexes \$\begin{array}{cccccccccccccccccccccccccccccccccccc	
Aecer's Likeness		Tunnel Vision		_ Difficult: ○ ○ ○ ○ (_ Challenge: ○ ○ ○ ● (Average of Per, Agl, Spd Ref advances as the stats do.	
COAT OF FUR	PACKRAT Skittish	Skulking Greedy		peed B <u>6</u>	Montal	
ENLARGED INCISE		Broken		_ Difficult: OOO	Wound 5	
Quick-BLOODED		< Autious		peed Multiplier: ×3.5	Average of Power and Forte (plus 6). MW advances as the stats do.	
TAIL	Relations	hine		peea Muutpuer: <u>~9.4</u>		
Swiker—The "Boss." He ca truth in front of his Sweek—My most Belove: The Brain—A tool for Pinky—Only the VisionA POOR Pinky from himse Sweesh—Our cuttist s	Annot see the Grist eyes! Shin of master. Krim the cult's ends. Thac Ry can save Gris Shiff ey with the Brain. You	A—BEAUTIFUL RAT WAO CONVERTED INTO THE CULT. SWEEK'S PERSONAL BODYGUARD. (AND MOOSA—SWIKER'S BRUISERS, STA'S SONS. AND SCOFF—FELLOW SCAVENGERS. AND SCOSINS. GIVE THEM ALL ANYTHING FIND WHILE SCAVENGING.		Physical Tolerance	es Wheel	ecore, lime
History, Lifepaths Born Bel SCAVENGER, Init	ow, Gauntlet,	Ation, Affiliations Circles Let it Ride Successes tests for advancement Routine: 0000		Sup.: +1 Ol Sup.: +1 Ol Sup.: +1 Ol Sup.: -1D Sup.: -1D Sup.: -1D Sup.: -1D	Penalties 0000	
Secondary Reputation	Reputation in ety as a rat	Challenge: ○○○●		Superficial Wot 2000 Superficial Wot 2000 Ist: +1 2000 3rd: -11	Ob	
	Resourc			% O O 3rd: -11		
Source of Income/Wealth Cache/Loans Debt		Resources D O Let it Ride Successes Lests for advancement Routine: 0000 Difficult: 0000 Challenge: 000		\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$		
6		7 10	William	the second secon	We will be the second	
Skill Name BRAWLIP	Shade/Exponent	Experience for Advancement needed successes Routine:	Skill Name	Shade/Exponent	Experience for Advancement needed successes Routine: 000 Difficult: 000 Challenge: 000	فو
Incons	oicuous B 4	Routine: OOOO		Obstucte	Routine: OOOO	
\$caven	ger B3	Routine: OOO		Obstacle	Routine: OOO	
	Doctrine B 2	E Routine: ○○○○ USE Challenge: ○○○●		Dysturdle C	Routine: OOO — Difficult: OOO — Challenge: OOO •	S
Skills Stevety		Boutine: 0000 Significant: 000			Routine: OOOO Difficult: OOOO Difficult: OOOO Difficult: OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	Skills
5 OBSERVA	•	€ Challenge: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○		starte ()	Challenge: ○ ○ ○ ● Routine: ○ ○ ○ ○ Difficult: ○ ○ ○ ○ Challenge: ○ ○ ○ ●	ls
CLIMBING	<u> </u>	E Challenge: ○ ○ ○ ●		mde 0.bs	Challenge: O O O O O O O O O O O O O O O O O O O	
LIMBITA	6 B 3					
		Routine: OOOO		te Okyte	Routine: OOOO	

5kills being	g Learned	Additional Skills	
kill Name	Aptitude Tests toward Aptitude	\frac{\fin}}}}{\frac}}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\fir}}}}}{\fin	
		\(\begin{array}{cccccccccccccccccccccccccccccccccccc	-
		Routine: ○○○○ S Difficult: ○○○○ Challenge: ○○○●	
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	- — 55556	Routine: 0000	$= \bigcirc$
	0000•	Routine: 0 0 0 0	$\equiv \bigcirc$
		\(\frac{\xi}{\xi}\) Routine: ○○○○ \(\begin{array}{cccccccccccccccccccccccccccccccccccc	
Practi	ce log	Artha and Epiphai	nies
Practi	•	Artha and Epiphar	nies
-> You are a member of Sweek is your spiritual L	the secret Society! eAder And Guide. You	Artha and Epiphai Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or ren	
-> You are a member of Sweek is your spiritual L Are the cult's Shadow (s	the secret Society! eader and Guide. You by). Your <over is="" th="" that<=""><th>Fate: Open-end 6s Persona: +1D per point</th><th></th></over>	Fate: Open-end 6s Persona: +1D per point	
-> You are a member of Sweek is your spiritual L Are the cult's Shadow (s you are a simple scaver	the secret Society! eader and Guide. You py). Your <over is="" nger.="" no<="" reveal="" td="" that="" this="" to=""><td>Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or rero</td><td></td></over>	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or rero	
-> You are a member of Sweek is your spiritual L Are the cult's Shadow (s you are a simple scaver one except those you kin	the secret Society! eader and Guide. You py). Your <over be="" cult!<="" in="" is="" nger.="" no="" now="" reveal="" td="" that="" the="" this="" to=""><td>Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or ren Ability Total Artha Spent Ability Ability Ability Ability Ability Ability</td><td></td></over>	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or ren Ability Total Artha Spent Ability Ability Ability Ability Ability Ability	
-> You are a member of Sweek is your spiritual L Are the cult's Shadow (s you are a simple scaver one except those you kn shin used to be a Lowly: the cult shadow. He's the	the secret Society! eAder And Guide. You py). Your cover is that nger. Reveal this to no now to Be in the cult! Scavenger, But now he's e Lowest on the totem	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or ren Ability Total Artha Spent F P D Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or ren Ability Total Artha Spent F P	
-> You are a member of Sweek is your spiritual L Are the cult's Shadow (s you are a simple scaver one except those you kn shin used to be a Lowly ! the cult shadow. He's the pole, the most recently	the secret Society! eADER AND GUIDE. YOU EADER AND GUIDE. YOU EADER AND GUIDE. YOU EADER AND GUIDE. YOU SER. Reveal this to no HOW to Be in the Cult! SCAVENGER, BUT NOW HE'S E LOWEST ON THE TOES THE	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or rer Ability Total Artha Spent Ability Total Artha	
-> You are a member of Sweek is your spiritual L Are the cult's Shadow (s you are a simple scaver one except those you kn shin used to be a Lowly: the cult shadow. He's the	the secret Society! eADER AND GUIDE. YOU EADER AND GUIDE. YOU EADER AND GUIDE. YOU EADER AND GUIDE. YOU EADER. Reveal this to no HOW to BE IN the CULT! SCAVENGER, BUT NOW HE'S E LOWEST ON THE TOTEM INDUCTED, BUT HE DOES THE K. SpyING ON HIS BROTHERS	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or ren Ability Total Artha Spent Ability Total Artha Spent Ability Total Artha Spent Ability Total Artha Spent	
-> You are a member of Sweek is your spiritual L Are the cult's Shadow (s you are a simple scaver one except those you kn shin used to be a lowly ! the cult shadow. He's the pole, the most recently lion's share of the work and sisters in the scave is hard work! And danger	the secret Society! eADER AND GUIDE. YOU APY). YOUR COVER IS THAT NGER. REVEAL THIS TO NO NOW TO BE IN THE CULT! SCAVENGER, BUT NOW HE'S E LOWEST ON THE TOTEM INDUCTED, BUT HE DOES THE K. SpyING ON HIS BROTHERS ENGERS AND SCRATCHERS EROUS, TOO. Squee, Squik,	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or ren Ability Total Artha Spent Total Artha Spent Ability Total Artha Spent Total Artha	
-> You are a member of Sweek is your spiritual L Are the cult's Shadow (s you are a simple scaver one except those you kn shin used to be a Lowly ! the cult shadow. He's the pole, the most recently Lion's share of the work and sisters in the scave	the secret Society! eADER AND GUIDE. YOU EADER AND GUIDE. YOU EADER AND GUIDE. YOU EADER AND GUIDE. YOU EADER Reveal this to no END TO BE IN THE CULT! SCAVENGER, BUT NOW HE'S ELOWEST ON THE TOTEM INDUCTED, BUT HE DOES THE K. SpyING ON HIS BROTHERS ENGERS AND SCRATCHERS EROUS, TOO. Squee, Squill, BUT OUT HIS EYE IF THEY	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or ren Ability Total Artha Spent Ability	

completely non-descript clothes, plus rope and harness for climbing

AND JUST WHAT IS HE DOING? TRYING TO PAVE THE WAY for the glory of ALL RATS. You see, those Above Keep the RATS DOWN. SWIKER'S vision, it's too harrow. He WANTS to Live Like Vermin. That's not right. The Roden can rule this city from Below-controlling the WATER, the FOOD the STREETS AT hight. They CAN choke the life out of it until it submits. But Swiker Doesn't see it. So it's time for a new leader. And That would be the most Holy Sweek. He's A true visionary. He sees the path to Roden victory!

I So Shin has been busting his rat ass to make sure that Sweek can take over. It's got to be smooth. GOTTA LOOK AND FEEL RIGHT. OTHERWISE THE OTHER RATSILL Resist. And truth is, we need the RATS for the cult!

So Shin And Krim have scouted out the perfect TRAP—A LOW CEILINGED OLD SEWER THAT LEADS INTO AN Aqueduct or cistern. Sweek has already told Swiker that's An easy in to a cheese warehouse. All that's Left is to get him there supervising the digging. Once the water comes Down, it'll be all over.

MELEE	I	M	\mathbf{S}	Add	VA	WS
Bare-fisted				2	_	F
Teeth	B 2	B 4	B 6	2	_	F

MISSILE WEAPONS

I	M	\mathbf{S}	VA	ammunition
Range	Dice: Opti	mal I	Extreme	DOF: I M S

I	M	S	VA	ammunition
Range	Dice: Opti	mal I	Extreme	_ DOF: I M S

Armor

	, , , , ,	11101	
Dice	Location	Туре	Clumsy Weight
00000	Head		C
000000	Torso		Stealthy:
00000	Right Arm		Perception:
00000	Left Arm		Speed:
00000	Right Leg		AGILITY:
00000	Left Leg		AGILITY:
0000	Shield		

Classia	1 1	The same of the sa	1	
	er Index	a la	Stats	Attributes
Name Squik Stock Rope Belo		Will	Let it Ride Successes	Let it Ride
Alias Homeland	Features	tests for Difficu	or advancement ult: 0000	Health B 4 Successes tests for advancement Routine: 0000 Difficult: 0000
Beliefs $ \begin{cases} F: \circ \mid \text{If i } \text{pon't } \text{po what the Brain} \\ P: \circ \mid \text{says, he'll sic Pinky on me.} \\ D: \circ \mid \text{says, he'll sic Pinky on me.} \end{cases} $	Instincts F: O Stealth when on the job. D: O	V	ion B <u>\$ (\(\eta \)</u>	Challenge: ○○○◆ Steel B 4
$F: \bigcirc$ What I take is mine; $P: \bigcirc$ nobody's got a right to ask $D: \bigcirc$ me to give it up.	F: O ALWAYS KEEP LOCKPICKS P: O CONCEALED ON PERSON.	Power Diffict Challer	₽ 3 dt: ○○○○	
P: 0 My family may be insame, D: 0 But they're my family.	F: O P: O D: O	Forte Diffice Challet	B 3 alt: 0000	
Tr	aits	Agility	B 4	Reflexes B 5
Aecer's Likeness Large EA		1		Average of Per, Agl, Spd Ref advances as the stats do.
COAT OF FUR PACKRAT	Skulking		_	
communal Skittish Enlarged Incisors	Greedy COOL-HEADED	Speed Diffict	1lt: 0000	Mortal Wound B <u>9</u>
Quick-BLOODED	Soft Step (c/o		ult: 0000	Average of Power and Forte (plus 6). MW advances as the stats do.
TAIL	Stealthy)	Speed Mi	ultiplier: <u>×3.\$</u>	
Swider—The Boss, He's a dick. Sweek—The Nest's Negotiator. Boss' Brother. Very cunning. The Brain—He gives us Jobs, But takes	Onships GRISTA— THE BOSS'S GIRL, HUBBA, HUBBA. SAID— A SHEAKY SCAVENGER. KRIM, THACK AND MOOSH— BRUISERS. SCIFF AND SCOFF—FRIENDLY SCAVENGERS FINK—THINKS I'M OUT TO GET HIM, BUT HE'S ALRIGAT.	Phys	sical Tolerance	Record
			1 M 9 1 5 6 7 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
History, Circles, Rep	putation, Affiliations		Wound I	D14: 09 09.
Lifepaths BORN BELOW, GAUNTLE- SCAVENGER, SNEAK-TAIEF	tests for advancement Routine: 0000	≼I I `	Sup.: +1 Ob Light: -1D Soo Midi: -2D	Penalties Severe: -3D Traum.: -4D Mortal: Dying
	Challenge: ○ ○ ○ ●	4 =	Superficial Wound	4000
Primary Reputation	Primary Affiliation Secondary Affiliation	-) [2000 2nd: —	(Diagram 1000m)
Secondary Reputation		-	2nd: —	
Reso	Urces Let it Ride			
Source of Income/Wealth	Resources D		£ 2000 6 0000 M 91	
Cache/Loans Debt	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○ ●		M 91	SI 41 C.
Bed	chancing . O O O O			
	Tests LIR Experience for Advancement needed successes	History W.	the state of the s	Experience for Advancement needed successes
Skill Name Shade BRAWLING B	Routine: OOOO	Skill Name	Shade/Exponent	Experience for Advancement needed Routine: OOO Difficult: OOO Challenge: OOO Cha
Inconspicuous B	Routine: OOOO			Routine: OOO
AppRAISAL B	2 Routine: 0000 Difficult: 0000 Challenge: 000		Distacle	Routine: OOO
_	* Routine: OOOO		Obstacle	Routine: QQQQ
Scavenger B	Routine: OOO Difficult: OOO Challenge: OOO		Obstacle	Routine: 0000
\$tealthy B	4		Obstacle	Routine: OOO Difficult: OOO Challenge: OOO
LOCKPICK B	Routine: OOO			Routine: OOO
climbing B	4 \$\frac{1}{2} \text{ Routine: 0000 } \text{ Difficult: 0000 } \text{ Challenge: 0000 }			Routine: OOO

Routine: OOOO
Difficult: OOOO
Challenge: OOO

Skills Being Learned	Additional Skills				
Skill Name Aptitude Tests toward Aptitude	Routine: 0000				
	Routine: OOOO				
	Routine: OOOO				
	Routine: OOOO				
	Routine: OOOO Difficult: OOOO S				
	\(\begin{array}{c} \begin{array}{c} \be				
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility	Aptitude Speed Aptitude Power Aptitude Forte Aptitude				
Practice Log	Artha and Epiphanies				
	Fate: Open-end 6s Persona: +1D per point Deeds: Double dice or reroll failure				
	Ability Ability				
	Total Artha Spent F P D Total Artha Spent F P D				
	Ability Ability Spent F P D Total Artha Spent F P D				
	Ability Ability				
	Ability Ability				
	Total Artha Spent P D Total Artha Spent P D				
	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points				
Gear and Possessions	Weapons Mechanics Incidental— 1/2 Mark (round up) Mark—Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)				
DARK CLOTHES, LOCKPICKS	MELEE I M S Add VA WS				
	Bare-fisted 2 - F				
	Teeth B3 B6 B9 2 - F				
	MISSILE WEAPONS				
	I M S VA ammunition				
	I M S VA ammunition				
	Armor				
	Dice Location Type Clumsy Weight OOOOOO Head OOOOOOO Torso STEALTHY:				
	OOOOO Right Arm Perception:				
	OOOOO Right Leg AGILITY:				
	OOOO Shield				

Character Index	Stats Attributes
Name 600> Stock Ropen Age 15 Below	Will B 4 Let it Ride Successes Let it Ride
Alias Homeland Features	tests for advancement Difficult: 0000 Challenge: 000
Beliefs Instincts	Perception B 3 (4)
F: 0 I've got to turn in Anyone F: 0 Always sprinkle the lies P: 0 P. O With A Little truth. Boss—it's for the good of	Difficult: OOOO Steel
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Power B3 Challenge: 000 Hesitation B (Hesitation = 10 - Will exp)
so I can use it against them. Always move $F: O$ I'll make thack my man $F: O$ inconspicously among the D:O whether he likes it or not. D:O RATS.	
Traits	Agility B 4 Reflexes B 4
Aecer's Likeness Large Ears Tunnel Vision Coat of Fur Packrat Skulking	Difficult: ○○○○
COMMUNAL SKITTISH GREEDY ENLARGED INCISORS COWARDLY	Speed B 5 Mortal Wound B 7
Quick-Blooded Two-FACED	Difficult: OOOO
TAIL (C/O FALSELOOD)	Speed Multiplier: ×3.5
Relationships Swiker—The Boss. He's not as Bad as Everyone says he is. Sweek—The Nest's face-man. Boss' Brother. Very cunning. The Brain—The Boss' Cousin and idea Relationships Grista— Boss's girl. Shin— a scavenger who's always watching krim. Moosh—Bruisers. Krim. Moosh—Bruisers. Thack— a Brooding, moody Bruiser. My Beloved!	Recover
man. He's a lunatic. Skitchan Scratch - Disgruntle Scratcher Sweesh - The Brain's crazy assistant. Squee - Bagman for Boss. My Parting.	1 Mi & tR Mo 1 5 6 7 8 9 10 11 2 7 8 9 10 11 2 7 8 9 10 11 3 7
Minter Circles Demotring Affiliation	Wound Penalties
History, Circles, Reputation, Affiliations Lifepaths BORN BELOW, GAUNTLET, Circles B 2 Let it Ride Successes	Wound Penalties Sun: +1 Oh Severe: -3D
SCAVENGER, SNITCH tests for advancement Routine: 000 Difficult: 000 Challenge: 000	Light: -1D Traum.: -4D OOO Midi: -2D Mortal: Dying OOO
Primary Reputation 4D AS A GOOD RAT Primary Affiliation	2000 O 1st: +10b
to CONFIDE IN. Secondary Reputation AD AS A BAD LIAR. Secondary Affiliation	
Resources	3rd: -1D
Source of Income/Wealth Resources Let it Ride Successes tests for advancement	M 91 51 71 61 71 71 71 71 71 71 71 71 71 71 71 71 71
Cache/Loans Routine: OOOO Difficult: OOOO	11 97 97 +1 61
Debt Challenge: ○○○●	The
Skill Name Shade/Exponent Experience for Advancement needed sacrosses	Skill Name Shado/Exponent Experience for Advancement needed successes
BRAWLING B 3	Shade/Exponent Routine: OOO Difficult: OOO Challenge: OO
Inconspicuous B 4 & Routine: 0000 C	Difficult: ○○○○ Difficult: ○○○○○ Difficult: ○○○○○○ Difficult: ○○○○○ Difficult: ○○○○○○ Difficult: ○○○○○ Difficult: ○○○○○○ Difficult: ○○○○○ Difficult: ○○○○○○ Difficult: ○○○○○○ Difficult: ○○○○○○ Difficult: ○○○○○○ Difficult: ○○○○○○○○○ Difficult: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
Soothing Platitudes \$ 4	# Routine: 0000
FALSELOOD B 4 E Challenge: 0000	
FALSELOOD B 4 & Challenge: 0000 HAGGLING B 3 & Challenge: 0000 Challenge: 0000	S
OBSERVATION B 2 E Routine: 0000 =	\(\begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\
## Routine: ○○○○ ## Routine: ○○○○ ## Routine: ○○○○ ## Challenge: ○○○○	

_ Routine: ○ ○ ○ ○ ○ ○ □ Difficult: ○ ○ ○ ○ ○ □ Challenge: ○ ○ ○ ●

Additional Skills
\(\begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\
Routine: 0000
Routine: OOOO Difficult: OOOO Compared to the
Routine: 0 0 0 0
\[\begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\
Aptitude Speed Aptitude Power Aptitude Forte Aptitude
Artha and Epiphanies
Fate: Open-end 6s Persona: +1D per point
Deeds: Double dice or reroll failure
Ability Ability Total Artha
Spent Spent Spent Ability Ability
Total Artha Spent F P D Total Artha Spent F P D
Ability Ability
Total Artha Spent F P Total Artha Spent F P D
Ability Ability Total Artha
Spent F P D Total Arma F P D
Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
o Secas points, 10. coom points and 20. me points
Weapons Mechanics Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)
MELEE I M S Add VA WS
Bare-fisted
MISSILE WEAPONS
I M S VA ammunition Range Dice: Optimal_ Extreme DOF: I_ M_ S_
I M S VA ammunition
Range Dice: Optimal Extreme DOF: I M S Armor Dice
Range Dice: Optimal Extreme DOF: I M S Armor Dice
Range Dice: Optimal Extreme DOF: I M S Armor Dice

3	Chara	cter Index		Amademical	Stats	1	A ++ = i h +	M
Name Sweek		_	e 36		Will B 6	Let it Ride Successes	Attributes	Let it Ride
Vision Alias	ARY Homelana	BeL⊙W I Fea	utures		tests for advanceme Difficult: ○○○○ Challenge: ○○○●	nt (Health tests for advances Routine: OOO Difficult: OOO	Successes
F: O Those y P: O WAY SAA	Beliefs THO STAMD IN MY ALL BE CRUSHED	F: O ALWAYS AB P: O D: O YOU CAM,	istincts DD A POEM WHEN	6°°.	Perception B 4(5		Challenge: O O C	-
IAMD	estined to Rule st and all of to	Hever Dest He P: 0 Be used LA	ROY WHAT CAN HER FOR GAIN HEMPT TO PARLEY)		Power Difficult: OOO Challenge: OOO		Routine: O O O Difficult: O O O O O O O O O O O O O O O O O O	
F. o I must	quietly eliminations to	- F: ()			Forte B 3		FAITA in Me! B S Routine: 000 Difficult: 000 Challenge: 000	33-0
9					_	$- \vee $	Challenge: O O C	_
		Traits)	1	Agility B 4		Reflexes 🛭 4	-
Aecer's Lik			nnel Vision LKing		Difficult:		Average of Per, Agl, Spd Ref advances as the stats	do.
Communa	Skittis	6 08 9	sessed		Speed B 4		Mortal	
	Incisors vow of		GALOMANIAC		Difficult:		Wound B 2 Average of Power and Form	
QuiCK-BLO	ODED (+2.08 soc	ial skills against) C AI FAI	th demeanor		Speed Multiplier: <u>×</u>	_	MW advances as the stats	
poor Beniga GRISTA — TRU	Rela termind of the Nest Ap hted Brother (the fool). Isted And Valued Assista NGER. SWIKER'S GIRL!	poses as a Bruise	R. /spy. He poses As A		Physical To	lerances	s Wheel	Becor.
SWEESH- MY	spy in the Brain's camp	. Squee- He's soft-he	earted and weak-				tp Ar	Recover
HE'S ALSO TA	he cult Arsonist.	WILLED, BUT LOYAL THE CAN BE CONVER	, p=1		Şu	1 M Se 7	R Mo 8 9 10 11	
	istory, Circles, I	- An	filiations Let it Ride Successes		1 5000	,, outile 1	enalties Severe: -3D	5
-	R, Initiate,	tests for adva Routine: Oc Difficult: Oc Challenge: Oc	ncement		2000 2000 2000	Light: -1D Midi: -2D	Traum.: -4D Mortal: Dying	0.00 0.00
Primary Reputat	tion 2D Rep-The LEADER	P of Primary Affiliation			2000	1st: +1 Ob	Die Penge	40
Secondary Reput	the cult of T ruth	Secondary Affiliation				2nd: — 3rd: -1D	000	
		esources	Let it Ride		1			
Source of Inco	ome/Wealth	Resources tests for adva	ncement		1	2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
Debt		Routine: O C Difficult: O C Challenge: O C				71 9		۸. 🖈
X.						the second	- Municipal and a second	New York
	kill Name RAWLING	Shade/Exponent Experience for Ad	Tests LiR successes	Skill Nan	icuous	Shade/Exponent E	Tests Experience for Advancement needed Routine: OOOO Difficult: OOOO Challenge: OOOO	LiR successes
Do	octrine	Routine: O Difficult: O Challenge: O		^			Routine: OOOO Difficult: OOOO Challenge: OOO ●	
\	RSUASION	S S S Challenge:	888 = 0			Obstacle	Routine: OOOO Difficult: OOOO Challenge: OOO ●	
S PR	reaching	Routine: O Difficult: O Challenge: O	888 ≡ ○			[[0.5]	Routine: O O O O O O O O O O O O O O O O O O O	\odot
Skills	ommand	Routine: O Difficult: O Challenge: O	888 = 0			Oostacte	Routine: O O O O O O O O O O O O O O O O O O O	Skills
ξ	strology	Routine: O Difficult: O Challenge: O	889 = ○				Routine: OOOO Difficult: OOOO Challenge: OOO ●	
Ir	terrogation	Routine: O Difficult: O Challenge: O	889 <u>−</u>			I e	Routine: OOOO Difficult: OOOO Challenge: OOO ●	
OF	3servation	Routine: O Difficult: O Challenge: O					Routine: OOOO Difficult: OOOO Challenge: OOO ●	

Routine: OOO O O Difficult: OOO O Challenge: OOO •

Poetry

Skills Being Learned	Additional Skills
cill Name Aptitude Tests toward Aptitude	Routine: 0000
	\[\begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\
00000	
	Routine: 0000
Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility Apt	itude Speed Aptitude Power Aptitude Forte Aptitude
Practice Log	Artha and Epiphanies
HE DEAL - Sweek is the head of a cult called the Society. It's a	Fate: Open-end 6s Persona: +1D per point
IPER SECRET CULT! It'S MEMBERS WORSHIP HIM AS A GOD. WHY? BECAUSE	Deeds: Double dice or reroll failure
week has divine visions and he can use his faith to influence ny roden who believes in him.	Ability Ability Total Artha Spent F P D
hAt's the RUB. He's got to get them to Believe in him. The More who	Ability Ability
elieve in him, the more powerful he becomes and the more he can feet them.	Total Artha Spent F P Total Artha Spent F P D
week's twin Brother, Swiker is the Boss of the Nest. If Swiker	Ability Ability
scovers Sweek challenging him, he'll kill him. So the cult must ist in secrecy until all of the nest are members.	Total Artha Spent P D Total Artha Spent F D
owever, Sweek has seen his chance to take over. Once again,	Ability Ability Total Artha
wiker has eaten all the cheese and left the nest wanting more. D Sweek planted information in his ear about another fat	Spent Spent Spent
	Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
	o becas points, 10 r elsona points and 20 r are points
Gear and Possessions	Weapons Mechanics
Vegotiator < Lothes, Visionary Robes.	Incidental
	MELEE I M S Add VA WS
	Bare-fisted F
	Teeth B2 B4 B6 2 - F
Cheese warehouse Ripe for the taking. He's just got to get his	

heed to dig in order to get into the Warehouse. But they'll be Digging into an aqueduct. Once they crack the stone, the water WILL COME POURING OUT AND DROWN THEM. SWEEK WILL CLAIM IT WAS Range Dice: Optimal___ Extreme ___ | D0F: I___ An accident and take over the Nest. The Double Hitch? Sweek has to make sure that Swiker and his I M \mathbf{S} VA ammunition Boys Drown, But that no one else Does! No point in Ruling A nest with no RATS. Range Dice: Optimal___ Extreme ___ | D0F: I___ M___ S_ Armor Dice Location Clumsy Weight 00000 Head Stealthy: 000000 Torso Perception: _ 000000 Right Arm Left Arm 000000 Speed: 00000 Right Leg AGILITY: 000000 Left Leg