

RHAPSODY OF BLOOD

CHOIR OF SOULS



MARIA RIVERA



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Rhapsody of Blood: Choir of Souls

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INTRODUCTION

I still can't believe that I could talk Jay into making *Rhapsody of Blood*. This is the least I could do.

Each explorer here fills in a stat combination not found in the core *Rhapsody of Blood* book.

The **Assassin** is a killer and a poisoner.

The **Captain** is a supportive leader and combatant.

The **Joker** is a trickster and a jack-of-all-trades.

The **Knight** is an honorbound warrior.

The **Mascot** is an animal or creature that is sapient.

The **Medic** is a perceptive healer.

The **Professor** is an inventor and a tinkerer.

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- Maria

THE ASSASSIN

MAKING THE ASSASSIN

STATS

You start with this array; add 1 to a stat of your choice.

Iron ± 0 Glass ± 0 Sulphur -1 Mercury +1

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine.

Lanky body, lithe body, fit body, warped body

Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, _____.

Name: Deviant, Weary, Dagger, Edge, Whisper

COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

GEAR

Make a weapon (1 perk, 1 flaw), plus one:

- Heavy Cloak (1 Armour)
- Crossbow (*ranged, reload*)
- 3 uses of a poison (describe it, 1 use gives a weapon lingering or stun)

Pick two pieces of utility gear:

- A small light source.
- Dark cloaks and camouflage.
- Thieves' tools.
- As many rations as you need.

DEATH MOVE

When you die, you may reveal that your body was a mere shadow or effigy, and you actually survived. Tell us where you were all along. That trick won't work again. Cross off this move.



ASSASSIN MOVES*Pick two:***FREE RUNNING**

When you Flow Like Water, on a 10+ you can ask the GM to give you an additional cost to choose another option from the list.

NOTHING IS TRUE

When you See Clear, add these questions to the list:

- What here is not what it appears to be?
- How are my enemies truly vulnerable to me?

POISONER

When you spend time in a safe space crafting a poison, describe it. You can use it to give a weapon *lingering* or *stun*.

SACRED TOXINS

Poisons you make or have also give weapons they're applied to the *holy* tag.

SNIPER

When you take advantage of an Opening with a ranged or thrown weapon and your enemy can't see you, treat the result as if you rolled a 10+.

BLOOD GIFTS*When you raise Blood, advance a stat or pick one:***EVERYTHING IS PERMITTED**

When you successfully Strike an enemy, you can **mark contamination** to gain the lost Quality as a spell. The GM will tell you what it does.

SHADOW-WALKING

When you hide in the shadows, you can **mark contamination** to move from one shadow to another, bringing any people you wish with you.

KNIVES OF SHADOW

You can craft knives from the very shadows. Treat them as weapons with flexible, ranged, painful.

VENOM VEINS

When you bleed, you can **mark contamination** to turn the spilt blood into a poison that gives weapons *lingering* or *stun*.

THE CAPTAIN

MAKING THE CAPTAIN

STATS

You start with this array; add 1 to a stat of your choice.

Iron ± 0 Glass -1 Sulphur +1 Mercury ± 0

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine

Bulky body, fit body, muscular body, lithe body

Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, _____

Brigitte, Ash, Reinhardt, Tirant, Alonso, Rodrigo

COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Flail (*cleave, brace*)
- Tower Shield (1 Armour)
- Sigil of Authority (Use it to give an order to an explorer. If they follow through, they gain fleeting advantage. Only works once.)

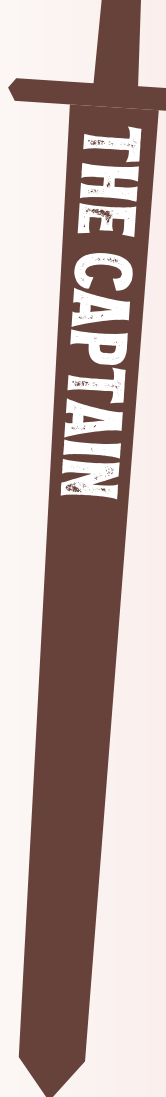
Pick two pieces of utility gear:

- Lantern and oil.
- Bandages and healing salves.
- Assorted coins from your home country.
- As many rations as you need.

DEATH MOVE

As you're dying, name another explorer to lead the expedition. They gain all Captain Moves, even those you haven't chosen.





CAPTAIN MOVES

Pick two:

ALWAYS VIGILANT

You have everyone's back. You may **Stand With Me** outside of confrontations.

GET BEHIND ME!

When you take the hit for a teammate, roll +**Sulphur**. On a hit, you take the blow. On a 7-9, it's worse than you thought: the GM will give you an additional cost: harm, contamination, or lost gear.

INSPIRE

When you Face the Horde, on a 12+, you and your teammates heal 2 Harm.

RALLY

When all hope seems lost and you rally your teammates, roll +**Sulphur**. On a hit, pick one:

- They gain fleeting advantage to **Strike** and **Face the Horde**.
- They gain 2 Armour.

On a 7-9, the GM will give you a cost: harm, contamination, or lost gear.

STANDARD BEARER

You proudly carry the banner of your expedition with you. *When you show your pride and wave the banner*, gain fleeting advantage to **Stand With Me**.

BLOOD GIFTS

When you raise Blood, advance a stat or pick one:

DON'T SPLIT THE PARTY

When an ally Summons Aid, you can **mark contamination** to physically show up.

SHARED INFORMATION

When you Drink Deep, you can **mark contamination** to share the spell with your allies.

TRAILBLAZER

When you Travel the Labyrinth, you may choose to **mark contamination** to automatically gain 1 hold.

WAR CRY

When you let out an intimidating war cry, **mark contamination** to choose an option from **Stand With Me** and apply it to yourself.



THE JOKER

MAKING THE JOKER

STATS

You start with this array; add 1 to a stat of your choice.

Iron ± 0 Glass -1 Sulphur ± 0 Mercury +1

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine

Scrawny body, lithe body, spindly body, frail body

Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, _____

Akira, Jack, Nancy, Ivan, Renart, Lilith



COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Odd fighting style (*cleave, close*)
- Nice leather jacket (1 Armour)
- Lucky charm (destroy to negate up to 2 Harm)

Pick two pieces of utility gear:

- Glowing crystals.
- Survivalist gear.
- A deck of playing cards.
- As many rations as you need.

DEATH MOVE

Well, the charade's up. Switch to a different playbook or die. You get to keep your stats and Blood Advances, but none of your Joker moves.

JOKER MOVES*Pick two:***ACE UP MY SLEEVE**

When you hold the enemy's attention, tell the GM what trick you pull out and Line It Up **+Mercury** instead of **+Glass**.

COPYCAT

Choose a move from another Explorer playbook.

If you pick the Packrat's Cornucopia move, you only have 3-stock.

If you pick the Mascot's Real Person move, you have an animal form instead.

I CAN DO THAT BETTER

When you observe another explorer's miss, if you do the same thing, make that move with fleeting advantage.

LEGERDEMAIN

When you Flow Like Water or Dodge an attack, on a 12+, you get an opportunity to acquire an asset: gain 1-Relic.

TRUMP CARD

Exactly once during a confrontation with an Acolyte, you may declare to have a solution to your current predicament. Tell the GM what it is and roll **+Mercury**. On a hit, you defeat the Acolyte by the skin of your teeth. On a 7-9, it costs you a lot. Cross off an unmarked Blood Advance other than Retirement: you cannot take that advance. If there are none left, immediately take Retirement. On a miss, you mess up real bad: trigger your Death Move.

BLOOD GIFTS*When you raise Blood, advance a stat or pick one:***DUMMY!**

When you Flow Like Water, you may leave behind an effigy of yourself. Mark contamination to have it act in your place.

LAST SURPRISE

When you successfully Strike an enemy, **mark contamination** to damage them twice instead.

LAUGH AWAY THE PAIN

You can **mark contamination** to clear a Minor Wound, or raise Blood to clear a Major Wound.

WILD CARD

Choose a Blood Gift from another Explorer playbook.



THE KNIGHT

MAKING THE KNIGHT

STATS

You start with this array; add 1 to a stat of your choice.

Iron +1 Glass ±0 Sulphur -1 Mercury ±0

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine

Built body, muscular body, lithe body, hard body

Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, _____

Alexander, Bertrand, Jeanne, Athena, Camilla, Brunhild

COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Honored Longsword (*piercing, heirloom*)
- Plate Armour (1 Armour)
- Squire (A contact of your choice)

Pick two pieces of utility gear:

- Torches and fire lighting kit.
- Titles and honors.
- A warhorse.
- As many rations as you need.

DEATH MOVE

When you die, name another explorer who was moved by your bravery. They gain the ***Knight's Honor*** move, except their base honor is 5 instead of 3.



KNIGHT MOVES

You get this move:

KNIGHT'S HONOR

Your honorable soul protects you from **the castle's** corruption. Start with 3-honor and reset to 3 every time you return to a safe camp. Spend 1-honor to avoid marking contamination.

Pick one:

GLORIOUS COMBAT

When you successfully Strike an enemy, you may spend 1-honor to do one of the following:

- Create another Opening immediately.
- Remove one of the options from the 7-9 list for this exchange.

HONORABLE ALLY

When you Stand With Me, you may spend 1 honor and roll **+Iron** instead of **+Sulphur**.

NERVES OF STEEL

Your honor protects you even from physical harm. You may spend honor 1-for-1 to reduce harm taken.

NOBLE CHARGE

When you Face the Horde, on a hit, you may choose an additional option. If you do, gain 1-honor, up to a maximum of 3-honor.

BLOOD GIFTS

When you raise Blood, advance a stat or pick one:

BLOOD SWORD

You craft a legendary sword with your own blood. It is a weapon with *lingering, piercing, heirloom*.

DARK KNIGHT

You may **mark contamination** instead of spending honor for any of your *Knight Moves* or *Guiding Light*.

GUIDING LIGHT

When you attune your senses to the castle, you may spend honor 1-to-1 to ask a question from the *See Clear* list.

SUMMON BLADE

You can't lose your Bloodline's weapons. You may **mark contamination** to immediately call a weapon with heirloom to you.





THE MASCOT

MAKING THE MASCOT

STATS

You start with this array; add 1 to a stat of your choice.

Iron +1 Glass -1 Sulphur ±0 Mercury ±0

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine

Normal animal, dire animal, cartoonish animal

Human voice, animal noises, a weird combination

Montresor, Rex, Lucky, Teddie, Whiskers, Grump

COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Claws, fangs, or other natural weapons (*piercing, close*)
- Thick hide or suit (1 Armour)
- A clever disguise (can pass a denizen of the castle)

Pick two pieces of utility gear:

- A collar with a glowing light.
- Pouches full of materials.
- A bag of healing salves.
- As many rations as you need.

DEATH MOVE

Your death inspires the other explorers to act, at least for the time being. They all gain fleeting advantage.



MASCOT MOVES

Pick two:

BEST FRIEND

Choose an explorer you have a covenant with. *While the covenant has a rating of 1 or more*, you have access to a single move of theirs, your choice.

LITERAL PACKRAT

You get the Packrat's Cornucopia move, but you only have 3-stock.

REAL PERSON

You have a human form you can switch to at will.

STAMPEDE

You can communicate with other animals. *When you coordinate your efforts with them*, gain fleeing advantage.

UNNATURAL HABITAT

When you Flow Like Water in an environment that resembles your natural habitat, roll +Iron instead of +Mercury.

BLOOD GIFTS

When you raise Blood, advance a stat or pick one:

CREATURE OF DARKNESS

When you consume a fallen Acolyte, you gain their properties. Mark contamination to use following:

- If it was strengthening the Regent, give another explorer fleeing advantage.
- If it was guarding the Regent, negate a hit worth 3 Harm or less.
- If it was speeding the world's blight, prevent the Regent's clock from ticking down.

RABID ATTACK

You can **mark contamination** to maul an enemy brutally and create an Opening for other explorers to use.

QUESTIONABLE SOURCES

When you draw upon your most feral instinct, **mark contamination** to Drink Deep with +Iron instead of +Sulphur.

WILD ROAR

When you let out a powerful roar, **mark contamination** and gain fleeing advantage to *Strike* and *Face the Horde*.



THE MEDIC



MAKING THE MEDIC

STATS

You start with this array; add 1 to a stat of your choice.

Iron ± 0 Glass +1 Sulphur ± 0 Mercury -1

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine

Thin body, fit body, portly body, hard body

Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, _____

Srishti, Elizabeth, Charaka, Galen, Benedict, Sushruta, Paul, Virginia

COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Syringe (*lingering, close*)
- Thick suit and mask (1 Armour)
- First Aid Kit (Use to heal 1 additional Harm)

Pick two pieces of utility gear:

- Candles and matches
- Bandages and healing salves
- Anti-venoms and stimulants
- As many rations as you need.

DEATH MOVE

You can't prevent your own death, but you can save others. **When someone else would die**, tell us how you helped them survive instead, and cross off this move.

MEDIC MOVES

You get Triage, and pick one other:

TRIAGE

When you assess the type of harm another character has taken, roll

+Glass. On a 10+, choose 3. On a 7-9, choose 1.

- You may ask a question from the *See Clear* list, gaining fleeting advantage when you act upon the answer. You may choose this option multiple times.
- You treat their wounds. They heal 2 Harm.
- You make sure they're not in any danger from the castle's effects. The next time they would mark contamination, they ignore it.

DOCTOR'S ORDERS

When you give another explorer advice and they follow through with it, they gain fleeting advantage.

FIRST AID

When you heal or tend to an ally, they heal 1 additional Harm.

PHYSICIAN, HEAL THYSELF

When you tend to your own wounds, you can use all of the Medic moves on yourself, even ones you haven't chosen, but excluding your Death Move.

PROFESSIONAL DISTANCE

*When you heal or aid someone but keep yourself emotionally distant, roll Stand With Me with **+Glass** instead of **+Sulphur**.*

BLOOD GIFTS

When you raise Blood, advance a stat or pick one:

ELDRITCH BLOODLETTING

*When you would take harm, you can choose to **mark contamination** 1-for-1 instead.*

HEALER'S TOUCH

*When you treat someone else's wounds, **mark contamination** to heal yourself for the same amount.*

HEALING CORRUPTION

*When you deal damage to an enemy, you can **mark contamination** to hold 1. Spend that hold to heal yourself or an ally 1 harm.*

VOID NEEDLE

*When you wield a stabbing weapon, you can **mark contamination** to give it *lingering* or *stun*.*



THE PROFESSOR

MAKING THE PROFESSOR

STATS

You start with this array; add 1 to a stat of your choice.

Iron -1 Glass ± 0 Sulphur +1 Mercury ± 0

Blood starts at 0.



LOOKS

Ambiguous, Concealed, Feminine, Masculine

Lanky body, strange body, pretty body, wide body

Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, _____

Dr. Micawber, Amadeus, Victoria, Sergio, Roger, Samuel, Kukui

COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Unstable Gun Prototype (*ranged, painful*)
- Armoured Plates (1 Armour)
- Repair Kit (Can use it up to make an ineffective invention fully functional.)

Pick two pieces of utility gear:

- Light bulbs and mechanical lanterns.
- Miscellaneous trinkets.
- A toolbox.
- As many rations as you need.

DEATH MOVE

You have created an invention specifically for this moment. Tell the GM what it does. Afterwards it becomes a valuable object worth 3-Relic.

PROFESSOR MOVES

You get Invention, and pick one other:

INVENTION

When you spend time in a safe space developing and building a new invention, roll +Sulphur. On a hit, you build the invention. Choose 1 and describe it:

- It's a weapon. Give it 2 perks and 1 flaw
- It's an enhancer. Pick an exploration move that it gives advantage to.
- It's just shiny and vaguely useful. Gain 2-Relic.

On a 7-9, choose 1 drawback from below.

- It requires a portion of darkness. **Mark contamination.**
- It's not as effective. Weapons have 1 more flaw, enhancing objects give fleeting advantage, and shiny stuff is just worth 1-Relic.
- You got hurt in the process. Take 1 Harm.

JURY RIG

When you build an invention on the fly, roll with disadvantage, and choose an additional drawback on a 7-9.

MORE FIREPOWER

Weapons you invent have 1 more perk.

USEFUL BLING

When you invent a shiny object, choose 1 more from the same list.

VERSATILITY

Your Enhancers boost two exploration moves instead of one.

BLOOD GIFTS

When you raise Blood, advance a stat or pick one:

ARCANE DEVICE

When you build an invention, you can **mark contamination** to store a spell in it. You don't need to know the spell beforehand.

CONTAMINATION ENGINE

When you next have shelter, you build a device that stores the effects of **the castle**. Describe it. Any explorer may shift contamination into it 1-for-1; for every 3 contamination it stores, advance the Regent's clock.

FRIDGE LOGIC

When you Line It Up by contemplating the weird and surreal nature of the castle, roll +Sulphur instead of +Glass. You may **mark contamination** to roll with advantage.

PUSHING THE LIMIT

When you build an invention, you may **mark contamination** to treat a Professor move you don't have as if you had it.