

YOUR BROOD

There are four others born in this era who were once dragons like you; their fate is intertwined with yours from lifetime to lifetime. When you first meet someone, you (or the MC) may declare they are one of your brood.

When you share a moment of intimacy with a broodmate, replace your intimacy move with the following: The MC will reveal who your broodmate was to you in times forgotten. Unlock the advance associated with them.

- ☐ **Your Lover** (advance 3 basic moves)
- ☐ **Your Confidante** (take a move from another archetype)
- ☐ **Your Rival** (take a corruption move from another archetype)
- ☐ **Your Sire** (take +1 to any stat [max +3])
- ☐ **Your Betrayer** (take a corruption advance)
- ☐ **Your Sibling** (erase a corruption advance)

- » When you ***gaze deeply into a broodmate’s eyes***, roll with Spirit to read their aura. On a hit, you learn their immediate thoughts and lingering desires; ask them any two questions and they must answer truthfully. On a 7–9, they ask two questions as well; you must answer them truthfully or mark corruption. On a miss, your intense connection is overwhelming and obvious; you learn little, but attract the attention of your enemies.
- » When you ***seek a broodmate***, you may perform a ritual known to dragons; the MC will tell you what components are required. If you seek a particular broodmate by name, the MC will reveal their location; if you seek an undiscovered broodmate, the MC will tell you where to find the broodmate closest to your current location. Mark corruption during the ritual to keep your own identity and location a secret from your target.
- » When you ***harm a broodmate***—even accidentally or unintentionally—mark corruption. If you kill a broodmate, take a corruption advance.

THE ORDO DRACONIS

In ancient times, you and your brood ruled as gods over the meager mortal lives of men. Now you are hunted by those who once cast you down and bound you to these fragile forms: the Ordo Draconis.

The Ordo Draconis gathers in secret to plot amidst (choose 1): *a mundane congregation, a prestigious university, a thriving trade association, a bold political party, a enigmatic scientific league, a persecuted religious sect*

They are weak individually but have gathered certain strengths (choose 3):

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|---|--|
| <input type="checkbox"/> They are numerous and ubiquitous. | <input type="checkbox"/> They wield sorcery and ritual. |
| <input type="checkbox"/> They are precise and unerring. | <input type="checkbox"/> They posses artifacts of your lineage. |
| <input type="checkbox"/> They are heavily armed and supplied. | <input type="checkbox"/> They hold positions of political power. |
| <input type="checkbox"/> They are themselves immortal. | <input type="checkbox"/> They hold Debts over your allies. |

Tell the MC what you picked, and that the Ordo is a group of revolutionaries at the center of the Storm. They’ll know what you mean.

THE DRAGON

You’ve always known you were special. You heard it in whispers when you were alone as a child; you felt it each time people applauded your deeds and lingered on your name. It came as no surprise that there were those who hunted you. Everyone always fears and loathes their betters.

DRAMA MOVES

Dragon Corruption Move

When you knowingly pass the true costs of your misdeeds or acquisitions onto your friends or loved ones, mark corruption.

Intimacy Move

When you share a moment of intimacy—physical or emotional—with another person, ask them to affirm something beautiful about your draconic nature. If they do it, you suddenly realize that you have something useful to them: an arcane item, a reclusive contact, or information (their choice). If they refuse your request, you must take something from them to silence your insecurities. Bide your time, if you must.

End Move

When you die, your ancient spirit rips free from your body to wreak havoc and pain on the world before you are reborn. Anyone or anything nearby at the moment of your death suffers 6-harm (ap).

CORRUPTION



- ☐ Take a Corruption move
- ☐ Take a Corruption move
- ☐ Take a Corruption move
- ☐ Take a Corruption move from another archetype
- ☐ Retire your character. They may return as a Threat

CORRUPTION MOVES

- ☐ **Stuff of Nightmares:** Mark corruption to take on draconic features for a scene. Choose two or mark an additional corruption to choose all three:
 - » You grow wings and can fly
 - » You have rock-hard scales instead of skin, gain armor+1
 - » You grow huge fangs and claws (3-harm hand bloody)
- ☐ **Drake:** Mark corruption to project fire (3-harm close area fire). When you ***unleash*** using these flames, roll with Spirit instead of Blood.
- ☐ **Eyes of Ember:** Mark corruption and ***cash in a Debt*** to ***persuade*** someone as if you rolled a 12+. Even if you haven’t advanced the move, the NPC will see things through to the end.
- ☐ **Dragon Sickness:** When someone steals something from you, mark corruption to inflict a curse upon them that only you can lift, and hold three. Spend that hold, one for one, to inflict 1 harm (ap) upon the cursed character. They can avoid the harm by keeping the item close and marking corruption, one for one. Returning the item immediately lifts the curse, but you may also release your remaining hold at any time.

URBAN SHADOWS



THE DRAGON

a member of wild



CHARACTER CREATION

Name (pick one)
Agnes, Alexei, Anna, David, Doyle, Helix, Jana, Lucius, Lucretia, Patrick, Paulina, Ryan, Rufus, Sasha, Titiana, Victoria

Look (pick as many as apply)
» Ambiguous, Female, Male, Transgressing
» Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White, _____
» Old-fashioned Clothing, Formal Clothing, Unremarkable Clothing, Ceremonial Clothing

Demeanor (pick one)
Antiquated, Brooding, Corporate, Seductive

Starting Character Stats (Add 1 to one of these)
Blood -2, Heart 0, Mind 1, Spirit 2

Starting Factions (Add 1 to one of these)
Mortality -2, Night -1, Power 2, Wild 2

Intro
» Who are you?
» How long have you been in the city?
» How do memories of your previous life manifest?
» What are your most painful memories of your former life?
» Who has hinted they might know more about your line?

Gear
» A downtown apartment, an average car, a smart phone
» A mark or sign of your lineage
» An heirloom from a past life:
 ☐ A ceremonial dagger (2-harm hand messy)
 ☐ An ancient sword or spear (3-harm close messy)
 ☐ Enchanted clothing or armor (+1-armor)
 ☐ A notable arcane tome or device

Debts
» Someone knows you betrayed them, but they don't know the whole story. You owe them a Debt.
» Someone stole something from you and lost it to the Ordo Draconis. They owe you two Debts.
» Someone is keeping a mortal friend or family member safe on your behalf. You owe them a Debt.

NAME LOOK

STATS

Blood	Heart	Mind	Spirit
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FACTIONS

Mortality <input type="checkbox"/>	Night <input type="checkbox"/>	Power <input type="checkbox"/>	Wild <input type="checkbox"/>
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ADVANCES

- Advances available at beginning of play:
☐ +1 Mind (max +3)
☐ +1 Heart (max +3)
☐ +1 Spirit (max +3)
☐ A new **Dragon** move
☐ A new **Dragon** move
☐ A move from another Archetype
☐ A move from another Archetype
☐ Change your **Faction**
☐ Gain a **Sanctum**
- After 5 advances you may select:
☐ +1 to any stat (max +3)
☐ +1 any Faction (max +3)
☐ Erase a scar
☐ Erase a scar
☐ Erase a corruption advance
☐ Advance 3 basic moves
☐ Advance 3 basic moves
☐ Retire your character to safety
☐ Change to a new Archetype

HARMARMOR

<input type="checkbox"/> Faint	<div><div></div></div>
<input type="checkbox"/> <input type="checkbox"/> Grievous	
<input type="checkbox"/> <input type="checkbox"/> Critical	

When you suffer harm, mark the same number of boxes as harm received. When you heal harm, erase it in the same order. You heal about 1 harm/day naturally. You can mark a Scar to ignore all harm you are about to suffer.

SCARS

- ☐ Shattered (-1 Blood)
- ☐ Crushed (-1 Heart)
- ☐ Fractured (-1 Mind)
- ☐ Broken (-1 Spirit)

DRAGON MOVES

- Choose two:
- ☐ **Ancient Appetites:** When you first come to learn of the existence of an object fit for your collection (your call), roll with Spirit. On a hit, your instincts and visions point you toward an acquisition. On a 10+, pick 1. On a 7–9, pick 2:
 - » Its location is a secret held by an enemy of your lineage.
 - » It's guarded by forces stronger than you can overcome alone.
 - » It's located somewhere inherently dangerous to you and your allies.
 - » It's clearly a trap set by your enemies to lure you into the open.On a miss, your path forward is painfully clear...but the MC picks three.
 - ☐ **All Things Laid Bare:** When you ***figure someone out*** by investigating their lineage or history, add the following options to the list:
 - » What secrets has your lineage concealed from the world?
 - » Who are your true allies in times of need?
 - ☐ **Fire Born:** When you ***let it out***, add the following option to the list:
 - » Ignore all environmental harm (fire, electricity, etc.), mundane or magical, for the scene. Mortals who witness your resistance construct mundane explanations to account for your abilities.
 - ☐ **Don't You Know Me?:** When you try to ***mislead or trick*** someone into believing that you are an important or powerful person, roll with Spirit instead of Mind. On a miss, your bold gambit leaves you vulnerable to your worst enemies.

DEBTS

_____ owes me _____ Debt(s) for _____
_____ owes me _____ Debt(s) for _____
_____ owes me _____ Debt(s) for _____