

Glimmer Knights

WHO SERVE

The Performers Guild

The Glimmers and the Maestros

GEAR

- ◆ Fine Clothing
- ◆ Writing Supplies
- ◆ Starforged Chainmail Coat (*Armour vs skirmish*)
- ◇ Coronet of Glory (*Armour vs. Command*)
- ◇ A shield of silver and ice. (*Armour vs. Channel*)
- ◇ A concealing grey cloak (*Armour vs. Survey*)
- ◇ A bow strung with starlight (+ranged)
- ◇ A keen-edged silver sword (+demonlayer)
- ◇ Diplomatic Credentials
- ◇ Musical instrument
- ◇ Whitethorn binding shackles (+antimagic)
- ◇ Horn of Alarm (+loud)
- ◇ Chimes of Tranquility (+sleep)

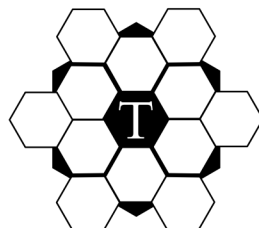
CONTACTS

Kilku Ratface	<i>Appearances Matter</i>
Yewland the Bard	<i>Songs must be Preserved</i>
Borman the Teacher	<i>Education is Emancipation</i>
Illiana Smokedancer	<i>Joy Unites Us</i>

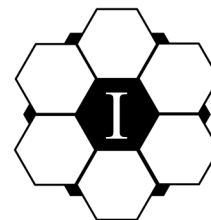
ADVANCES

- ◇ **Neutral Grounds:** The Eternal Stage is safe from direct assault or violence, even when you are at war. No faction dares to despoil the ancient accords. The rest of your territory receives no such protection.
- ◇ **Starlight Shroud:** Each Freebooter may add +1 action rating to Finesse, Skirmish, or Command (up to a max rating of 3).
- ◇ **The Rime Guard:** Your devotion to the Queen of Rime and Woe has granted you the blessing of endless winter. Your heart has frozen, mind stilled, and skin hardened which grants you an additional die on resistance rolls.
- ◇ **Spy Network:** The guild has members skilled in espionage who are embedded in each of the factions of the city. Their information gives you an additional die on engagement rolls against other factions.
- ◇ **Patronage:** When you advance your Tier, you can pay in the form of a favour to a powerful patron rather than Coin. Before you advance, you must perform some job for your patron.
- ◇ **The Arctic Pact:** The guild is strongly aligned to the Elemental Plane of Ice. While this frozen plane is tethered to Sig, you can make Planar Bargains with that plane without suffering Consequences.
- ◇ **Twilight Squires:** The faction is served by a cohort of clever and discrete agents. Your crew may use preparation actions to assign them certain tasks.
- ◇ **The Queen's Oath:** The crew is given the opportunity to swear an oath of three parts to the Queen of Rime and Woe. Thereafter, it is impossible for these oathbound knights to break this oath by ignorance, volition, or duress.

TREASURY



INFAMY



FACTION

	Paperguard
	Guild of Artificers
	Guild of Toil
	Guild of Advocates
	Sig Gazetteer
	Riverkeepers
	Cleaners
	Farmers Guild
	League of Exterminators
	Enforcers
	Dustkeepers
	Teachers Guild
	Night Barons
	Recyclers Cooperative
	Portalsmiths
	Performers Guild
	Heralds Guild
	Sage Collegium

CLAIMS

Turf	<i>The Eternal Stage</i>

THE ORDER OF ASHEN KEYS

WHO SERVE

The Sage Collegium

The Marked and the Wise

GEAR

- ◆ Elaborate Robes
- ◆ Ritual Components
- ◆ Arcane Staff (+focus)
- ◇ A fine enchanted dagger (+concealed)
- ◇ Arcane familiar (+sentient)
- ◇ A tome of secret lore (+versatile)
- ◇ A forbidden ritual scroll (+messy)
- ◇ A defensive charm/talisman (*Armour vs. action of choice*)
- ◇ An impressive hat (+memorable +intimidating)
- ◇ Cryptography supplies
- ◇ Alchemy supplies
- ◇ Tinkering tools

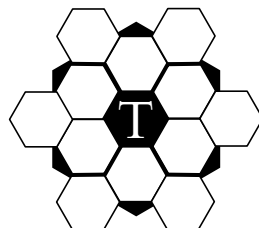
CONTACTS

Xanak the Bookkeeper	<i>Coin must be Earned</i>
Yewland the Bard	<i>Songs must be Preserved</i>
Calvyn the Shoulder	<i>Memories are Shackles</i>
Itzel the Masked	<i>You do not Understand</i>

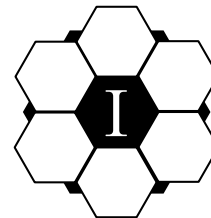
ADVANCES

- ◇ **Invisible Library:** You can store any amount of information securely in the Invisible Library, cyphered and hidden beyond mortal reach. You also gain additional effect when researching from within the Library.
- ◇ **Academic Excellence:** Each PC may add +1 action rating to Channel, Study, or Tinker (up to a max rating of 3).
- ◇ **Lore Tethered:** The Collegium is strongly aligned to the Conceptual Plane of Lore. While this plane is tethered to Sig, members of your faction can make Planar Bargains with that plane without suffering consequences.
- ◇ **Alchemical Laboratory:** You may brew, distill, transmute, or purify any substance with your laboratory. Roll an additional die on any preparation roll which involves alchemical solutions.
- ◇ **Scroll of the Elders:** You have a collection of forbidden scrolls which may unleash ancient evils. You may Wreck entire buildings in a single roll by opening hellgates or summoning unspeakable horrors.
- ◇ **Revolutionary Cells:** The Sage Collegium is accustomed to war (-3 faction Status), so crew members do not lose any downtime actions due to war.
- ◇ **The Bone Scribes:** The faction is served by a cohort of skilled wizards, illusionists, conjurers, and necromancers. Your crew may use preparation actions to assign them certain tasks.
- ◇ **Planar Anchor:** You get another die for resistance rolls against planar magics, and you cannot be subjected to involuntary planar transportation.

TREASURY



INFAMY



FACTION

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	Guild of Artificers
	Guild of Toil
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	Cleaners
	Farmers Guild
	League of Exterminators
	Enforcers
	Dustkeepers
	Teachers Guild
	Night Barons
	Recyclers Cooperative
	Portalsmiths
	Performers Guild
	Heralds Guild
	Sage Collegium

CLAIMS

Turf	<i>The Slate Library</i>

Daughters Of the Raven

WHO SERVE

The Herald's Guild

The Birds and the Watchers

GEAR

- ◆ Travelling Garb
- ◆ Fine black raven-feather cloak (*Armour vs Survey*)
- ◆ Mail satchel of holding
- ◇ Shadowforged Armour (*Armour vs Skirmish*)
- ◇ Travelling and camping gear
- ◇ Keen-Edged Blades (+*ranged* +*infinite*)
- ◇ Spear of Choosing (+*vengeful*)
- ◇ Fine clothes and jewelry
- ◇ Burglary gear
- ◇ Glorious Mask (+*Authoritative*)
- ◇ Wrathful Mask (+*Terrifying*)
- ◇ Faceless Mask (+*Forgotten*)

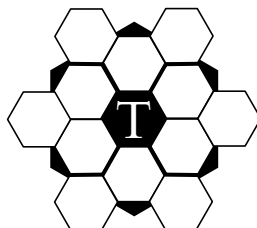
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Kilku Ratface	<i>Appearances Matter</i>
Xanak the Bookkeeper	<i>Every Coin Must be Earned</i>
Marak the Tailor	<i>Trust is a Blade</i>
Harun the Smuggler	<i>Everyone has a Price</i>

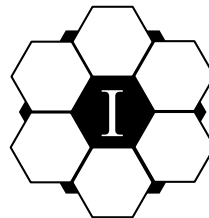
ADVANCES

- ◇ **Letters of Introduction:** You can gain access to an audience with anyone in Sig, including any Powers currently there. You will have an opportunity to deliver a written or spoken message safely.
- ◇ **Seasoned Traveller:** Each PC may add +1 action rating to Survey, Maneuver, or Sway (up to a maximum of 3)
- ◇ **The Atlas of Sig:** The Herald's Guild has an incredible supply of maps and charts which reveal secret routes, hidden doors, and forgotten tunnels. Gain an additional die on engagement rolls in the city of Sig.
- ◇ **Seeker:** If you know someone's True Name, you know where to find them. If their name is obscured to you, you must succeed on a Survey roll to find them.
- ◇ **Far Whispers:** You can communicate with any member of your faction instantly so long as they are in the City of Blades, or in a plane that currently has the tether.
- ◇ **Rumour Mongers:** Your faction knows all the dirty secrets and sordid rumours about the powerful figures of the city. You can take a preparation action to release this information and take -3 Infamy.
- ◇ **Wind Tethered:** The guild is strongly aligned to the Elemental Plane of Wind. While this plane is tethered to Sig, you can make Planar Bargains with that plane without suffering Consequences.
- ◇ **The Wrens:** The Wrens are comprised of experienced planar rangers and vergers who maintain waystations throughout the verse. Your crew may use preparation actions to assign them certain tasks.

TREASURY



INFAMY



FACTION

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	Guild of Toil
	Guild of Advocates
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	Riverkeepers
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	League of Exterminators
	Enforcers
	Dustkeepers
	Teachers Guild
	Night Barons
	Recyclers Cooperative
	Portalsmiths
	Performers Guild
	Heralds Guild
	Sage Collegium

CLAIMS

Turf	<i>Unified Sig Postal Service</i>



WHO SERVE

Recyclers Guild

The Slags and the Melters

GEAR

- ◆ Nondescript clothing and dust-grey cloaks
- ◆ Unlimited recycled tools and weapons
- ◇ Symbiotic Ooze (+sentient, +empowering)
- ◇ A symbol of your former authority (+impressive)
- ◇ Salvaged Armour (*Armour vs. Skirmish*)
- ◇ A fine bottle of spirits or poison (+debilitating)
- ◇ An ancient blade, regorged (+epic)
- ◇ A sack full of food and drink
- ◇ Demolition gear
- ◇ Alchemy gear
- ◇ A jar of hungry ooze

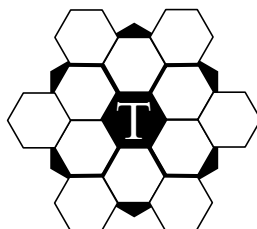
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Marak the Tailor	<i>Trust is a Blade</i>
Borman the Teacher	<i>Education is Emancipation</i>
Calvyn the Shoulder	<i>Memories are Shackles</i>
K'hana the Nightwatch	<i>Vengeance is Eternal</i>

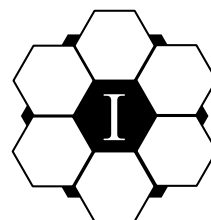
ADVANCES

- ◇ **Scrap Value:** You know how to extract value from stolen goods. When you find something valuable on a mission, you may mark load to bring it with you and sell it for 1 Coin in downtime.
- ◇ **Ooze-friend:** A sentient ooze is who are willing to enter symbiosis with you and replace what has been lost. Each character may bond to an ooze once, healing all Harm while permanently getting a guest in their head.
- ◇ **Rustworker:** You have communed with the metal-eating rustbeasts, who have taught you their secret arts. Any metal on your person slowly corrodes, and your blood causes metals to rust on contact.
- ◇ **The Orphan Network:** Your cooperative has good relationships with the Orphans Union and they give you useful intel. Gain an advantage on any investigation roll.
- ◇ **The Unwashed Masses:** The Breeding Warrens is a vile place with a reputation for filth. Living here has rendered you immune to disease and poison. You can sustain with rotten food and stale beer.
- ◇ **Things Speak:** You have learned the language of broken things. If you put your ear to a piece of rubbish or scrap, you can hear it speak to you of what it experienced "in the good old days".
- ◇ **Entropic Shard:** The Recyclers Cooperative is strongly aligned to the Shard of Ooze. When you make Planar Bargains involving rot and decay, you only suffer minor Consequences despite your Stress.
- ◇ **The Scrappers:** The Scrappers are comprised of resentful and passionate common citizens who are driven to rise up against their oppressors. Your crew may use preparation actions to assign them certain tasks.

TREASURY



INFAMY



FACTION

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	Guild of Toil
	Guild of Advocates
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	Dustkeepers
	Teachers Guild
	Night Barons
	Recyclers Cooperative
	Portalsmiths
	Performers Guild
	Heralds Guild
	Sage Collegium

CLAIMS

Workshop	<i>Polvan Scrapyard</i>

VOID STRIDERS

WHO SERVE

The Portalsmiths

The Keys and the Wedges

GEAR

- ◆ Fuligin-dark uniform,
- ◆ Writing Gear
- ◆ Bone hourglas which predics planar alignments
- ◇ A portal shield (*Armour vs. Ranged, +reflective*)
- ◇ Potion of the Gaul (*Armour vs Skirmish, +strength*)
- ◇ Travelling and camping gear
- ◇ Axe of Smokeless Flame (*+messy, +voidkiller*)
- ◇ Spices of Life (*+narcotic, +prophetic*)
- ◇ Spirit Bottles (*+trap*)
- ◇ Wand of Lethe (*+neuralyzer*)
- ◇ A binding chain of silver
- ◇ A calling censor of brass
- ◇ A banishing golden bell

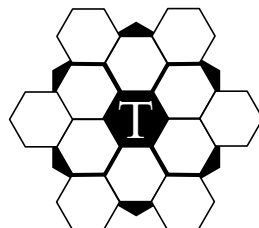
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Iliana Smokedancer	<i>Joy Unites Us</i>
Itzel the Masked	<i>You do not Understand</i>
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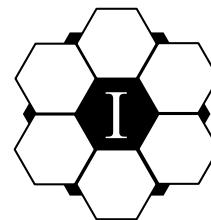
ADVANCES

- ◇ **Divine Locksmith:** You have access to the gatekeeper archives which record the keys to thousands of gates. You may access any prime world you know of. With a successful Reveal roll, you can even be assured safe travel.
- ◇ **Cultural Liaison:** Each PC may add +1 action rating to their Survey, Reveal, or Consort (up to a maximum of 3).
- ◇ **The Planar Codex:** The Portalsmiths have extensive records of the eternal planes of existence and the infinite prime worlds. Gain an additional die on engagement rolls while outside of Sig.
- ◇ **Multiversal Translator:** The Portalsmiths train their people to understand, speak, and write nearly any language. When translating under pressure, make a Consort roll to avoid misunderstandings.
- ◇ **Appraiser's Eye:** You are skilled in identifying valuable goods from throughout the verse. Each of you gain 1 Coin the first time you visit a new prime world or plane.
- ◇ **The Great Material Continuum:** You have learned how to sail down the great river of commerce. You automatically succeed on any Acquire roll if you can describe the chain of barter that led you to receive your prize.
- ◇ **Gateway Echoes:** The Portalsmiths are intimately connected to the planar tethers. You may make Planar Bargains which involve any of the planes of existence, suffering the normal Consequences.
- ◇ **The Exorcists:** The Exorcists are a skilled cohort of faithful abjurers who specialize in planar banishment rituals. Your crew may use preparation actions to assign them certain tasks.

TREASURY



INFAMY



FACTION

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	Recyclers Cooperative
	Portalsmiths
	Performers Guild
	Heralds Guild
	Sage Collegium

CLAIMS

Hideout	<i>Mirrorwalk</i>

CLAIM SHEET

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CLAIM	BENEFIT	FACTION
The Silent Throne	Hideout	Paperguard
Tsar's Library	Library	Paperguard
Oubliette	Hideout	Paperguard
Temple of Trials	Library	Paperguard
The Acorn Banks	Vault	Paperguard
Godscript	Vault	Dustkeepers
Monastary Lofts	Quarters	Dustkeepers
High Stables	Stables	League of Exterminators
Nurg Kennels	Turf	League of Exterminators
Palace of Justice	Turf	Guild of Advocates
College of Stars	College	Guild of Advocates
Cloudreach	Vault	Guild of Advocates

CLAIM	BENEFIT	FACTION
Artisan's Alley	Turf	Guild of Artificers
Crystal Emporium	Warehouse	Guild of Artificers
Cogworks	Workshop	Guild of Artificers
Imperial Trading Post	Market	Night Barons
Golden Tether	Tether	Enforcers
Partisan's Pub	Vault	Guild of Toil
Bronze Tether	Tether	Guild of Toil
Printer's Alley	Turf	Sig Gazetteer
Silver Tether	Tether	Sig Gazetteer
Forges of Power	Workshop	Sig Gazetteer
Houses of the Beasts	Stables	Sig Gazetteer
Unified Sig Postal Service	Turf	Heralds Guild

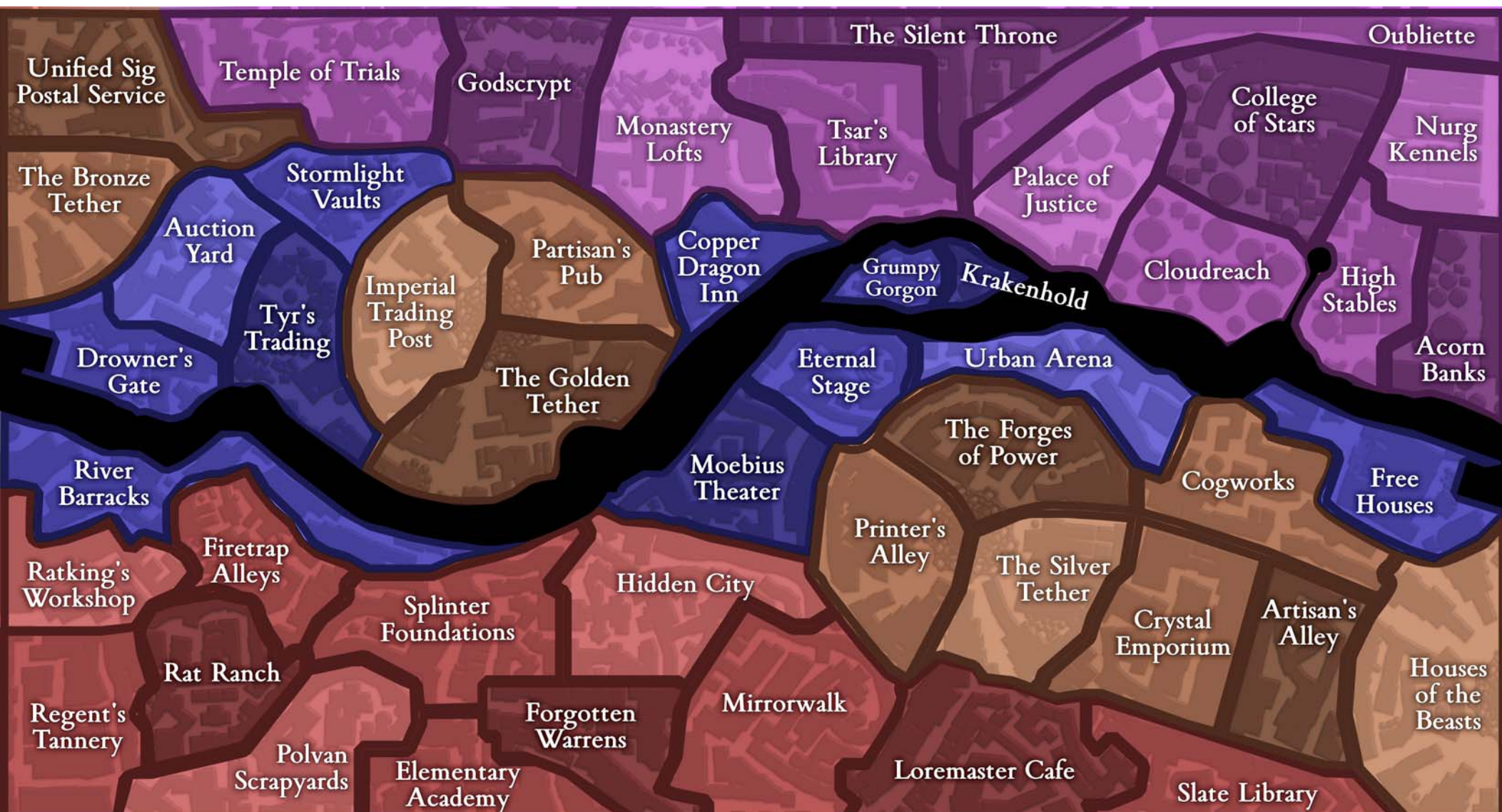
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CLAIM	BENEFIT	FACTION
Auction Yard	Warehouse	Cleaners
Tyr's Trading	Market	Cleaners
Stormlight Vaults	Vault	Guild of Artificers
River Barracks	Quarters	Guild of Artificers
Eternal Stage	Turf	Performers Guild
Urban Arena	College	Guild of Advocates
Moebius Theater	College	Riverkeepers
Krakenhold	Boathouse	Riverkeepers
Copper Dragon Inn	Market	Riverkeepers
Great Houses	Turf	Riverkeepers
Grumpy Gorgon	Turf	Enforcers
Drowner's Gate	Boathouse	Enforcers

CLAIM	BENEFIT	FACTION
Elementary Academy	Turf	Teachers Guild
Forgotten Warren	Quarters	Teachers Guild
Splinter Foundation	Turf	Guild of Toil
Hidden City	Hideout	Guild of Toil
Firetrap Alleys	Turf	Guild of Toil
Rat Ranch	Turf	Farmers Guild
Regent's Tannery	Warehouse	Farmers Guild
Foremaster Café	Library	Farmers Guild
Polvan Scrapyard	Workshop	Recyclers Cooperative
Ratking's Workshop	Workshop	Cleaners
Slate Library	Turf	Sage Collegium
Mirrorwalk	Hideout	Portalsmiths

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Highspire

NOBILITY & POWER

Riverward

COMMERCE & CULTURE

Tetherward

TRADE & LABOUR

The Hive

POVERTY & REVOLUTION

PHASES OF PLAY

Drama Phase *Action & Fortune*

- Free roleplaying
- Interaction with Contacts
- Identify opportunities for potential missions.
- Go to Mission Phase.

Mission Phase *Action, Resistance, & Fortune*

1. Target a Claim
2. Crew selects an Approach
 - **Ambush:** Describe where the Target is vulnerable
 - **Debate:** Describe the philosophical or ethical concept you are wielding.
 - **Deceive:** Describe the sliver of truth your deception is based on.
 - **Negotiate:** Describe the leverage you hold over your target.
 - **Invade:** Describe what makes this prime world special.
 - **Investigate:** Describe your most promising lead.
 - **Invoke:** Describe the sacrifice your invocation requires.
 - **Sneak:** Describe the gap in their security you exploited.
 - **Transport:** Describe where you enter the plane.
3. Each Freebooter determines Loadout
4. Crew selects Politics Objective
5. Crew selects Profit Objective
6. Crew makes Engagement roll to create Peril Clock.
7. Play the mission until crew completes both objectives or abandons the run.
8. Go to Downtime Phase.

Downtime Phase *Fortune & Preparation*

1. Allocate Coin
2. Allocate Infamy
3. Roll and respond to Fallout
4. Make preparation Rolls
5. Spend experience for characters & upgrade the crew.
6. Return to Drama Phase.

ROLLS

General Rule

Collect a pool of six-sided dice, typically between one and four dice in total. Roll your pool of dice all at once and read the single highest result.

- **If the highest die is a 6**, it's a full success. Rolling more than one 6 gets you a critical success that gives you extra advantages.
- **If the highest die is a 4 or 5**, that's a success with complications.
- **If the highest die is 1-3**, it's a bad outcome.

If you ever need to roll but you have zero (or negative) dice, roll two dice and take the single lowest result.

Action Rolls

- Determine Goal
- Select Action
- Improve the odds, pushing yourself (2 stress) and/or getting assistance (1 stress)
- Roll the dice, with a bad outcome (1-3) resulting in consequence. You may take a Planar Bargain to reroll.
- GM assesses the effect of the roll, based on number of 6's rolled and fictional position.
- Negotiate the Outcome.

Resistance Rolls

Roll dice equal to your Attribute (Insight, Prowess, or Resolve). Your character suffers **6 Stress** when they resist, **minus the highest die result from the resistance roll**.

Fortune Rolls

Roll 1-4 dice as determined by the GM to determine the outcome. There are no limits to the number of Fortune Rolls you can perform.

Preparation Rolls

You have a limited number of preparation rolls, and can purchase more for 1 Coin each. Roll 1 die, plus an additional die for each:

- They expose a friend or family member to danger.
- They receive assistance from a rival or foe.
- They fulfill one of their Drive