

Montserrat Vivaldi, AKA Lady Smoke

You are not one of these people but you have come to know them well; forced by circumstance to leave your Kingdom of Gossamé in the Outer Realms, the only reminder of home you still bear is the regal birthmark on your shoulder, which marks you as one of the elite ruling class.

A careless moment on your part allowed the Seven Treasures of your Realm to be lost to bandits, whom you have traced here to this plane, where they have sold the Treasures for a profit; it is your sworn duty to your people that you will not return without your heritage. You have become distracted from your quest on many occasions, however, as you attempt to understand this human fascination with gambling: a business rival, **Seth Quinn**, has taught you many lessons in this, the hard way.

The knowledge and skill required of a ruler is not dissimilar to that required in business here, so with a small investment of valuable commodities, you have quickly risen to become CEO of **Argus**, one of the nation's most trusted security firms. The corporation is really just a hobby though, something to provide you with loose change to spend on your pleasures while you are here: no-one here knows your true self, but you have formed a bond with **Amber Croft**, a freelance broker who provides special, discreet services for those who cannot be seen to be directly involved in the other side of the law.

Your quest to recover the Treasures of Gossamé defines your life here: you snoop and spy, only intervening directly when it forwards your own ends, which takes precedence above all else.

Might=0

Strike, Steel Yourself

Speed+1

Press On, Rescue

Will+1

Stand Firm, Persuade

Genius=0

Investigate, Improvise

Pain

*When you have filled in all your pain shields, you must **face death**; you can remove pain during any scene if you **steel yourself**.*

Experience

When you have filled in all your experience shields, take an advance from the list below and reset your experience to zero. Mark 3 experience to start.

- | | |
|---|---|
| ☐ Take +1 Speed. | ☐ Take +1 Genius. |
| ☐ Advance a basic move. | ☐ Advance a basic move. |
| ☐ Take a style move. | ☐ Take a style move. |
| ☐ Advance a style move. | ☐ Advance a style move. |

Basic Moves: *fill in the circle when you advance one of these.*

- ☐ **Strike:** to attack a target.
- ☐ **Steel yourself:** to recover from harm.
- ☐ **Press on:** to move into danger.
- ☐ **Rescue:** to save yourself or others.
- ☐ **Stand firm:** to hold your ground.
- ☐ **Persuade:** to get another to do as you say.
- ☐ **Investigate:** to seek information.
- ☐ **Improvise:** to get an inspired solution.

Trait

You have sworn an **Oath** to uphold the ways of your people, even in this strange, foreign land: you may never take without asking, you need the current holder of any object or right to agree to relinquish it to you, even under duress if necessary. You may push now on any basic move which breaks the terms of your **Oath**.

Special

When you entrust your secret identity with another, they take +1 pain and you take +1 forward against them if they betray your trust.

Status

*Circle 'like' or 'dislike' for each other hero: you can **support** those you like and **taunt** those you dislike.*



Steel Spring shows the manners & disrespect of a brute.



The Snowdrop never addresses me by my proper title.



Dr. Dusk has fought against my people in the past.

Fill in the circle by a style move when you take it; fill in the target when you advance that move. You begin with the moves marked.

● **Ghost Form:** you can switch to ghost form or back as a move; as long as you are in ghost form, you take no pain from physical effects and pass through all solid matter but you cannot affect physical objects.

● You can affect physical objects in ghost form but you take 1 pain each time you do so.

○ **Ghost Touch:** you may share your ghost form with one other person, as long as you are touching them.

◎ You may share your ghost form with two other people, as long as you are touching both of them.

○ **Phantom Fist:** ignore armour when you **strike** with your bare hands.

◎ Ignore armour when you **strike** with melee weapons.

○ **Out of Phase:** you take no pain from energy effects in ghost form.

◎ You cannot be tagged in ghost form.

● **Immaterial:** you may push to **press on** through physical barriers while in ghost form.

◎ You may push to **rescue** while in ghost form.

○ **Next Phase:** you cannot be seen or heard in ghost form, as long as you are standing still.

◎ You cannot be seen or heard in ghost form even when moving.

Basic Rules & Terminology

Most moves require you to roll 2d6, adding the results together and modifying the total by a stat to get your result.

- 6 or less is a miss: there will be consequences for this.
- 7-9 is a hit, but not a perfect one: the outcome won't be the best.
- 10 or more is a hit and it's usually the best success you can hope for.
- If you have advanced a move, you get a spectacular success on 12 or more.

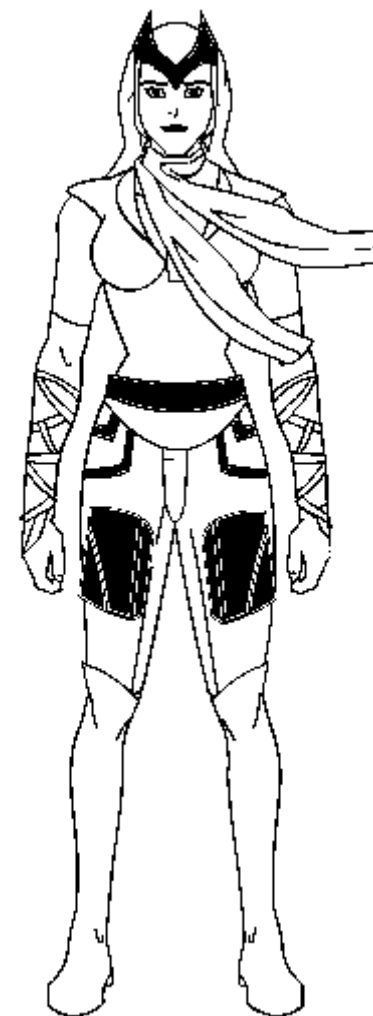
Forward: an effect that applies to the next move you make, e.g. 'take +1 forward' means you add +1 to your next die roll.

Ongoing: an effect that persists for some time, e.g. 'take -1 Speed ongoing' means you roll with -1 each time you use Speed, until the condition affecting you wears off.

Push: any basic move can be pushed, if you have a style move or other advantage that enables you to do so. When you **push** a basic move, you have more chance of success, but a miss means that you fall prey to hubris and go too far.

Ace: all basic and style moves can be advanced, making them more effective; when you **ace** a move, you act as if it were advanced the next time you use it.

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NEW GODS FOR AN OLD TOWN