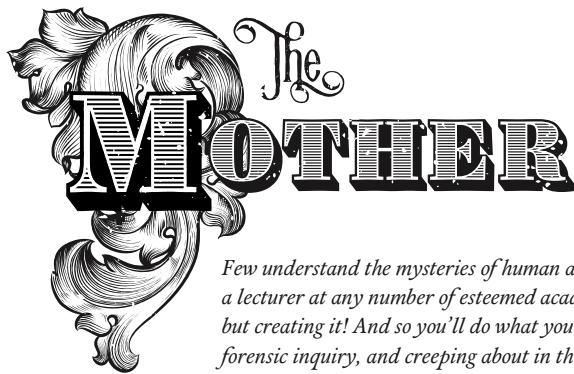




Name _____

Look _____

Vice _____

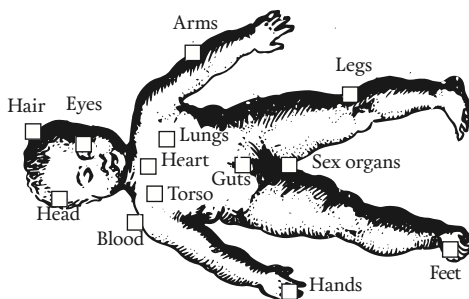
Few understand the mysteries of human anatomy like you do. You are one of the most brilliant medical minds in London and could take your place as a lecturer at any number of esteemed academies. But you have different ideas, different plans; you are no longer interested in merely preserving life, but creating it! And so you'll do what you must to survive—tending to the prostitutes dying of consumption, assisting Scotland Yard with grisly, forensic inquiry, and creeping about in the dark with these new people, these hunters with whom you share a home—but always you are focused on the new life growing in your secret womb, your child, the one you hope will capture even the faintest reflection of the person you loved and lost.

Playbook Moves



You start with The Child. Choose one more from the reverse side.

- ☐ **THE CHILD:** You have a secret laboratory in Hargrave House where you are building a person from body parts you acquire in the city. When the time is right, you will use principles of chemistry and alchemy to give your creation life. When you *acquire a body part for the Child*, cross it off from the diagram below and narrate a brief, pleasant memory of the person you lost that is triggered by holding the part in your hands.



When you *acquire all the necessary parts or are instructed to do so by the Mask of the Future*, you attempt to bring the Child to life and roll with Reason. If you don't have all the parts, you have to make do with any old body parts you can find in order to finish the Child and the roll is made at Disadvantage. **On a 10+**, the Child is alive, and they love you very much. You may add the following to your Dawn questions (it is always marked): "Did you teach the Child a lesson about what it means to be human?" **On a 7-9**, the Child is alive, but it is a disappointment or a horror. Retire this character to obscurity. The Orphan (Playbook) is now available. **On a miss**, the Child is alive and consumed by anger and fear. Tell the Keeper to put The Orphan (Threat) in play.

Personal Quarters



☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____

Abilities



At the start of the game, add +1 to a single ability.



Vitality



Composure



Reason



Presence



Sensitivity

Conditions



Dawn Questions



The first three are always marked. Mark two more.

- ☐ Did the hunters answer a Question?
- ☐ Did the hunters resolve a Threat?
- ☐ Did you experience an Echo in the Night?
- ☐ Did you dismiss the possibility of a supernatural explanation despite everything you've experienced?
- ☐ Did you secretly engage in romantic or emotional behavior at odds with your aloof, logical exterior?
- ☐ Did you put your hands in a pile of guts and love every moment of it?
- ☐ Did you show physical affection toward the Child while someone else was looking?
- ☐ Did you have a conversation with the Child while no one was looking?

Advancements



After 5 XP erase them and mark an advance.

- ☐ Increase an ability modifier by 1 (max +3)
- ☐ Increase an ability modifier by 1 (max +3)
- ☐ Increase an ability modifier by 1 (max +3)
- ☐ Choose an additional move from your playbook.
- ☐ Choose an additional move from your playbook.
- ☐ Write a custom move for your character.
- ☐ Unmark everything in your Personal Quarters.



Name _____

Look _____

Vice _____

Additional Moves



☐ **NIGHT WORK:** When not engaged in the hunt with your colleagues at Hargrave House, you spend your nights doing house calls, helping Scotland Yard examine corpses dragged from the river; and, of course, working on the Child. During the Dusk phase, you can say that you are going to do Night Work, in which case you take no action during the Night phase. Instead, as a player, you are solely responsible for each prompt on the Unscene. Then choose three from the list below during the Dawn phase that follows:

- You find a Clue; the Keeper will describe it.
- You find a Clue that can only be used for a future Threat; tell the Keeper what it is.
- You acquire a body part for the Child (can be chosen more than once).
- You find a keepsake; ask another hunter what it is and then add it to your Personal Quarters.

☐ **FIELD MEDICINE:** When you *treat someone's physical injuries during a Night phase*, roll with Composure. **On a hit**, a fellow hunter suffers no penalty from a physical Condition for the remainder of the Night phase. A Side Character is stabilized or their life is saved. **On a 10+**, if appropriate (or with the consent of their player in the case of treating a hunter), you also manage to get a body part for the Child.

☐ **BENEATH THE SKIN:** When you *examine a corpse*, you may ask the Keeper two of the following:

- How did this person die? The Keeper will answer with a Clue.
- What would an untrained eye overlook here? The Keeper will answer with a Clue.
- Can I take a body part for the Child without anyone noticing? If the Keeper says yes, acquire a body part for the Child. If the Keeper says no, you can still attempt to take the body part, possibly triggering other moves.

☐ **INFIRMARY:** You have a well-equipped infirmary inside Hargrave House. Add Medical Texts to your Personal Quarters; this item can never be marked. When the Vulnerable Move is triggered in the infirmary, each hunter can clear one additional physical Condition.

Paint the Scene: *What do you see that is evidence of how meticulously clean and organized this space is?*

☐ **THE RESURRECTIONISTS:** A gang of graverobbers led by a man called Harley White (dingy workman's clothes, cracked teeth, smells of gravedirt) is loyal to you. Each Dusk phase, pick two:

- The graverobbers will dig up corpses that night; during the Dawn phase, acquire a body part for the Child.
- The graverobbers will search for other valuables that night; during the Dawn phase, ask another hunter what they found and add it to your Personal Quarters.
- A graverobber, either Harley or another (name them), will accompany you during the upcoming Night Phase. Take the following Condition: Ghoulish. Any rolls associated with actions the graverobber is helping you with are taken at Advantage.
- You'll face no blowback or complications from any criminal activities the graverobbers get up to that night.

The Mask of the Past



Mark the first unmarked box.

- ☐ You lost someone very important to you. Who were they? Name them.
- ☐ Narrate a flashback to the first time you experienced love for the person you lost.
- ☐ Narrate a flashback to the happiest day you shared with the person you lost.
- ☐ Narrate a flashback to the time you had a terrible fight with the person you lost.
- ☐ Narrate a flashback to the time when you first realized you and the person you lost weren't going to be together forever.
- ☐ Narrate a flashback to the time when the person you lost was slipping away from you.
- ☐ Narrate a flashback to the time when you finally said goodbye to the person you lost.

The Mask of the Future



If no boxes are marked, you can retire to safety or obscurity instead of putting on this mask; tell the other hunters what the future holds for you.

Otherwise, mark any box you wish.

- ☐ **THE GILDED DOOR:** Take the following Condition: Most-Beloved. Tell the other hunters they can no longer choose The Gilded Door on their own playbook (this does not count as being marked for them). You can never clear Most-Beloved.
- ☐ **THE MOSS-COVERED GATE:** You must attempt to bring the Child to life.
- ☐ **THE DARKENED THRESHOLD:** Narrate a scene in which you destroy a professional rival.
- ☐ **THE COSMIC PASSAGE:** Increase your Sensitivity by 1 (Max +3).
- ☐ **THE BLOOD-SOAKED PORTAL:** Narrate a scene in which you are physically destroyed. This character is now retired.

Notes

FIRST NAME (*pick one or make up your own*): John, Thomas, William, Richard, Robert, Samuel, Michael, Geoffrey, Jaques, Vishwanath, Malick, Victor, Mary, Susanna, Elinor, Alice, Dorothy, Grace, Hiba, Shaoming, Ravathi, Paloma — **SURNAME** (*pick one or make up your own*): Stockmore, Branford, Beckland, Fenworth, Swindrake, Somerrich, Norhurst, Clayridge, Wickton, Safby, al-Kabir, Waldschmidt, Ghoshal, Carrión, Blakeman, Johansen, Weiss
LOOK (*pick three or make up your own*): Bowler hat, second-hand silk hat, close-cropped hair, sunken eyes, piercing eyes, rimless eyeglasses with tortoise shell detail, spectacles with yellow-smoked lenses, hollowed-out cheeks, pale skin, five o'clock shadow, unkempt beard, tartan dress, Indian "cone" pattern dress, white shirt and fawn trousers, vermilion waistcoat, Navy blue frock coat, buckskin trousers, clean and unadorned hands, calfskin gloves, leather Wellingtons, worn work boots — **VICE** (*pick one or make up your own*): Cigarettes, coffee, Turkish baths, cleansing tonics, voyeurism.