Lord Jeremy Bradley-Camberwell

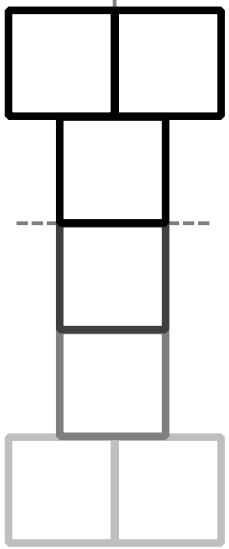
Might 2d6

Patter d4+d8

Skill 2d6

Stored rolls

Scars



Advancement

Menace 3+
- ○ Patter: d6+d8
- ○ Skill: d4+d8
- ○ +1 Scar
- ○ Leading from the Front

Menace 4+
- ○ Might: d6+d8
- ○ Skill: d6+d8
- ○ +1 Scar
- ○ Avid Reader

Menace 5+
- ○ Patter: 2d8
- ○ Stored roll: 5
- ○ Feel No Shame
- ○ The Law

Menace 6+
- ○ Might: 2d8
- ○ Patter: d6+d10
- ○ +2 Scars
- ○ Silent as Death

Menace 7+
- ○ Patter: d8+d10
- ○ Skill: d6+d10
- ○ Stored roll: 7
- ○ Elephant Gun

Weight of the Line
Draw parallels between the current situation and some action of your forebears of the Bradley-Camberwell line. Roll Patter+d6. For each success pick one:
- Change the mind of an ally.
- Encourage an NPC to fulfill his duties to his family, whatever the cost.

For two successes:
- End the mental crisis of another character.

Leading from the Front
Stand your ground against a supernatural foe, while other people watch. Roll Might+d6. For each success pick one:
- Inspire an NPC to fight with you.
- Prevent the Monster from fleeing.
- Pick another character. If their next action Injures the Monster, they Injure it one extra time.

If you do not score at least one success on this roll, you must choose to receive an extra Failure consequence to get a Success.

Avid Reader
Spend some time poring through parish records, personal diaries or some other written record. Roll Skill+d6. For each success pick one:
- Discover a secret about an NPC.
- Discover a secret about local history.
- Discover a secret a local landmark.
- Discover a secret about another character.
- Discover a secret passage or route that no-one else knows.

Feel No Shame
Tell another character about a time when you were weak, when your despair or your inaction caused someone else to suffer. Let them know that no-one can bear up under every strain they face, and that there is no shame in faltering when times are hard. Roll Patter+d8. For each success pick one:
- If the character is in mental crisis, he can make his next roll this scene as though he was not.
- Bolster the courage of an NPC.

With two successes:
- Remove a physical Scar the patient has suffered (only one character can be treated this way per location).

The Law
Present yourself as a police officer to an NPC who is being violent or withholding something. Relate a 'case' you worked on (or rather, make one up), that is similar to the current situation. Roll Patter+d8. For each success pick one:
- The NPC ends his violent conduct.
- The NPC gives up what he has stolen.
- The NPC reveals what object he has been hiding.
- The NPC confesses to a crime.

If you accept any failure consequence, the NPC learns that you are only impersonating a police officer, and you cannot use this action until you reach the next location.

Silent as Death
Stay perfectly still and quiet, somewhere out of immediate sight or under some sort of camouflage. Roll Skill+d8. For each success pick one:
- Reduce the Monster's difficulty by 1 for the next action any character takes.
- Remain unnoticed by the Monster.
- Learn an interesting fact from an NPC who doesn't know you are here.

Elephant Gun
Brandish the elephant gun, to fire or to intimidate. Roll Might+d10. For each success pick one:
- Injure a Monster.
- Protect yourself against entering mental crisis for the rest of the scene.
- Terrify an NPC into doing exactly what you ask.

The first failure pick you take must be a physical Scar for an ally or the death of an NPC.

Crises

Physical ○

Mental ○