

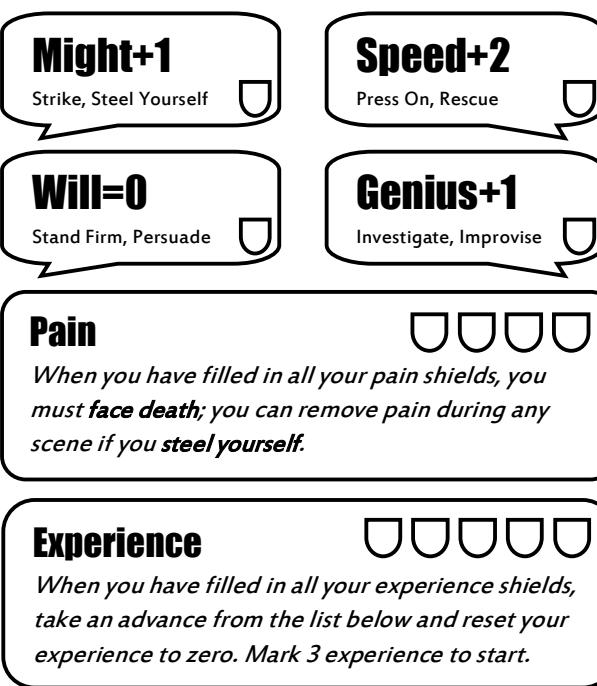
## Austin Wells, AKA Dr. Dusk

A Londoner to your very bones, you were expected to take up your father's mantle as owner of the family mechanics business, but the death of a friend in a faulty vehicle that you had overhauled shook your confidence and you retreated from the world, ending up living on the streets.

Taken in by the secretive **Order of Harkeners**, you learned about their devotion to finding an inner peace, a state in which they hoped to hear the *Vox Dei*, or Voice of God. Unprepared to take the final step of devotion, however, you left their care to return to the urban sprawl, hoping to find peace through good works and perhaps finally silence the ghosts in your sub-conscious. The guilt you feel manifests itself as an urge for self-destruction, causing you to take ever greater risks in the service of others and leading you to conflict where the Order teaches that you should seek peace.

In your prolonged absence, your younger sister **May** has taken over the family business, but she resents this and is only carrying on out of a sense of duty and obligation that she despises you for not having. Unable to find regular work that suits your erratic schedule, you live from day to day by performing odd jobs and whatever handouts you can beg from family and old friends. The only person who knows your secret is **Dodie**, an older woman who has lived on the streets for years: she has shown you how to survive and you have taken her under your protection.

You patrol the side-streets and lonely places at night, protecting the vulnerable from predatory criminals and defending the life & liberty of the homeless.



- Take +1 Speed.
- Advance a basic move.
- Take a style move.
- Advance a style move.
- Take +1 Genius.
- Advance a basic move.
- Take 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 are **Studious** and learn all about your foes in order to meet them with the appropriate counter-measures in your next encounter; when any foe escapes from you in a scene, take +1 ongoing against them in your next encounter with them.

## Special

When you entrust your secret identity with another, you start the next scene you are in *prepared*; you may erase this tag at any time during that scene to have the exact tool or knowledge you need in order to achieve a specific goal.

## Status

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



**Steel Spring** keeps turning to me for guidance.



**The Snowdrop** takes great pleasure in satisfying his base urges.



**Lady Smoke** has an unshakeable confidence in herself.

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 move marked.

○ **Surprise Attack:** take +1 and ace now if you are the first to **strike** in any scene.

◎ Making this move does not stop you from being *hidden*.

○ **Shadow Walk** when you **press on**, on 10+ you may become *hidden*.

◎ When you **press on**, on a hit you may become *hidden*.

● **Stealthy:** you start every scene *hidden*.

◎ You may push forward when you cease to be *hidden*.

○ **Discreet:** when you **investigate**, on a hit you leave no evidence of your investigation.

◎ When you **investigate** but walk into a trap, you may become *hidden*.

○ **Never Show Weakness:** take +1 now and ace to **steel yourself** if you are *hidden*.

◎ Take -1 pain each time you become *hidden*.

Being *hidden* means having concealment from all senses and therefore being immune to moves or actions that specifically target you; you cease to be *hidden* when you engage in a direct confrontation with anyone else.

## 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.

# Dr. Dusk



## NEW GODS FOR an OLD TOWN