

# Taking Talia Further

You played a hero with the edges filed off, so you could start rolling on page one. Four steps turn Talia into a full character for a full campaign. They are Chapter Three of the Core Rulebook.

## 1 • ESTABLISH NPC BONDS

In the demo you had simple contacts. In the full game, relationships carry mechanical weight. Pick your bonds from your Background. They pay out during Downtime.

Street Urchin gives you a Fence, an Informant, and an Underworld contact. Name all three. Your Fence turns the night's loot into Affluence status.

## 2 • FORGE PLAYER BONDS

A party is more than strangers in the same fight. Bond with at least two other characters. Rival ranks a skill up when they do. Bound by Fate swaps Boons and Banes. Shared Secret buys one re-roll a session.

## 3 • BUILD YOUR FOUNDATION

Choose one location as your Home. You roll no Fate dice on downtime checks there. Then choose two more you frequent, and you are known and welcome in both.

Your Sacred Grove is the natural Home. Put it on a derelict rooftop or under a highway overpass. Then pick a gym and a late-night diner as your two local locations.

## 4 • CREATE YOUR NEMESIS

This is the one that matters. Choose a characteristic you want to raise. Your Nemesis is better at it than you are, and beating them is the only way to raise it permanently.

A rival from the underground circuit is the obvious choice. A Bruiser on a syndicate payroll, or a demon wearing a fighter's face. Pick Physicality as the characteristic you want to grow and make the Nemesis better at it than you.

## WHAT THE FULL GAME OPENS UP

**Crafting.** Build your own magical items, potions and gadgets during Downtime.

**The world.** Past the Grey Zone into the Infernal Realms, the Necropolis, and the Dream Realm.

**Deep progression.** The Nemesis Cycle, permanent characteristic gains, and new Traits.

*Your destiny is waiting. The Mist has fallen. What will you do now?*



# Talia Rosewood

*“The Thorn”*

DRUID · HUMAN · BOXER

*Guardian of the concrete jungle.*

Talia grew up in the shadows of the Chicago skyline, fighting for scraps in the underground circuits of the Last United Frontier. She earned the name Thorn not for her size but for her habit of sticking in a fight and making her opponents bleed.

Her connection to nature did not come from a pristine forest. It came from an overgrown rooftop garden where she tended the few green things that could survive the smog. When the Mist fell, that sanctuary erupted with primordial energy, and she found she could call the vines and roots of the urban sprawl to bind her foes.

An operative of the New Druid Order saw the elemental potential in her fighting style and brought her in. Talia now wards the Urban Wilds. She swings her staff like a pugilist's quarterstaff and wraps her fists in thorny vines.

