

VOID STRIDERS

WHO SERVE

The Portalsmiths

The Keys and the Wedges

GEAR

- ◆ Fuligin-dark uniform,
- ◆ Writing Gear
- ◆ Bone hourglas which predics planar alignments
- ◇ A portal shield (*Armour vs. Ranged, +reflective*)
- ◇ Potion of the Gaul (*Armour vs Skirmish, +strength*)
- ◇ Travelling and camping gear
- ◇ Axe of Smokeless Flame (*+messy, +voidkiller*)
- ◇ Spices of Life (*+narcotic, +prophetic*)
- ◇ Spirit Bottles (*+trap*)
- ◇ Wand of Lethe (*+neuralyzer*)
- ◇ A binding chain of silver
- ◇ A calling censor of brass
- ◇ A banishing golden bell

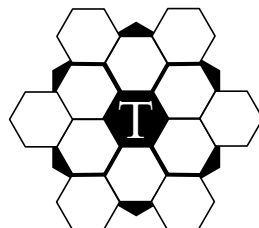
CONTACTS

Harun the Smuggler	<i>Everyone has a Price</i>
Iliana Smokedancer	<i>Joy Unites Us</i>
Itzel the Masked	<i>You do not Understand</i>
K'hana the Nightwatch	<i>Vengeance is Eternal</i>

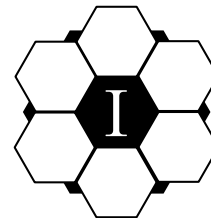
ADVANCES

- ◇ **Divine Locksmith:** You have access to the gatekeeper archives which record the keys to thousands of gates. You may access any prime world you know of. With a successful Reveal roll, you can even be assured safe travel.
- ◇ **Cultural Liaison:** Each PC may add +1 action rating to their Survey, Reveal, or Consort (up to a maximum of 3).
- ◇ **The Planar Codex:** The Portalsmiths have extensive records of the eternal planes of existence and the infinite prime worlds. Gain an additional die on engagement rolls while outside of Sig.
- ◇ **Multiversal Translator:** The Portalsmiths train their people to understand, speak, and write nearly any language. When translating under pressure, make a Consort roll to avoid misunderstandings.
- ◇ **Appraiser's Eye:** You are skilled in identifying valuable goods from throughout the verse. Each of you gain 1 Coin the first time you visit a new prime world or plane.
- ◇ **The Great Material Continuum:** You have learned how to sail down the great river of commerce. You automatically succeed on any Acquire roll if you can describe the chain of barter that led you to receive your prize.
- ◇ **Gateway Echoes:** The Portalsmiths are intimately connected to the planar tethers. You may make Planar Bargains which involve any of the planes of existence, suffering the normal Consequences.
- ◇ **The Exorcists:** The Exorcists are a skilled cohort of faithful abjurers who specialize in planar banishment rituals. Your crew may use preparation actions to assign them certain tasks.

TREASURY



INFAMY



FACTION

	Paperguard
	Guild of Artificers
	Guild of Toil
	Guild of Advocates
	Sig Gazetteer
	Riverkeepers
	Cleaners
	Farmers Guild
	League of Exterminators
	Enforcers
	Dustkeepers
	Teachers Guild
	Night Barons
	Recyclers Cooperative
	Portalsmiths
	Performers Guild
	Heralds Guild
	Sage Collegium

CLAIMS

Hideout	Mirrorwalk