

# DUSKWALL STREETS

## PROPS

### MOOD

1	Dark or Cold
2	Bright or Lively
3	Quiet or Refined
4	Abandoned or Decrepit
5	Cramped or Noisy
6	Cozy or Warm

### IMPRESSIONS *Typical of Duskwall*

	SIGHTS	SOUNDS	SMELLS
1	Rain Slick, Oil Slick	Machinery, Workers	Cook Fires, Furnaces
2	Dancing Shadows, Flickering Lights	Fluttering Cloth, Howling Wind	Damp Wood, Decay, Refuse
3	Mist, Fog, Frost	Laughter, Song, Music	Animals, Hides, Blood
4	Fleeting Shapes, Echoes in the Ghost Field	Whispers, Echoes, Strange Voices	Chemicals, Distillates, Fumes
5	Soot, Ash Clouds, Grime	Thunder, Driving Rain	Rain Water, Ocean
6	Crackling Electricity, Wires, Mechanisms	Bells, Clock Chimes, Harbor Horns	Ozone, Electrolasmic Discharges

### USE *Many streets have multiple uses*

	1	2	3	4	5	6
1-3	Residential	Crafts	Labor	Shops	Trade	Hospitality
4, 5	Law, Govt.	Public Space	Power	Manufacture	Transportation	Leisure
6	Vice	Entertainment	Storage	Cultivation	Academic	Artists

### TYPE

	1	2	3	4	5	6
1-3	Narrow Lane	Tight Alley	Twisting Street	Rough Road	Bridge	Waterway
4, 5	Closed Court	Open Plaza	Paved Avenue	Tunnel	Wide Boulevard	Roundabout
6	Elevated	Flooded	Suspended	Subterranean	Floating	Private, Gated

### DETAILS

	1	2	3	4	5	6
1	Metal Supports	Ironwork Gates, Fences	Belching Chimneys	Metal Grates, Hatches, Doors	Clockwork Mechanisms	Rigging, Cables
2	Stairs, Ramps	Wooden Scaffolds	Skyways	Rooftop Spaces	Improvised Bridges	Terraces
3	Banners, Pennants	Festival Decorations	Crowd, Parade, Riot	Street Performers	Makeshift Stalls, Shelters	Crisscrossing Routes
4	Gang Markings	Patrol Posts	Lookouts	Stocks, Public Punishment	Street Crier, Visionary	News Stand, Public Notices
5	Stray Animals	Landscaping	Muck & Mire	Construction, Demolition	Foul Runoff, Fumes, Smoke	Orphans, Beggars
6	Ancient Ruin	Leering Gargoyles	Spirit Chimes, Wards	Eerie Emptiness	Quarantine, Lockdown	Shrine Offerings

Nets, Ropes  
Crates, Boxes  
Cables, Chains  
Drain Pipes  
Water Pump  
Oil Drums

Brick Pile  
Iron Bars  
Wooden Boards  
Cut Stones  
Loose Rocks  
Cement Buckets

Sewer Grate  
Rotting Refuse  
Mud Puddles  
Discarded Junk  
Carrion & Crows  
Sodden Trash

Carriages  
Push Carts  
Moored Boats  
Cargo Barge  
Gondolas  
Wagons

Crane & Pulleys  
Cargo Bales  
Metal Ingots  
Industrial Forge  
Coal / Fuel  
Waste Bins

Street Lamps  
Electric Wires  
Junction Boxes  
Spotlight Tower  
Clock Tower  
Messenger Post

Withered Trees  
Monument  
Fountain  
Mossy Ruin  
Collapsed Bldg.  
Flimsy Hovel

Barricade Gate  
Checkpoint  
Piled Rubble  
Canal Lock  
Lightning Barrier

Food Stall  
Vendor Stall  
Barrels, Casks  
Makeshift Shrine  
News Stand  
Stockade

# BUILDINGS

## ITEMS

### EXTERIOR *Some buildings have multiple exterior elements*

	1	2	3	4	5	6
MATERIAL	Gray Brick	Stone & Timbers	Cut Stone Blocks	Wooden Boards	Plaster Board & Timbers	Metal Sheeting
DETAILS	Tile Work	Iron Work	Glass Work	Stone Work	Wood Work	Landscaping

### USE: COMMON *Many buildings have multiple uses*

	1	2	3	4	5	6
1	Bunk House	Inn	Tavern	Gambling Hall	Drug Den	Brothel
2	Market	Workshop	Bakery	Butchery	Forge	Tailory
3	Work House	Goat Stables	Brewery	Watch Post	Court, Jail	Dock
4	Ruin	Row Houses	Tenements	Apt. Building	Small House	Bath House
5	Shrine	Tattooist	Physicker	Fighting Pits	Square, Fountain	Grotto
6	Warehouse	Stockyard	Factory	Refinery	Eelery	Mushroom Garden

### USE: RARE *Many buildings have multiple uses*

	1	2	3	4	5	6
1	Market House	Restaurant	Bar, Lounge	Academy	Salon	Cafe
2	Floristry	Tobacconist	Book Shop	Jeweler	Clothier	Gallery
3	Apothecary	Horse Stables	Distillery	Vintner	Master Artisan	Boat House
4	Theater	Opera House	Apt. Building	Townhouse	Manor House	Villa
5	Clinic	Temple	Cistern	Watch Post	Park	Monument
6	Archive	Spiritualist	Bank	Alchemist	Power Plant	Radiant Energy Garden

### DETAILS

	1	2	3	4	5	6
1	Dripping Water	Creaking Floorboards	Roaring Fires	Smoky Lamps	Buzzing Electric Lights	Ticking Clockworks
2	Plants, Flowers	Wall Hangings, Artwork	Shuttered Windows	Heavy Curtains, Thick Carpet	Dust & Detritus	Wear & Damage
3	Threadbare & Tattered	Utilitarian Furnishings	Elegant Finery	Lush & Comfortable	Rough-Spun Simplicity	Spartan Austerity
4	Circular Stairs	Ladders	Catwalks	Skylights	Balcony	Cellar
5	Drafty, Cold	Stout, Quiet	Cozy, Warm	Vaulted, Spacious	Low, Cramped	Rickety, Ramshackle
6	Strange Devices	Weird Artifacts	Spirit Wards, Old Runes	Piled Jumble of Curios	Antique Appointments	Shrine, Altar

Chalkboard,  
Desks, Papers  
Maps, Charts,  
Diagrams  
Books, Scrolls,  
Bookcases

Lamp, Inkwell,  
Writing Desk  
Clock, Cabinet,  
Shelves  
Table, Chairs,  
Notebooks

Bed, Bureau,  
Vanity  
Bunks, Stools,  
Trunks  
Basin, Pitcher,  
Mirror

Sofa, Divan,  
Music Box  
Couches,  
Table, Lamps  
Drapery, Pillows,  
Cushions

Counter, Sink,  
Cabinets  
Cookfire, Pots,  
Pans, Utensils  
Dining Table,  
Chairs, Cutlery

Game Board,  
Cards, Dice  
Larder, Spices,  
Meat Hooks  
Wine, Beer,  
Whiskey

Pedestal, Statue,  
Paintings  
Bird Cage,  
Quill, Diary  
Bell, Book,  
Candle

Fireplace, Rug,  
Armchair  
Curtains,  
Vases, Flowers  
Instruments,  
Music Sheets

Exam Chair,  
Medical Tools  
Burner, Vials,  
Beakers  
Workbench,  
Tools, Rags  
Weapons,  
Ammunition

# PEOPLE

## HERITAGE

1-3: Akorosi  
4-6: Foreigner

### FOREIGNERS

1,2: Skovlander  
3: Iruvian  
4: Dagger Islander  
5: Severosi  
6: Tycherosi

*Remember, each Tycherosi has a demonic trait: cat's eyes, claws, feathers instead of hair, etc.*

### STYLE

*Tricorn Hat  
Long Coat  
Hood & Veil  
Short Cloak  
Knit Cap  
Slim Jacket  
Hooded Coat  
Tall Boots  
Work Boots  
Mask & Robes  
Suit & Vest  
Collared Shirt  
Suspenders  
Rough Tunic  
Skirt & Blouse  
Wide Belt  
Fitted Dress  
Heavy Cloak  
Thick Greatcoat  
Soft Boots  
Loose Silks  
Sharp Trousers  
Waxed Coat  
Long Scarf  
Leathers  
Eelskin Bodysuit  
Hide & Furs  
Uniform  
Tatters  
Fitted Leggings  
Apron  
Heavy Gloves  
Face Mask  
Tool Belt  
Crutches  
Cane  
Wheelchair*

## LOOKS

1, 2: MAN	3, 4: WOMAN		5: AMBIGUOUS, CONCEALED		6: ROLL AGAIN	
1	2	3	4	5	6	
1	Large	Lovely	Weathered	Chiseled	Handsome	Athletic
2	Slim	Dark	Fair	Stout	Delicate	Scarred
3	Bony	Worn	Rough	Plump	Wiry	Striking
4	Short	Tall	Sexy	Wild	Elegant	Stooped
5	Cute	Plain	Old	Young	Stylish	Strange
6	Disfigured, Maimed	Glasses, Monocle	Prosthetic, Crippled	Long Hair, Beard, Wig	Shorn, Bald	Tattooed

## GOALS

1, 2	3	4	5	6		
1, 2	Wealth	Power	Authority	Prestige, Fame	Control	Knowledge
3, 4	Pleasure	Revenge	Freedom	Achievement	Happiness	Infamy, Fear
5, 6	Respect	Love	Change	Chaos, Destruction	Justice	Cooperation

## PREFERRED METHODS

1, 2	3	4	5	6		
1, 2	Violence	Threats	Negotiation	Study	Manipulation	Strategy
3, 4	Theft	Arcane	Commerce	Hard Work	Law, Politics	Sabotage
5, 6	Subterfuge	Alchemy	Blackmail	Teamwork	Espionage	Chaos

## PROFESSIONS: COMMON

1	2	3	4	5	6	
1	Baker	Barber	Blacksmith	Brewer	Butcher	Carpenter
2	Cartwright	Chandler	Clerk	Cobbler	Cooper	Cultivator
3	Driver	Dyer	Embroiderer	Fishmonger	Gondolier	Guard
4	Leatherworker	Mason	Merchant	Roofer	Ropemaker	Rug Maker
5	Servant	Shipwright	Criminal	Tailor	Tanner	Tinker
6	Vendor	Weaver	Woodworker	Goat Herd	Messenger	Sailor

## PROFESSIONS: RARE

1	2	3	4	5	6	
1	Advocate	Architect	Artist	Author	Bailiff	Apiarist
2	Banker	Bounty Hunter	Clock Maker	Courtesan	Furrier	Glass Blower
3	Diplomat	Jailer	Jeweler	Leech	Locksmith	Magistrate
4	Musician	Physicker	Plumber	Printer	Scholar	Scribe
5	Sparkwright	Tax Collector	Treasurer	Whisper	Composer	Steward
6	Captain	Spirit Warden	Journalist	Explorer	Rail Jack	Soldier

TRAITS	INTERESTS	QUIRKS
11 Charming	Fine whiskey, wine, beer.	Superstitious. Believes in signs, magic numbers.
12 Cold	Fine food, restaurants	Devoted to their family.
13 Cavalier	Fine clothes, jewelry, furs.	Married into important / powerful family.
14 Brash	Fine arts, opera, theater	Holds their position to spy for another faction.
15 Suspicious	Painting, drawing, sculpture	Reclusive. Prefers to interact via messengers.
16 Obsessive	History, legends	Massive debts (to banks / criminals / family)
21 Shrewd	Architecture, furnishings	Blind to flaws in friends, allies, family, etc.
22 Quiet	Poetry, novels, writing	Once hollowed, then restored. Immune to spirits.
23 Moody	Pit-fighting, duels	Has chronic illness which requires frequent care.
24 Fierce	Forgotten Gods	Secretly (openly?) controlled by possessing spirit.
25 Careless	Ecstasy of the Flesh	Serves a demon's agenda (knowingly or not).
26 Secretive	Path of Echoes	Proud of heritage, traditions, native language.
31 Ruthless	Weeping Lady, charity	Concerned with appearances, gossip, peers.
32 Calculating	Antiques, artifacts, curios	Drug/alcohol abuser. Often impaired by their vice.
33 Defiant	Horses, riding	Holds their position due to blackmail.
34 Gracious	Gadgets, new technology	Relies on council to make decisions.
35 Insightful	Weapons collector	Involved with war crimes from the Unity War.
36 Dishonest	Music, instruments, dance	Leads a double life using cover identity.
41 Patient	Hunting, shooting	Black sheep / outcast from family or organization.
42 Vicious	Cooking, gardening	In prison or under noble's house arrest.
43 Sophisticated	Gambling, cards, dice	Well-traveled. Connections outside Duskwall.
44 Paranoid	Natural philosophy	Revolutionary. Plots against the Imperium.
45 Enthusiastic	Drugs, essences, tobacco	Inherited their position. May not deserve or want it.
46 Elitist	Lovers, romance, trysts	Minor celebrity. Popularized in print / song / theater.
51 Savage	Parties, social events	Scandalous reputation (deserved or not).
52 Cooperative	Exploration, adventure	Surrounded by sycophants, supplicants, toadies.
53 Arrogant	Pets (birds, dogs, cats)	Spotless reputation. Highly regarded.
54 Confident	Craft (leatherwork, etc.)	Bigoted against culture / belief / social class.
55 Vain	Ships, boating	Visionary. Holds radical views for future.
56 Daring	Politics, journalism	Cursed, haunted, harassed by spirits or demon.
61 Volatile	Arcane books, rituals	Intense, unreasonable phobia or loathing.
62 Candid	Spectrology, Electrolasm	Extensive education on every scholarly subject.
63 Subtle	Alchemy, medicine	Keeps detailed journals, notes, records, ledgers.
64 Melancholy	Essences, alchemy	Is blindly faithful to an ideal, group, or tradition.
65 Enigmatic	Demon lore, legends	Deeply traditional. Opposed to new ideas, methods.
66 Calm	Pre-cataclysm legends	A fraud. Some important aspect is fabricated.

## NAMES

Adric, Aldo, Amison, Andrel, Arcy, Arden, Arilyn, Arquo, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Canter, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crowl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grine, Helles, Hix, Holtz, Kamelin, Kelyr, Kobb, Kristov, Laudius, Lauria, Lenia, Lizete, Lorette, Lucella, Lynthia, Mara, Milos, Morlan, Myre, Narcus, Naria, Noggs, Odrienne, Orlan, Phin, Polonia, Quess, Remira, Ring, Roethe, Seseereth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timoth, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira, Zara.

Brogan, Tyrconnell, Dunvil, Comber, Slane, Strangford, Dalmore, Edrad, Haig, Lomond, Clelland, Kinclath, Coleburn, Pendalton, Strathmill, Morrison, Penderyn, Danfield, Hellyers, Arran, Walund, Templeton, Michter, Bowman, Vale, Prichard, Keel, Clermont, Rowan, Booker, Ankhayat, Helker, Jayan, Sevoy, Athanoch, Kardera, Grine, Helles, Boden, Farros, Maroden, Karstas, Skelkallan, Basran, Vedat, Kessarín, Salkara, Daava, Jeduin.

Bell, Birch, Bird, Bliss, Bricks, Bug, Chime, Coil, Cricket, Cross, Crow, Echo, Flint, Frog, Frost, Grip, Hook, Ink, Junker, Mist, Moon, Nail, Needle, Ogre, Pool, Ring, Ruby, Silver, Skinner, Song, Spur, Tackle, Thistle, Thorn, Tick Tock, Trick, Vixen, Whip, Wicker.