DEEP CUTS		CUTTE	R	COERCION & VIOLENCE	INSIGHT HUNT
NAME / ALIAS / PRONOUNS		O BATTLEBORN: You may expend your special armor to reduce harm from an attack in combat or to push yourself during a fight.		STUDY SURVEY TINKER	
HERITAGE / BACKGROUND LOOK & STYLE		O BODYGUARD: When you gather information to anticipate possible threats in the current situation, you get detailed answers to these questions: <i>Is anyone here a threat to us? What do they intend to do? What's our best escape route?</i> . When you protect or cover someone, take +1d to your rolls.		PROWESS FINESSE PROWL SKIRMISH	
COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT VICIOUS HARM		O FEARSOME ASPECT: When you intimidate, threaten, or commit violence, you're terrifying. Ask the GM who flees or surrenders, who backs off slowly, and who hesitates.		RESOLVE ATTUNE	
ALING 4 3		O GHOST FIGHTER: You may imbue your hands, melee weapons, or tools with spirit energy. Add +1d when you make a roll in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.		• COMMAND CONSORT SWAY	
EDGE 2	O LEADER: When you Command a cohort in combat, they continue to fight when they would otherwise break (they're not taken out when they suffer level 3 harm). They gain +1 effect and 1 armor.			DANGEROUS FRIENDS CHAEL a vicious thug	
XP Clocks: Attribute/Action: 1 per new rating. S ₁	 C LIKE HARDENED STEEL: Permanently fill one segment of your healing clock. When you fight unarmed, your body is a fine weapon. O MULE: Your load limits are higher. Conspicuous: 8. Discreet: 6. 		GRACE an extortionist		
Mark xp when you make a desperate roll and when Trauma impedes you. At end of session, for each ite mark 1 xp (or 2 xp if that item occurred multiple times	 You're encumbered at 9 load and can carry a maximum of 10 load. Not to be Trifled With: You can push yourself to do one of the following: perform a feat of physical force that verges on the superhuman—fight a battle as if your scale was equal to a small gang. Veteran: Choose a special ability from another source. You can take this special ability more than once. 			MARLANE a pugilist MERCY	
 You embodied a core nature of your playbook. You expressed your beliefs, heritage, or background. You struggled because of your vice or ambitions. 				a cold killer SAWTOOTH a physicker ▼	
LOAD Discreet: 4 (no heavy items) Conspicuous: 6	HEAVY ITEMS	CUTTER ITEMS			
☐ A Blade or Two ☐ Arcane Implements ☐ Thrown Weapon ☐ Burglary Gear ☐ Pistol ☐ 2nd Pistol ☐ Documents	☐☐ Armor ☐☐☐ +Heavy☐☐ Climbing Gear☐☐ Demolition Tools	☐ Fine hand Weapon ☐ Fine Heavy Weapo	☐ Scary Weapon or Tool n Rage Essence Vial	Manacles & Chain Spiritbane Charm	Arclighter & Glimmer ☐ Prichard Camera
☐ Slugger Pistol ☐ Subterfuge Supplies ☐ An Unusual Weapon ☐ Tinkering Tools ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐☐ Large Weapon ☐☐ Slugger Rifle ☐☐☐	NOTES, SCARS, & VETERAN	ABILITIES	TEAMWORK	ASSIST +1d, + effect / position, reduced consequence, better gather info.
COIN STASH LIFESTYLE VICE & PURVEYOR DEBT					COVER
0 000000000	COIN:				Ally doesn't face a threat.
0 000000000					COORDINATE
0 000000000					Group Action / Divide & Conquer