BLADESINTH	EDARK CREW			CUT!	rer	A DANGEROUS & INTIMIDATING FIGHTER	STASH COIN DESCRIPTION DESCRIP
NAME	ALIAS			O BATTLEBORN: You may expend your special armor to reduce harm from an attack in combat or to push yourself during a fight.			INSIGHT
LOOK				O BODYGUARD: When you protect a teammate, take +1d to your resistance roll. When you gather info to anticipate possible threats in the current situation, you get +1 effect.			HUNT STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD				○ GHOST FIGHTER: You may imbue your hands, melee weapons, or tools with spirit energy. You gain potency in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.			PROWESS FINESSE
VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID				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.			PROWL SKIRMISH WRECK
RECKLESS—SOFT—UNSTABLE—VICIOUS HARM NEED HEALING Project clock HEALING Project clock				 Mule: Your load limits are higher. Light: 5. Normal: 7. Heavy: 8. 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—engage a small gang on equal footing in close combat. 			RESOLVE ATTUNE COMMAND CONSORT
2	-1D	ARMOR USES ARMOR		frightening. When y	ou Command a frigl	violence, it's especially tened target, take +1d.	BONUS DIE
1 LESS EFFECT S				 VIGOROUS: You recover from harm faster. Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls. ○ ○ VETERAN: Choose a special ability from another source. 			PUSH YOURSELF (take + 2 stress) -OR- accept a DEVIL'S BARGAIN .
				DANGEROUS FRIENDS	ITEN		IAD 🔷 3 light 🔷 5 normal 🔷 6 heavy
				△	list 🔲 Fi	ne hand weapon	☐ A Blade or Two
				$\triangle igtriangleq$ Chael, a vicious	mus	Fine heavy weapon	☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
				$\triangle \bigtriangledown$ Mercy, a cold killer		☐ Scary weapon or tool ☐ <i>Manacles & chain</i>	☐ A Large Weapon
				$\triangle \nabla$ Grace, an extort		☐ Rage essence vial	☐ An Unusual Weapon
			△ ▽ Sawtooth, a physicker □ Spiritbane charm		☐ Armor ☐ + Heavy☐ Burglary Gear		
				XP			☐☐ Climbing Gear
				• Every time you roll a desperate action, mark xp in that action's attribute.			☐ Arcane Implements
			At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.			☐ Documents☐ Subterfuge Supplies	
			◆ You addressed a challenge with violence or coercion.			□ - □ Demolition Tools	
			 You expressed your beliefs, drives, heritage, or background. You struggled with issues from your vice or traumas during the session. 			☐ Tinkering Tools ☐ Lantern	
					T ,	-	
				TEAMWORK Assist a teammate	PLANNING & LOAD Choose a plan, provi- load limit for the ope	an, provide the <i>detail</i> . Choose your How can I hurt them?	
				Lead a group action	Assault: Point of attach		 Who's most afraid of me? Who's most dangerous here? What do they intend to do? How can I get them to [X]?
			Protect a teammate	Deception: Method	Social: Connection		
				Set up a teammate	Stealth: Entry point	Transport: Route	Are they telling the truth?What's really going on here?