DEEP CUTS		WHISP	'ER	KNOWLEDGE & ARCANE POWER	INSIGHT HUNT STUDY
NAME / ALIAS / PRONOUNS	 COMPEL: You can Attune to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel (though your allies may be). GHOST MIND: You're always aware of supernatural entities in your presence. When you gather information about spirits or the ghost field, you get detailed answers to these questions: What kind of supernatural forces are here? What should I do to avoid / neutralize / control them? If I sense the recent spirit traces of living beings here, what do I see them doing? Can I easily sense who they are and where they went, or are they obscured in some way? IRON WILL: You're immune to the terror that some supernatural entities inflict. Add +1d when you roll against fear or hesitation. OCCULTIST: You know the secret ways to Consort with ancient powers, forgotten gods or demons. Once you've consorted with one, you get +1d to Command cultists who worship it. RITUAL: You can Study an occult ritual (or create one) to summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned. STRANGE METHODS: When you invent or craft a creation with arcane features, take +1 result level to your roll. You begin with one arcane design already known. TEMPEST: You can push yourself to do one of the following: unleash a stroke of lightning as a weapon — summon a storm in your immediate vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.). WARDED: You may expend your special armor to resist a supernatural consequence, or to push yourself when you deal with arcane forces. VETERAN: Choose a special ability from another source. You can take this special ability more than once. 			SURVEY TINKER	
HERITAGE / BACKGROUND LOOK & STYLE				PROWESS FINESSE PROWL SKIRMISH	
TRAUMA COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT VICIOUS HARM ARMOR HEAVY SPECIAL HEALING 4 3 EDIFIE				WRECK RESOLVE ATTUNE COMMAND CONSORT SWAY	
				STRANGE FRIENDS	
1				NYRYX	
XP Clocks: Attribute/Action: 1 per new rating. Sp				LORD SCURLOCK a vampire	
Mark xp when you make a desperate roll and when Trauma impedes you. At end of session, for each ite				SETARRA a demon	
mark 1 xp (or 2 xp if that item occurred multiple time You embodied a core nature of your playbook.				QUELLYN a witch	
You expressed your beliefs, heritage, or background.You struggled because of your vice or ambitions.				FLINT a spirit trafficker	
LOAD Discreet: 4 (no heavy items) Conspicuous: 6	HEAVY ITEMS	WHISPER ITEMS			
☐ A Blade or Two ☐ Arcane Implements	☐ Armor ☐ + Heavy	☐ Fine Spirit Mask	☐ Spirit Bottles (2)	Ghost Key	Arclighter & Glimmer
☐ Thrown Weapon ☐ Burglary Gear ☐ Pistol ☐ 2nd Pistol ☐ Documents	☐☐☐ Climbing Gear☐☐☐ Demolition Tools	□ - □ Fine Lightning Hook	Electroplasm Vials	Demonbane Charn	n □ Prichard Camera
☐ Slugger Pistol ☐ Subterfuge Supplies	Large Weapon	NOTES, SCARS, & VETERAN ABI	LITIES	TEAMWORK	
☐ An Unusual Weapon ☐ Tinkering Tools ☐	Slugger Rifle				+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 0000000000					Group Action / Divide & Conquer