

## CREW

NAME \_\_\_\_\_

**ALIAS**


**LOOK**

**HERITAGE: AKOROS—THE DAGGER ISLES  
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS**

**BACKGROUND:** ACADEMIC—LABOR—LAW  
TRADE—MILITARY—NOBLE—UNDERWORLD

**VICE / PURVEYOR:** FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

**STRESS**  **TRAUMA**  COLD—HAUNTED—OBSESSED—PARANOID  
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM			HEALING	
3		NEED HELP	project clock	
2		-1D	ARMOR USES	
			ARMOR	<input type="checkbox"/>
1		LESS EFFECT	HEAVY	<input type="checkbox"/>
			SPECIAL	<input type="checkbox"/>

## NOTES

A DEVIOUS  
MASTERMIND

### SPECIAL ABILITIES

- **FORESIGHT:** Two times per score you can **assist** a teammate without paying stress. Tell us how you prepared for this.
- **CALCULATING:** Due to your careful planning, during **downtime**, you may give yourself or another crew member +1 downtime action.
- **CONNECTED:** During downtime, you get +1 **result level** when you **acquire an asset** or **reduce heat**.
- **FUNCTIONING VICE:** When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.
- **GHOST CONTRACT:** When you shake on a deal, you and your partner—human or otherwise—both bear a mark of your oath. If either breaks the contract, they take level 3 harm, "Cursed".
- **JAIL BIRD:** When **incarcerated**, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).
- **MASTERMIND:** You may expend your **special armor** to protect a teammate, or to **push yourself** when you gather information or work on a long-term project.
- **WEAVING THE WEB:** You gain +1d to **Consort** when you **gather information** on a target for a score. You get +1d to the **engagement roll** for that operation.
- **VETERAN:** Choose a special ability from another source.

## SHREWD FRIENDS

- △▽ Salia, an information broker
- △▽ Augus, a master architect
- △▽ Jennah, a servant
- △▽ Riven, a chemist
- △▽ Jeren, a bluecoat archivist

## ITEMS

- ☐ *Fine cover identity*
- ☐ Fine bottle of whiskey
- ☐ Blueprints
- ☐ *Vial of slumber essence*
- ☐ *Concealed palm pistol*
- ☐ *Spiritbane charm*

**LOAD**  3 *light*  5 *normal*  6 *heavy*

- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol   ☐ A 2<sup>nd</sup> Pistol
- ☒ ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☒ ☒ Armor   ☒ ☒ +Heavy
- ☐ Burglary Gear
- ☒ ☒ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☒ ☒ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern

## TEAMWORK

### Assist a teammate

## Lead a group action

### Protect a teammate

### Set up a teammate

## PLANNING & LOAD

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

**Assault:** *Point of attack*

**Occult:** *Arcane power*

### Deception: Method

### Social: Connection

### Stealth: Entry point

**Transport: Route**

## GATHER INFORMATION

- ◆ *What do they want most?*
- ◆ *What should I look out for?*
- ◆ *Where's the leverage here?*
- ◆ *How can I discover [X]?*
- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *What's really going on here?*

**STASH**

**COIN**

☐ ☐

☐ ☐

## PLAYBOOK

- INSIGHT**

●	●	●	●	HUNT
●	●	●	●	STUDY
●	●	●	●	SURVEY
●	●	●	●	TINKER

**PROWESS**

- ● ● ● FINESSE  
● ● ● ● PROWL  
● ● ● ● SKIRMISH  
● ● ● ● WRECK

## RESOLVE

- ● ● ● ATTUNE  
● ● ● ● COMMAND  
● ● ● ● CONSORT  
● ● ● ● SWAY

## BONUS DIE

**+ PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN.**