BLAUESINTH	<u> E</u> UARK	IIID		A STEALTHY INFILTRATOR	COIN
CREW		LUITA AND BURGLAR			
		SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS		○ Infiltrator : You are not affected by quality or Tier when you bypass security measures.		INSIGHT
LOOK		○ Ambush: When you attack from hiding or spring a trap, you get +1d.			• • HUNT
	O DAREDEVIL: When you roll a desperate action, you get +1d to your roll if you also take -1d to any resistance rolls against consequences from your action.			STUDY SURVEY TINKER	
HERITAGE: AKOROS—THE DAGGIRUVIA—SEVEROS—SKOVLAN—TYG	○ THE DEVIL'S FOOTSTEPS : When you push yourself , choose one of the following additional benefits: <i>perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.</i>			PROWESS • FINESSE • PROWL	
VICE / PURVEYOR: FAITH—GAMBLIN	○ EXPERTISE: Choose one of your action ratings. When you lead a group action using that action, you can suffer only 1 stress at most regardless of the number of failed rolls.			SKIRMISH WRECK	
STRESS	GHOST VEIL: You may shift partially into the ghost field, becoming shadowy and insubstantial for a few moments. Take 2 stress when you shift, plus 1 stress for each extra feature: <i>It lasts for a few minutes</i>		RESOLVE		
HEALING NEED project clock HELP		rather than moments—you are invisible rather than shadowy—you may float through the air like a ghost		COMMAND CONSORT	
2	ARMOR USES	is you (two characters with Perleyes act simultaneously)		who acts first, the answer nultaneously).	SWAY
	SHADOW: You may expend your specia		xpend your <mark>special arm</mark> e	cial armor to resist a consequence	BONUS DIE
1	LESS HEAVY EFFECT SPECIAL	from detection or security measures, or to push yourself for a feat of athletics or stealth.			PUSH YOURSELF (take 2 stress) -OR- accept a
NOTES	of Loral		oose a special ability fro	m another source.	DEVIL'S BARGAIN.
		SHADY FRIENDS	ITEMS	LO	AD \Diamond 3 light \Diamond 5 normal \Diamond 6 heavy
		△ ▽ Telda, a beggar	☐ Fine	lockpicks	☐ A Blade or Two
		△ ▽ Darmot, a blue	Coat —	e shadow cloak	☐ Throwing Knives
		△ ▽ Frake, a locksmith	ith	□ Light climbing gear□ Silence potion vial□ Dark-sight goggles	☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon
		△ Roslyn Kellis, a	1.1		☐ An Unusual Weapon
		△ ▽ Petra, a city cler	_ Dui	itbane charm	☐ Armor ☐ ☐ Heavy☐ Burglary Gear
	XP			☐ ⊢ ☐ Climbing Gear	
	 Every time you roll a desperate action, mark xp in that action's attribute. 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. You addressed a challenge with stealth or evasion. You expressed your beliefs, drives, heritage, or background. 			☐ Arcane Implements	
				☐ Subterfuge Supplies	
				☐ Demolition Tools☐ Tinkering Tools☐	
		• You struggled with issues from your vice or traumas during the session.		☐ Lantern	
		TEAMWORK	PLANNING & LOAD		GATHER INFORMATION
			Choose a plan, provide the <i>detail</i> . Choose your <i>load</i> limit for the operation.		 ♦ What do they intend to do? ♦ How can I get them to [X]?
		Lead a group action	Assault: Point of attack	Occult: Arcane power	◆ What should I look out for?◆ What's the best way in?
		Protect a teammate	Deception: Method	Social: Connection	◆ Where can I hide here?
		Set up a teammate	Stealth: Entry point	Transport: Route	How can I find [X]?What's really going on here?

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