

DEEP CUTS



NAME / ALIAS / PRONOUNS

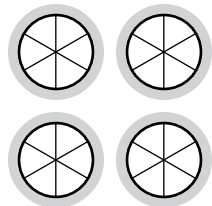
HERITAGE / BACKGROUND

LOOK & STYLE

STRESS		TRAUMA	
COLD HAUNTED OBSESSED PARANOID RECKLESS SOFT VICIOUS			
HARM		ARMOR <input type="checkbox"/> HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>	
HEALING	4	3	
	2	2	
EDGE	1		
XP	Clocks: Attribute/Action: 1 per new rating. Special Ability: 2 Veteran Ability: 3		

Mark xp when you make a desperate roll and when Harm or Trauma impedes you. At end of session, for each item below, mark 1 xp (or 2 xp if that item occurred multiple times).

- ☐ You embodied a core nature of your playbook.
- ☐ You expressed your beliefs, heritage, or background.
- ☐ You struggled because of your vice or ambitions.



LOAD	Discreet: 4 (no heavy items) Conspicuous: 6	HEAVY ITEMS
<input type="checkbox"/> A Blade or Two	<input type="checkbox"/> Arcane Implements	<input type="checkbox"/> Armor <input type="checkbox"/> +Heavy
<input type="checkbox"/> Thrown Weapon	<input type="checkbox"/> Burglary Gear	<input type="checkbox"/> Climbing Gear
<input type="checkbox"/> Pistol <input type="checkbox"/> 2nd Pistol	<input type="checkbox"/> Documents	<input type="checkbox"/> Demolition Tools
<input type="checkbox"/> Slugger Pistol	<input type="checkbox"/> Subterfuge Supplies	<input type="checkbox"/> Large Weapon
<input type="checkbox"/> An Unusual Weapon	<input type="checkbox"/> Tinkering Tools	<input type="checkbox"/> Slugger Rifle
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

COIN	STASH	LIFESTYLE	VICE & PURVEYOR	DEBT
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>

SLIDE

DECEPTION & INFLUENCE

- ☐ **ROOK'S GAMBIT:** Take 2 **Stress** to use your best action rating while performing a different action. Describe how you adapt your skill to this use.
- ☐ **CLOAK & DAGGER:** When you use a disguise or other form of covert misdirection, you get +1 **Rank** to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- ☐ **GHOST VOICE:** You know the secret method to interact with a ghost or demon as if it was a normal human, regardless of how wild or feral it appears. You gain +1 **Rank** when you deceive or influence supernatural beings.
- ☐ **LIKE LOOKING INTO A MIRROR:** You can always tell when someone is lying to you.
- ☐ **A LITTLE SOMETHING ON THE SIDE:** At the end of each downtime phase, you earn +2 **stash**.
- ☐ **MESMERISM:** When you **Sway** someone, you may cause them to forget that it's happened until they next interact with you.
- ☐ **SUBTERFUGE:** You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** for subterfuge.
- ☐ **TRUST IN ME:** When you deceive or influence a target with whom you have an intimate relationship, they're especially vulnerable to you. Also, add +1d if you need to make a Threat Roll against them.
- ☐ **VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

SLIDE ITEMS

☐ A Cane Sword *Fine Clothes & Jewelry* *Trance Powder* *Arclighter & Glimmer*
☐ Fine Disguise Kit *Fine Loaded Dice & Trick Cards* *Spiritbane Charm* ☐ Prichard Camera

NOTES, SCARS, & VETERAN ABILITIES

TEAMWORK

ASSIST

+1d, + **effect / position**, reduced **consequence**, better **gather info**.

COVER

Ally doesn't face a threat.

COORDINATE

Group Action / Divide & Conquer

INSIGHT

- ☐ ☐ ☐ ☐ **HUNT**
- ☐ ☐ ☐ ☐ **STUDY**
- ☐ ☐ ☐ ☐ **SURVEY**
- ☐ ☐ ☐ ☐ **TINKER**

PROWESS

- ☐ ☐ ☐ ☐ **FINESSE**
- ☐ ☐ ☐ ☐ **PROWL**
- ☐ ☐ ☐ ☐ **SKIRMISH**
- ☐ ☐ ☐ ☐ **WRECK**

RESOLVE

- ☐ ☐ ☐ ☐ **ATTUNE**
- ☐ ☐ ☐ ☐ **COMMAND**
- ☒ ☐ ☐ ☐ **CONSORT**
- ☒ ☐ ☐ ☐ **SWAY**

SLY FRIENDS

- BRYL** *a drug dealer* ☐ ☐
- BAZSO BAZ** *a gang leader* ☐ ☐
- KLYRA** *a tavern owner* ☐ ☐
- NYRYX** *a lark (sex worker)* ☐ ☐
- HARKER** *a jail-bird* ☐ ☐