DEEP CUTS		LURK		STEALTH & EVASION	INSIGHT
NAME / ALIAS / PRONOUNS		O INFILTRATOR: You are not affected by quality or Tier when you bypass security measures.			STUDY SURVEY TINKER
HERITAGE / BACKGROUND  LOOK & STYLE		<ul> <li>CONTORTIONIST: You can twist and fold your body to hide in impossibly small and tight spaces.</li> <li>DAREDEVIL: You get +1d for desperate rolls, but take -1d when you push yourself to avoid or reduce the consequence.</li> </ul>			PROWESS  FINESSE PROWL SKIRMISH
TRAUMA  COLD   HAUNTED   OBSESSED   PARANOID   RECKLESS   SOFT   VICIOUS  ARMOR		O THE DEVIL'S FOOTSTEPS: When you push yourself, choose one of the following additional benefits: perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.			RESOLVE ATTUNE COMMAND
### 1			O EXPERTISE: Choose one of your Actions. When you lead a group action using that Action, you and your allies get +1d to push yourself rolls.		
EDGE 1	<ul> <li>GHOST VEIL: You may push yourself to shift partially into the ghost field, becoming shadowy and insubstantial for as long as you hold your breath. Take 1 Stress for each extra feature: you are invisible rather than shadowy — you may float through the air like a ghost.</li> <li>REFLEXES: When there's a question about who acts first, the answer is you (two characters with Reflexes act simultaneously).</li> <li>SHADOW: You may expend your special armor to resist a consequence from detection or security measures, or to push yourself for a feat of athletics or stealth.</li> </ul>			TELDA an beggar	
XP Clocks: Attribute/Action: 1 per new rating.   Sp. Mark xp when you make a desperate roll and when				DARMOT a bluecoat  FRAKE	
Trauma impedes you. At end of session, for each ite mark 1 xp (or 2 xp if that item occurred multiple time.  You embodied a core nature of your playbook.				a locksmith  ROSLYN KELLIS a noble	
<ul> <li>You expressed your beliefs, heritage, or background.</li> <li>You struggled because of your vice or ambitions.</li> </ul>	<b>O VETERAN:</b> Choose a special ability from another source. You can take this special ability more than once.			<b>PETRA</b> a city clerk	
<b>LOAD</b> Discreet: 4 (no heavy items)   Conspicuous: 6	HEAVY ITEMS	LURK ITEMS			
☐ A Blade or Two ☐ Arcane Implements	☐ Armor ☐ ☐ +Heavy	☐ Fine Shadow Cloak	☐ Light Climbing Gear	Silence Potion Vial	Arclighter & Glimmer
☐ Thrown Weapon ☐ Burglary Gear ☐ Pistol ☐ 2nd Pistol ☐ Documents	Climbing Gear Demolition Tools	☐ Dark Sight Goggles	Fine Lockpicks	Spiritbane Charm	☐ Prichard Camera
☐ Slugger Pistol ☐ Subterfuge Supplies ☐ Large Weapon		NOTES, SCARS, & VETERAN ABILITIES TEAMWORK			ASSIST
☐ An Unusual Weapon ☐ Tinkering Tools ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	□ Slugger Rifle □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □				+1d, + effect / position, reduced consequence, better gather info.
COIN STASH LIFESTYLE VICE & PURVEY				COVER	
0 000000000	COIN:				Ally doesn't face a threat.
0 000000000					COORDINATE
0 000000000					Group Action / Divide & Conquer