

HERITAGE / BACKGROUND

LOOK & STYLE

TRAUMA

COLD | HAUNTED | OBSESSED | PARANOID | RECKLESS | SOFT | VICIOUS

ARMOR ☐ HEAVY ☐ SPECIAL ☐

4

3

2

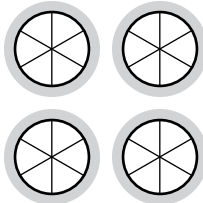
2

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"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> |

STASH

LIFESTYLE

VICE & PURVEYOR

DEBT

COIN:

TRACKING & VIOLENCE

- **SHARPSHOOTER:** You can **push yourself** to do one of the following: *make a ranged attack at extreme distance beyond what's normal for the weapon—unleash a barrage of rapid fire to suppress the enemy.*
- **FOCUSED:** You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** for ranged combat or tracking.
- **GHOST HUNTER:** Your hunting pet is imbued with spirit energy. It grants you **+1 Rank** when tracking or fighting the supernatural, and gains an arcane ability: *ghost-form, mind-link, or arrow-swift*. Take this ability again to choose an additional arcane ability for your pet.
- **SCOUT:** When you gather information to locate a target, you get **+1 Rank**. When you hide in a prepared position or use camouflage, you get **+1d** on **Threat Rolls** to avoid detection.
- **SURVIVOR:** From hard won experience or occult ritual, you are immune to the poisonous miasma of the deathlands and are able to subsist on the strange flora and fauna there. You get **+1 stress box**.
- **TOUGH AS NAILS:** You gain a second space to record level 3 Harm. When you suffer a mortal wound, you may mark **3 Stress** to stabilize it and stay alive.
- **VENGEFUL:** You gain an additional xp trigger: *You got payback against someone who harmed you or someone you care about.* If your crew helped you get payback, also mark crew xp.
- **VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

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

● ● ● ● **FINESSE**
● ● ● ● **PROWL**
● ● ● ● **SKIRMISH**
● ● ● ● **WRECK**

● ● ● ● **ATTUNE**
● ● ● ● **COMMAND**
● ● ● ● **CONSORT**
● ● ● ● **SWAY**

STEINER <i>an assassin</i>	▲ ▼
CELENE <i>a sentinel</i>	▲ ▼
MELVIR <i>a physicist</i>	▲ ▼
VELERIS <i>a spy</i>	▲ ▼
CASTA <i>a bounty hunter</i>	▲ ▼

HOUND ITEMS

- | | | | |
|--|---|-------------------------|--|
| <input type="checkbox"/> Fine Pair of Pistols | <input type="checkbox"/> Electropasmic Ammunition | <i>Spyglass</i> | <i>Arclighter & Glimmer</i> |
| <input checked="" type="checkbox"/> Fine Long Rifle | <i>Trained Hunting Pet</i> | <i>Spiritbane Charm</i> | <input type="checkbox"/> 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