

DEEP CUTS



NAME / ALIAS / PRONOUNS

HERITAGE / BACKGROUND

LOOK & STYLE

STRESS

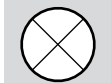
COLD | HAUNTED | OBSESSED | PARANOID | RECKLESS | SOFT | VICIOUS

HARM

ARMOR ☐ HEAVY ☐ SPECIAL ☐

HEALING

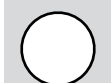
4 3



2 2

EDGE

1

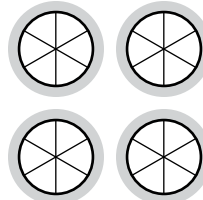


XP

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

- | | | |
|---|--|--|
| <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"/> |

HEAVY ITEMS

COIN

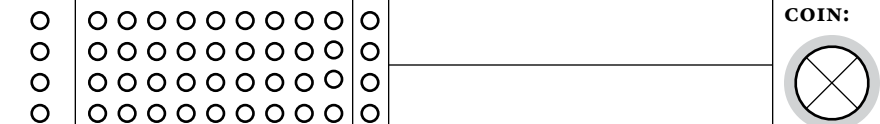
STASH

LIFESTYLE

VICE & PURVEYOR

DEBT

COIN:



LEECH

TECHNICAL SKILL
& MAYHEM

- ☐ **ALCHEMIST:** When you invent or craft a creation with alchemical features, you get +1 **Quality level**. You begin with one special formula already known.
- ☐ **ANALYST:** During downtime, you get two ticks to distribute among any **long term project** clocks that involve investigation or learning a new formula or design plan.
- ☐ **ARTIFICER:** When you invent or craft a creation with spark-craft features, you get +1 **Quality level**. You begin with one special design already known.
- ☐ **FORTITUDE:** You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to **push yourself** when working with technical skill or handling alchemicals.
- ☐ **GHOST WARD:** You know how to **Wreck** an area with arcane substances so it is either anathema or enticing to spirits (your choice).
- ☐ **PHYSICKER:** You can **TINKER** with bones, blood, and bodily humours to treat wounds. You can attempt to stabilize someone who just suffered a mortal injury. You may **STUDY** a poison, malady or corpse. In **downtime**, use the **recover** activity to act as a Physicker for those who recover (including yourself) with **Quality** equal to your **TINKER** rating. *If you have level 3 or 4 Harm, you must recover before you use this ability in downtime.*
- ☐ **SABOTEUR:** When you **Wreck**, the work is much quieter than it should be and the damage is hidden from casual inspection.
- ☐ **VENOMOUS:** Choose a drug or poison (from your bandolier stock) to which you have become immune. You can **push yourself** to secrete it through your skin or saliva or exhale it as a vapor.
- ☐ **VETERAN:** Choose a special ability from another source. You can take this special ability more than once.

LEECH ITEMS

- | | |
|---|--|
| <input type="checkbox"/> Fine Tinkering Tools | Blowgun & Darts, Syringes |
| <input type="checkbox"/> Fine Wrecking Tools | Arclighter & Glimmer |
| <input type="checkbox"/> Gadgets | <input type="checkbox"/> Prichard Camera |

NOTES, SCARS, & VETERAN ABILITIES

INSIGHT

- | | | | | |
|----------------------------------|----------------------------------|-----------------------|-----------------------|--------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | HUNT |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | STUDY |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | SURVEY |
| <input checked="" type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> | TINKER |

PROWESS

- | | | | | |
|----------------------------------|-----------------------|-----------------------|-----------------------|----------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | FINESSE |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | PROWL |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | SKIRMISH |
| <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | WRECK |

RESOLVE

- | | | | | |
|-----------------------|-----------------------|-----------------------|-----------------------|---------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | ATTUNE |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | COMMAND |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | CONSORT |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | SWAY |

CLEVER FRIENDS

- | | |
|--|--------|
| STAZIA
<i>an apothecary</i> | ▲
▼ |
| VELDREN
<i>a psychonaut</i> | ▲
▼ |
| ECKERD
<i>a corpse thief</i> | ▲
▼ |
| JUL
<i>a blood dealer</i> | ▲
▼ |
| MALISTA
<i>a priestess</i> | ▲
▼ |

ALCHEMICALS

- | | |
|--|-------------------|
| <input type="checkbox"/> Bandolier / Uses: <input type="radio"/> <input type="radio"/> <input type="radio"/> | |
| <input type="checkbox"/> Bandolier / Uses: <input type="radio"/> <input type="radio"/> <input type="radio"/> | |
| Alcahest | Quicksilver |
| Binding Oil | Skullfire Poison |
| Drift Oil | Smoke Bomb |
| Drown Powder | Spark (drug) |
| Eyeblind Poison | Standstill Poison |
| Fire Oil | Trance Powder |
| Grenade | |