BLADESINTH	EDARK			SLID	F	A SUBTLE MANIPULATOR	STASH COIN			
	CREW					AND SPY				
NAME	ALIAS			SPECIAL ABILITIES			PLAYBOOK			
ALIAS			○ ROOK'S GAMBIT: Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.			INSIGHT				
LOOK				○ CLOAK & DAGGER: When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.			HUNT STUDY SURVEY TINKER			
HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD				○ 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 potency when communicating with the supernatural.			PROWESS FINESSE PROWL			
VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD				• LIKE LOOKING INTO A MIRROR: You can always tell when someone is lying to you.			• • • SKIRMISH			
TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS				• A LITTLE SOMETHING ON THE SIDE: At the end of each downtime phase, you earn +2 stash.			RESOLVE WRECK			
HARM NEED project clock				O Mesmerism: When you Sway someone, you may cause them to forget that it's happened until they next interact with you.			ATTUNE COMMAND			
3	HELP ARMOR USES			O SUBTERFUGE: You may expend your special armor to resist a			O CONSORT SWAY			
2		-1D ARMOR		consequence from suspicion or persuasion, or to push yourself for subterfuge.			BONUS DIE			
1		LESS HEAVY EFFECT SPECIAL		• TRUST IN ME: You get +1d vs. a target with whom you have an intimate relationship.		PUSH YOURSELF (take 2 stress) -OR- accept a				
NOTES				OOO VETERAN: Cho	ose a special ability fro	m another source.	DEVIL'S BARGAIN.			
			SLY FRIENDS	ITEMS	LO	AD 🛇 3 light 🛇 5 normal 🔷 6 heavy				
				$\triangle \nabla$ Bryl, a drug deal	ler	clothes & jewelry	☐ A Blade or Two			
				△ ▽ Bazso Baz, a gan	g leader	e disguise kit	☐ Throwing Knives			
				△ Klyra, a tavern o	☐ Fine	Fine loaded dice, trick cards	☐ A Pistol ☐ A 2 nd Pistol			
				△ ▽ Nyryx, a prostitu	Irai	☐ Trance powder☐ A cane-sword	☐ ☐ A Large Weapon ☐ An Unusual Weapon ☐ H☐ Armor ☐ ☐ + Heavy ☐ Burglary Gear			
				$\triangle \nabla$ Harker, a jail-bir		itbane charm				
				XP			□ Climbing Gear □ Arcane Implements			
				 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 deception or influence. You expressed your beliefs, drives, heritage, or background. You struggled with issues from your vice or traumas during the session. 						
Assist a teammate	Choose a plan, provide the <i>detail</i> . Choose your <i>load</i> limit for the operation.									
Lead a group action	Assault: Point of attack	Occult: Arcane power	 ◆ Are they telling the truth? ◆ What are they really feeling? 							
Protect a teammate	Deception: Method	Social: Connection	◆ What do they really care about?							
				Set up a teammate	Stealth: Entry point	Transport: Route	◆ How can I blend in here? ◆ What's really going on here?			

◆ What's really going on here?