

# DEEP CUTS



NAME / ALIAS / PRONOUNS

HERITAGE / BACKGROUND

LOOK & STYLE

STRESS

TRAUMA

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

A Blade or Two

Arcane Implements

Thrown Weapon

Burglary Gear

Pistol

2nd Pistol

Documents

Slugg

Slugg Pistol

Subterfuge Supplies

An Unusual Weapon

Tinkering Tools

HEAVY ITEMS

Arcane Implements

Burglary Gear

Demolition Tools

Large Weapon

Slugg

Slugg Pistol

COIN

STASH

LIFESTYLE

VICE & PURVEYOR

DEBT

# SPIDER

CALCULATION & CONSPIRACY

FORESIGHT:

Twice per score, describe how your careful preparations add +1d to a teammate's roll, or invoke a flashback without paying Stress.

CALCULATING:

Due to your careful planning, during downtime, you may give yourself or another crew member +1 downtime activity.

CONNECTED:

Make a 6-clock called "Favor." During downtime, tick this clock in place of spending Coin or taking Heat, 1-for-1. When the clock fills, one of your friends or allies calls on the crew for help with something. When you help them, clear the clock.

FUNCTIONING VICE:

When you indulge with a companion, your 1 Coin expenditure covers their Vice cost as well. When you overindulge, instead of a reaction, you may reset to 2 Stress.

GHOST CONTRACT:

When you shake on a deal, you and your partner—human or otherwise—both bear a mark of your oath. If either breaks the contract, they take level 3 harm, "Cursed".

JAIL BIRD:

When incarcerated, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).

MASTERMIND:

You may expend your special armor to protect a teammate, or to push yourself when you use logic or strategy.

WEAVING THE WEB:

You gain +1d to any rolls you make when gathering information on a target for a score. You get +1d to the engagement roll for that operation.

VETERAN:

Choose a special ability from another source. You can take this special ability more than once.

SPIDER ITEMS

Blueprints

Fine Cover Identity

Vial of Slumber Essence

Arclighter & Glimmer

Fine Bottle of Whiskey

Concealed Palm Pistol

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

SHREWD FRIENDS

SALIA

an information broker

AUGUS

a master architect

JENNAH

a servant

RIVEN

a chemist

JEREN

a bluecoat archivist