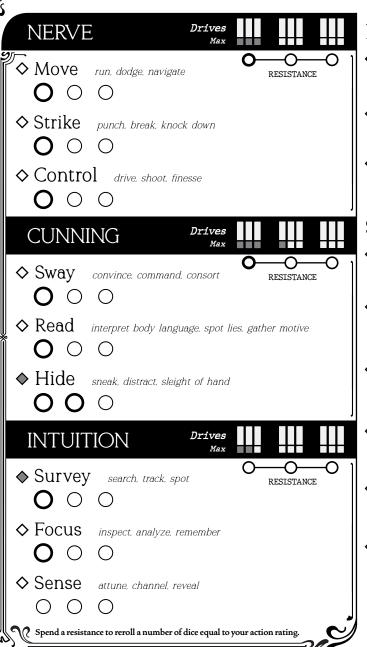
C	A	X	D	E	L	A
O	B	S	C	U	R	A

Name:	Style:	
Pronouns:	Catalyst:	
Circle:	Question:	



ROLE: Slink

- ◆ Scout: If you have time to observe a location, you can spend

 1 Intuition to ask a question: What do I notice here that others do not see?

 What in this place might be of use to us? What path should we follow?
- Available In The Full Game
- Available In The Full Game

SPECIALTY: Criminal

- Street Smarts: You know how to keep an eye on your surroundings. Whenever you make a Survey roll, you may spend any drive instead of only using Intuition.
- ♦ Leverage: On a successful Read roll, you may ask the GM what your target truly wants. On any Sway rolls you make using this information, also add a number of dice equal to your current Cunning resistance.
- Available In The Full Game

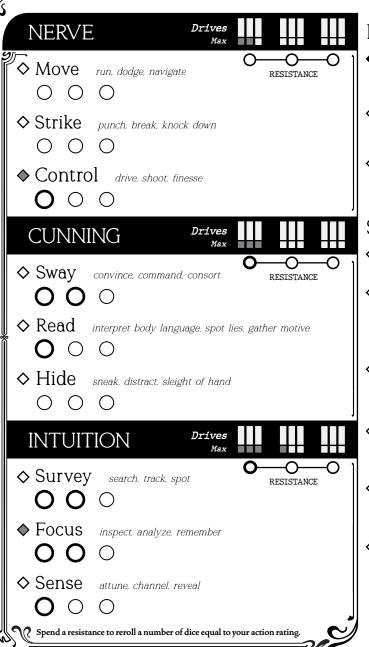
Illumination Keys

Do Something Illegal \mid Make A Deal \mid Stand Up To Authority

M	ARKS III III
در	BODY BRAIN BLEED T ARS
0	
0	
0	
RF.	LATIONSHIPS
IXL.	Li III O I III O
_	
_	
GE	AR During each assignment, choose up to three.
0	Bleed Detector
0	Hand Weapon
0	Bleed Containment Vial
0	Forged Documents
0	Burglary Equipment
0	Body Armor (Soak 1 Body)
0	
NIC	OTES
INC	/I EO
	06

C	A	X	D	E	L	A
O	B	S	C	U	R	A

Name:	Style:
Pronouns:	
Circle:	Question:



ROLE: Scholar

- Well-Read: You're highly educated and retain knowledge better than most. When you use Intuition while making a roll, if you fail the roll, earn back any Intuition you used.
- Available In The Full Game
- Available In The Full Game

SPECIALTY: Professor

- Steel Mind: Once per assignment, when you should take a Brain mark, you may instead spend 2 Intuition to negate it.
- ♦ Chemical Concoction: You know how to mix chemicals together to achieve particular effects. When you take Laboratory Equipment as gear, you may spend a few minutes concocting a mixture that is: acidic, explosive, flammable, loud, sleep-inducing, sticky, or toxic.
- Available In The Full Game

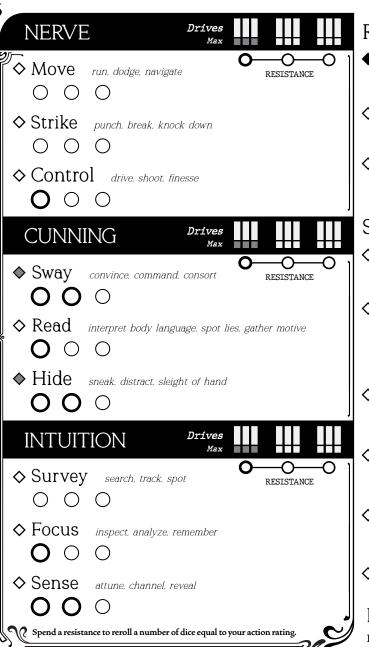
Illumination Keys

Mentor An Ally | Reference Research | Make A Plan

	В	ODY	BRAI	N	BLEE)	D _
C.	ARS					
)						
2						
)						
<u>ر</u>						
F	LATIONSHIPS	3				
`E	AD a contract				,	
	AR During each ass	signment,	choose up) to t	hree.	
C	Bleed Detector	signment,	choose up) to t	hree.	
၁ ၁	Bleed Detector Hand Weapon		choose up) to t	hree.	
000000000000000000000000000000000000000	Bleed Detector Hand Weapon Bleed Containmen	t Vial	choose up) to t	hree.	
	Bleed Detector Hand Weapon Bleed Containmen Research Materials	t Vial	choose up) to t	hree.	
	Bleed Detector Hand Weapon Bleed Containmen Research Materials Laboratory Equipm	t Vial S	choose up	o to t	hree.	
	Bleed Detector Hand Weapon Bleed Containmen Research Materials	t Vial S	choose up) to t.	hree.	
	Bleed Detector Hand Weapon Bleed Containmen Research Materials Laboratory Equipm	t Vial S	choose up) to t	hree.	

C	A	X	D	E	L	A
O	B	S	C	U	R	A

Name:	Style: _	
Pronouns:	Catalyst: _	
Circle:	Question: _	



ROLE: Face

- ◆ I Know A Guy: Once per assignment, ask the GM who you know nearby that could help you. They will give you a temporary contact, and explain why they might have insight into the investigation.
- Available In The Full Game
- Available In The Full Game

SPECIALTY: Magician

- ♦ Misdirection: When you use your words or actions to distract a target from what is actually happening, make a Hide roll. The first Cunning you or an ally spends on this roll is worth +2d instead of +1d.
- ♦ The Prestige: Your magic is usually all smoke and mirrors, but you do have one trick you've learned that's real. Roll Sense when you perform it, and on a success, take a Bleed mark. Circle one option when you take this ability: change appearance, levitate, summon mundane object, teleport a short distance, throw your voice.
- Available In The Full Game

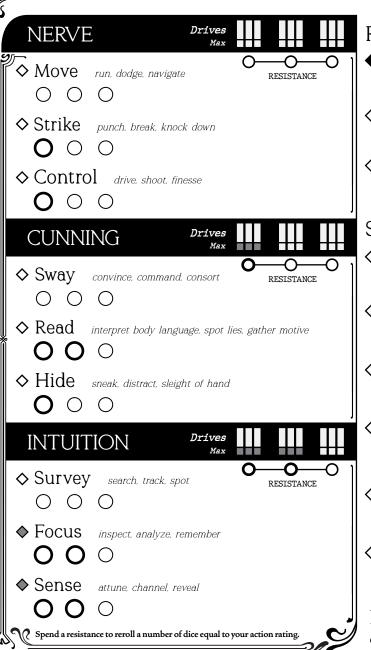
Illumination Keys

Perform A Trick | Spot A Ruse | Seek Out Real Magick

	BODY BRAIN BLEED
SC.	ARS
0	
0	
0	
RE	LATIONSHIPS
 GE	AR During each assignment, choose up to three.
	AR During each assignment, choose up to three. Bleed Detector
0	Bleed Detector
0	Bleed Detector Hand Weapon
000	Bleed Detector Hand Weapon Bleed Containment Vial
0000	Bleed Detector Hand Weapon Bleed Containment Vial Magic Show Gimmick
00000	Bleed Detector Hand Weapon Bleed Containment Vial Magic Show Gimmick Flash Powder & Smoke Bomb
000000	Bleed Detector Hand Weapon Bleed Containment Vial Magic Show Gimmick
000000	Bleed Detector Hand Weapon Bleed Containment Vial Magic Show Gimmick Flash Powder & Smoke Bomb
000000	Bleed Detector Hand Weapon Bleed Containment Vial Magic Show Gimmick Flash Powder & Smoke Bomb
000000	Bleed Detector Hand Weapon Bleed Containment Vial Magic Show Gimmick Flash Powder & Smoke Bomb Hidden Weapon
000000	Bleed Detector Hand Weapon Bleed Containment Vial Magic Show Gimmick Flash Powder & Smoke Bomb Hidden Weapon

C	A	X	D	E	L	A
O	B	S	C	U	R	A

Name:	Style: _	
Pronouns:	Catalyst: _	
Circle:	Question: _	



ROLE: Weird

- ◆ Let Them In: Whenever you take one or more Bleed marks, you also gain additional information about the phenomenon that harmed you. Ask the GM a question about the source of the bleed.
- Available In The Full Game
- Available In The Full Game

SPECIALTY: Occultist

- Ghostblade: You can attune a ritual knife to yourself. If you coat it in your blood (take a Body mark), it can wound magickal beings and strike invisible or ethereal enemies.
- Extend Your Senses: When you roll with Sense to understand more about a phenomenon you've encountered, also add a number of dice equal to your current Intuition resistance to the roll.
- Available In The Full Game

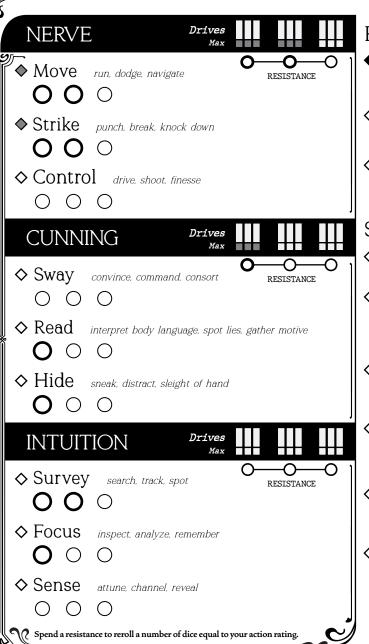
Illumination Keys

Consult Arcane Texts | Collect Oddities | Act Bizarre

VIZ	ARKS
SC.	ARS
0	
0	
O	
RE	LATIONSHIPS
_	
	ΔP During each accidement chases up to three
	AR During each assignment, choose up to three.
0	Bleed Detector
0	Bleed Detector Hand Weapon
000	Bleed Detector Hand Weapon Bleed Containment Vial
0000	Bleed Detector Hand Weapon
00000	Bleed Detector Hand Weapon Bleed Containment Vial Arcane Text
000000	Bleed Detector Hand Weapon Bleed Containment Vial Arcane Text Ward (Soak I Bleed)
000000	Bleed Detector Hand Weapon Bleed Containment Vial Arcane Text Ward (Soak I Bleed)

C	A	X	D	E	L	A
O	B	S	C	U	R	A

Name:	Style:	
Pronouns:	Catalyst:	
Circle:	Question:	



ROLE: Muscle

- Behind Me: Spend 1 Nerve to choose an ally in the same area as you who is about to take a mark from a phenomenon. Describe what you do that allows you to take the mark instead.
- Available In The Full Game
- Available In The Full Game

SPECIALTY: Explorer

- Tenacious: When you have one or more Bleed marks, gild an additional die on Move, Strike, or Control rolls while in danger.
- ♦ Field Experience: You've traveled the world and been in many dangerous positions before. Once per assignment, describe to the group how a previous adventure is similar to your current situation and refresh 1 Nerve for everyone in your circle.
- Available In The Full Game

Illumination Keys

Study An Artifact \mid Discuss History \mid Run Into Danger

	ARKS
SC.	ARS
0	
0	
RE	LATIONSHIPS
_	
_	
_	
GF	${\sf AR}$ During each assignment, choose up to three.
0	Bleed Detector
_	Hand Weapon
	Bleed Containment Vial
0	Excavation Tools
0	Survival Gear
0	Research Materials
0	
_	
	OTES
	DTES