



Name: _____
Pronouns: _____
Circle: _____

Style: _____
Catalyst: _____
Question: _____

NERVE

Drives
Max



◇ Move *run, dodge, navigate*



RESISTANCE

◇ Strike *punch, break, knock down*



◇ Control *drive, shoot, finesse*



CUNNING

Drives
Max



◇ Sway *convince, command, consort*



RESISTANCE

◆ Read *interpret body language, spot lies, gather motive*



◆ Hide *sneak, distract, sleight of hand*



INTUITION

Drives
Max



◇ Survey *search, track, spot*



RESISTANCE

◇ Focus *inspect, analyze, remember*



◇ Sense *attune, channel, reveal*



Spend a Resistance to reroll a number of dice equal to your action.

ROLE: Slink

◆ **Scout:** If you have time to observe a location, you can spend 1 Cunning 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 your current Cunning resistance.

◇ Available In The Full Game

◇ Available In The Full Game

◇ Available In The Full Game

◇ Available In The Full Game

Illumination Keys

Do Something Illegal | Make a Deal | Stand Up To Authority

MARKS



BODY BRAIN BLEED

SCARS

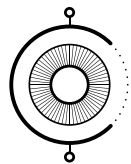
○ _____
○ _____
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RELATIONSHIPS

GEAR *During each assignment, choose up to three.*

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Forged Documents
- Burglary Equipment
- Body Armor (Soak 1 Body)
- _____

NOTES



CANDELA OBSCURA

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NERVE

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RESISTANCE

◆ Focus *inspect, analyze, remember*



◇ Sense *attune, channel, reveal*



Spend a resistance to reroll a number of dice equal to your action rating.

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

◇ Available In The Full Game

◇ Available In The Full Game

◇ Available In The Full Game

Illumination Keys

Mentor An Ally | Reference Research | Make A Plan

MARKS



BODY BRAIN BLEED

SCARS

○ _____
○ _____
○ _____

RELATIONSHIPS

GEAR *During each assignment, choose up to three.*

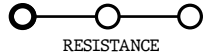
- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Research Materials
- Laboratory Equipment
- Small Mundane Invention
- _____

NOTES



Style: _____
Catalyst: _____
Question: _____

Drives
Max



○ ○ ○

○ ○ ○

Drives
Max



Drives
Max



○ ○ ○



ROLE: Face

◆ Available In The Full Game

SPECIALTY: Magician

◆ Available In The Full Game

◆ Available In The Full Game

◆ Available In The Full Game

◆ Available In The Full Game

Illumination Keys

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

BODY	BRAIN	BLEED
1	1	1
2	2	2
3	3	3
4	4	4
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98	98	98
99	99	99
100	100	100

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RELATIONSHIPS

GEAR *During each assignment, choose up to three.*

- Bleed Detector

○ Hand Weapon

☐ Bleed Containment Vial

○ Magic Show Gimmick

○ Flash Powder & Smoke Bomb

○ Hidden Weapon

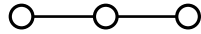
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NOTES



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Drives
Max



○ ○ ○

Drives
Max



○ ○ ○



Drives
Max



○ ○ ○



◆ Available In The Full Game

◆ Available In The Full Game

Consult Arcane Texts | Collect Oddities | Act Bizarre

BODY BRAIN BLEED

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☐ Bleed Detector

☐ Hand Weapon

☐ Bleed Containment Vial

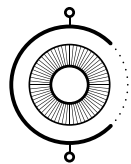
○ Arcane Text

☐ Ward (Soak 1 Bleed)

☐ Occult Supplies

O

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Drives
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Spend a resistance to reroll a number of dice equal to your action rating.

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

◆ Available In The Full Game

◆ Available In The Full Game

◆ Available In The Full Game

Illumination Keys

Study An Artifact | Discuss History | Run Into Danger

MARKS



BODY BRAIN BLEED

SCARS

○ _____
○ _____
○ _____

RELATIONSHIPS

_____	_____
_____	_____
_____	_____
_____	_____

GEAR *During each assignment, choose up to three.*

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Excavation Tools
- Survival Gear
- Research Materials
- _____

NOTES