



# LADY BLACKBIRD

*is on the run from an arranged marriage to Count Carlowe. She hired a smuggler skyship, The Owl, to take her from her palace on the Imperial world of Ilysium to the far reaches of the Remnants, so she could be with her once secret lover, the pirate king Uriah Flint.*

WRITING, LAYOUT & ART  
John Harper

#### INFLUENCES

Clinton R. Nixon, James V. West, Luke Crane, Vincent Baker, Jonathan Walton, Judd Karlman, Jason Morningstar, Fred Hicks, Rob Donoghue, Leonard Balsera, Ben Lehman, Mark Causey, Brandon Amancio, Claudio Cipolla, Mike Riverso, Joss Whedon, George Lucas, Hayao Miyazaki, Reiko Kodama

#### PLAYTESTERS

Adam Chevrier, Shannon East, Naydanka Huamani, Sage LaTorra, Paul Riddle

OPEN SOURCE VERSION  
Andreas Tollkötter

CONTACT  
[oneseven@gmail.com](mailto:oneseven@gmail.com)

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VERSION 03.14.10

HOWEVER—Just before reaching the halfway point of Haven, The Owl was pursued and captured by the Imperial cruiser Hand of Sorrow , under charges of flying a false flag.

EVEN NOW—Lady Blackbird, her bodyguard, and the crew of The Owl are detained in the brig, while the commander of the cruiser, Captain Hollas, runs the smuggler ship's registry over the wireless. It's only a matter of time before they discover the outstanding warrants and learn that The Owl is owned by none other than the infamous outcast Cyrus Vance.

HOW WILL LADY BLACKBIRD AND THE OTHERS ESCAPE THE HAND OF SORROW?

WHAT DANGERS LIE IN THEIR PATH?

WILL THEY BE ABLE TO FIND THE SECRET LAIR OF THE PIRATE KING? IF THEY DO, WILL URIAH FLINT ACCEPT LADY BLACKBIRD AS HIS BRIDE? BY THE TIME THEY GET THERE, WILL SHE WANT HIM TO?



# THE WILD BLUE

*Shattered worlds circling a dimming star*



## ADRIFT IN THE BLUE

The worlds of the Wild Blue float in a sky of breathable gases circling a small, cold star. Scholars believe that the star is made from pure Essence—the strange energy that sorcerers channel for their magic. This “solar system” is much smaller than you might think—it takes about six weeks to cross from one side to the other on a standard sky ship. Most of the worlds of the Empire are so closely positioned that it takes only a day or two to travel from one to another.

## THE LOWER DEPTHS

The heavier gases form a dense layer of fog below the “sky” of the Wild Blue. This fog is corrosive—people need to wear gas-masks to breathe and most airship hulls will start to corrode after a single exposure. Pirates and other criminals sometimes use the lower depths to evade Imperial patrols and launch raids from hiding. Unfortunately, the depths are home to sky squid and other monstrous things....

## NAMES

**MALE:** Abel, Artemis, August, Eli, Giovanni, Ivan, Jack, Jefferson, Jonas, Leo, Logan, Malachi, Mario, Micah, Nahum, Noah, Orlene, Oscar, Samuel, Silas, Victor, Vlad, Wester

**FEMALE:** Alice, Ardent, Ashlyn, Caess, Clare, Elena, Eveline, Fiona, Grace, Hannah, Hazel, Hester, Isabel, Krista, Jezebel, Leah, Lucile, Lydia, Seraphina, Sonya, Sophie, Veronica, Violet

**SURNAMES:** Bell, Bowen, Canter, Carson, Cross, Harwood, Hollas, Hunter, Kalra, Keel, Moreau, Morgan, Porter, Pickett, Quinn, Sidhu, Soto, Torrez, Vakharia, Walker, Winter, Wright

**NOBLE HOUSES:** Ash, Blackbird, Firefly, Mooncloud, Nightsong, Snow, Twilight, Whitethorn.

## ILYSIUM

The capitol world of the Empire, home to the great noble houses. Ilysum is rich and decadent, attended by servants, slaves, and the elite bodyguards of the nobility.

## OLYMPIA

The staging world of the Imperial Sky Fleet. From here, expeditions are launched into the colonial expanse and all across the Wild Blue. Olympia is also home to the finest brewers and distillers in the Empire.

## HAVEN

The most prominent of the Free Worlds. Here, in the sprawling city hubs, the Trade Union tries to impose some order on the bickering clans and factions of the Free Peoples. Slavery is outlawed here, so many ex-slaves make Haven their home.

## NIGHTPORT

Unlike other worlds, Nightport does not rotate, which means one face is always in darkness. It is on this side that pirates and smugglers have built a hidden port city in which to carry out their nefarious dealings. This hive of scum and villainy is a dangerous place, but almost anything may be bought or sold there, including secrets.

## THE REMNANTS

A swirling maelstrom of spinning world-shards. The Remnants are almost impossible to navigate, even for the best airship pilots. It's said that the pirate king, Uriah Flint, keeps his secret fortress somewhere deep within the Remnants and only those who know the secret of the true course can ever reach it.

# NATASHA SYRI + LADY BLACKBIRD

An Imperial noble, in disguise, escaping an arranged marriage so she can be with her lover

## TRAITS

### Imperial Noble

Etiquette, Dance, Educated, History, Science, Wealth, Connections, House Blackbird

### Master Sorcerer

Spellcaster, Channeling, Stormblood, Wind, Lightning, [Fly], [Blast], [Sense]

### Athletic

Run, Fencing, Rapier, Duels, Shooting, [Pistol], [Acrobatics]

### Charm

Charisma, Presence, Command, Nobles, Servants, [Soldiers]

### Cunning

Deception, Misdirection, Disguise, Codes, [Sneak], [Hide]

Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.



INJURED



DEAD



TIRED



ANGRY



LOST



HUNTED



TRAPPED

## ⊕ RULES SUMMARY ⊕

### ROLLING THE DICE

When you try to overcome an obstacle, you roll dice. Start with one die. Add a die if you have a **trait** that can help you. If that trait has any **tags** that apply, add another die for each tag. Finally, add any number of dice from your personal **pool** of dice (your pool starts with 7 dice).

Roll all the dice you've gathered. Each die that shows **4 or higher** is a hit. You need hits equal to the difficulty **level** (usually 3) to pass the obstacle.

LEVELS: 2 EASY—3 DIFFICULT—4 CHALLENGING—5 EXTREME

If **you pass**, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If **you don't pass**, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and **add another die to your pool**. The GM will escalate the situation in some way and you might be able to try again.

### CONDITIONS

When events warrant or especially when you fail a roll, the GM may impose a **condition** on your character: **Injured**, **Dead**, **Tired**, **Angry**, **Lost**, **Hunted**, or **Trapped**. When you take a condition, mark its box and say how it comes about. [NOTE: The "dead" condition just means "presumed dead" unless you say otherwise.]

### HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

### Key of the Paragon

As a noble, you're a cut above the common man. Hit your key when you demonstrate your superiority or when your noble traits overcome a problem. Buyoff: Disown your noble heritage.

### Key of the Mission

You must escape the Empire and rendezvous with your once secret lover, the Pirate King Uriah Flint, whom you haven't seen in six years. Hit your key when you take action to complete the mission. Buyoff: Give up on your mission.

### Key of the Impostor

You are in disguise, passing yourself off as commoner. Hit your key when you perform well enough to fool someone with your disguise. Buyoff: Reveal your true identity to someone you fooled.

### Secret of Stormblood

As long as you can speak, you can channel magical power and do Sorcery. You have the Master Sorcerer trait and the Stormblood tag.

### Secret of Inner Focus

Once per session, you can re-roll a failure when doing Sorcery.

### KEYS

When you hit a Key, you can do one of two things:

- ❖ Take an **experience point** (XP)
- ❖ Add a die to your pool (up to a max of 10)

If you go into danger because of your key, you get 2 XP or 2 pool dice (or 1 XP and 1 pool die). When you have accumulated 5 XP, you earn an **advance**. You can spend an advance on one of the following:

- ❖ Add a new **Trait** (based on something you learned during play or on some past experience that has come to light)
- ❖ Add a **tag** to an existing trait
- ❖ Add a new **Key** (you can never have the same key twice)
- ❖ Learn a **Secret** (if you have the means to)

You can hold on to advances if you want, and spend them at any time, even in the middle of a battle!

Each key also has a **buyoff**. If the buyoff condition occurs, you have the option of removing the Key and earning two advances.

### REFRESH

You can refresh your pool back to 7 dice by having a **refreshment scene** with another character. You may also remove a condition or regain the use of a Secret, depending on the details of the scene. A refreshment scene is a good time to ask questions (in character) so the other player can show off aspects of his or her PC—"Why did you choose this life?"—"What do you think of the Lady?"—"Why did you take this job?" etc. Refreshment scenes can be flashbacks, too.

# ⊕ NAOMI BISHOP ⊕

Former pit-fighter and bodyguard to Lady Blackbird

## TRAITS

### Pit Fighter

Combat Tested, Brutal, Living Weapon, Fast, Hard, [Strong], [Bone-breaking], [Scary Look]

### Bodyguard

Awareness, Threats, Defend, Disarm, Restrain, Carry, Delay, [Security], [First Aid]

### Ex-Slave

Sneak, Hide, Run, Tough, Endure, Scrounge, Nobles, [Hated], [Iron Will]

### Keen

Insightful, Aware, Coiled, Liars, Traps, [Danger], [Sense Motives]

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### Key of the Guardian

You are Lady Blackbird's loyal defender. Hit your key when you make a decision influenced by Lady Blackbird or protect her from harm. Buyoff: Sever your relationship with the Lady.

### Key of Vengeance

The Empire enslaved you and made you kill for sport. You will have your revenge on them and watch their cities burn. Hit your key when you strike a blow against the Empire (especially by killing an Imperial). Buyoff: Forgive them for what they did to you.

### Key of the Warrior

You crave the crash and roar of battle, the tougher the better. Hit your key when you do battle with worthy or superior foes. Buyoff: Pass up an opportunity for a good fight.

### Secret of Destruction

You can break things with your bare hands as if you were swinging a sledgehammer. It's scary.

### Secret of the Bodyguard

Once per session, you can re-roll a failure when protecting someone.

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LEVELS: 2 EASY—3 DIFFICULT—4 CHALLENGING—5 EXTREME

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### HELPING

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# ⊕ CYRUS VANCE ⊕

An ex-Imperial soldier turned smuggler and soldier-of-fortune, Captain of The Owl

## TRAITS

### Ex-Imperial Soldier

Tactics, Command, Soldiers, Rank, Connections, Maps, Imperial War Ships

### Smuggler

Haggle, Deception, Sneak, Hide, Camouflage, Forgery, Pilot, Navigation, [Repair], [Gunnery]

### Survivor

Tough, Run, Scrounge, Endure, Creepy Stare, Intimidate, [Medic]

### Warrior

Battle-Hardened, Shooting, Two-Gun Style, Pistol, Fencing, Sword, [Brawl], [Hail of Lead]

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### HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

### Key of the Commander

You are accustomed to giving orders and having them obeyed. Hit your trait when you come up with a plan and give orders to make it happen. Buyoff: Acknowledge someone else as the leader.

### Key of Hidden Longing

You are completely enthralled by Lady Blackbird, but you don't want her to know it. Hit your key when you make a decision based on this secret affection or when you somehow show it indirectly. Buyoff: Give up on your secret desire or make it public.

### Key of the Outcast

You got exiled from the Empire. Hit your key when your outcast status causes you trouble or is important in a scene. Buyoff: Regain your former standing or join a new group.

### Secret of Leadership

Once per session, you can give someone else a chance to re-roll a failed roll, by giving them orders, advice, or setting a good example.

### Secret of Warpblood

Once per session, you can teleport yourself or someone you're touching.

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- ❖ Learn a **Secret** (if you have the means to)

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### REFRESH

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# ⊕ KALE ARKAM ⊕

A burglar and petty sorcerer, first mate and mechanic of The Owl

## TRAITS

### Burglar

Quiet, Sneak, Hide, Dextrous, Locks, Perceptive, Traps, Darkness, [Alarms], [Distractions]

### Tricky

Quick, Dirty Fighting, Tumbler, Escape, Contortionist, [Sleight of Hand], [Acrobatics], [Dagger]

### Petty Magic (use one spell tag at a time)

Light spell, Dark spell, Jump spell, Shatter Spell, [Channeling], [Spellcaster]

### Mechanic

Repair, Engines, Efficiency, Spare Parts, Sabotage, [Enhancements], [Ship Weapons]

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### HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

### Key of Greed

You like the shiny things. Hit your key when you steal something cool or score a big payoff. Buyoff: Swear off stealing forever.

### Key of the Mission

You must safely deliver Lady Blackbird to the Pirate King Uriah Flint, so she can marry him. Hit your key when you take action to complete the mission. Buyoff: Give up the mission.

### Key of Fraternity

You are sworn to Captain Vance in a bond of brotherhood. Hit your key when your character is influenced by Vance or when you show how deep your bond is. Buyoff: Sever the relationship.

### Secret of Concealment

No matter how thoroughly you're searched, you always have a few key items with you. You can produce any common, simple item at a moment's notice.

### Secret of Reflexes

Once per session, you can re-roll a failure when doing anything involving grace, dexterity, or quick reflexes.

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# ⊕ SNARGLE ⊕

A goblin sky-sailor and pilot of The Owl

## TRAITS

### Pilot

Daring, Steady, Maneuvering, Evasion, Tricky flying, Navigation, Maps, Atmosphericics. [The Owl], [Battle], [Ramming]

### Sky Sailor

Gunnery, Aim, Maintenance, Observation, Signals, Empire, Pirates, Free Worlds, Haven, [Repair], [Connections]

### Goblin

Warp shape, Glide, Nightvision, Agile, Quick, Tumbler, Teeth & Claws, [Mimic Shape], [Reckless], [Connections]

### Sly

Crafty, Sneaky, Distractions, Bluff, Languages, Trade Speak, [Sharp], [Disguise]

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### HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

### Key of the Daredevil

You thrive in dangerous situations. Hit your key when you do something cool that is risky or reckless (especially piloting stunts). Buyoff: Be very very careful.

### Key of Conscience

You don't like to see anyone suffer, even enemies. Hit your key when you help someone who is in trouble or when you change someone's life for the better. Buyoff: Ignore a request for help.

### Key of Banter

You have a knack for snappy comments. Hit your key when Snargle says something that makes the other players laugh or when you explain something using your pilot techno jargon. Buyoff: Everyone groans at one of your comments.

### Secret of Shape Warping

As a goblin, you can change your shape, growing shorter, taller, fatter, thinner, or changing your skin color, at will.

### Secret of the Lucky Break

Once per session, you can keep your pool dice when you succeed (so go ahead and use 'em all).

### KEYS

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# ⊕ THE OWL ⊕

An old but reliable skyship, outfitted for smuggling



RELATIVE SIZE COMPARISON

THE OWL > 48M SKY SQUID > 139M



## SKY HAULER C9 REFIT

The Owl was once a Sky Hauler C9 cargo ship but has since been extensively customized by Cyrus and Kale. It has a smaller cargo area and four passenger berths in the reclaimed space. It also has hidden smuggling compartments scattered throughout the vessel.

The Owl is an old ship, but it can hold its own with more modern vessels thanks to its custom engines and supercharged steam drive. Snargle has also made several unique adjustments to the controls to allow the large ship to maneuver like a much smaller craft.

Unfortunately, all of these modifications put a lot of strain on the old girl. Kale keeps the ship running day to day, but when it's put under a lot of stress (as it often is) things can go awry—broken pipes, vented steam, leaking fluids, and worse.

Still, The Owl is not just a skyship, it's a home to its crew. They gather around the beat-up old wooden dinner table in the galley every night and thank the four winds that fortune saw fit to bless them with such a fine craft.

[GM: You can inflict conditions on The Owl as events warrant. It begins play with the **Need Fuel** condition marked.]

## STATISTICS

Length: 48 meters

Crew: 2–3

Berths: 6 (2 crew, 4 passenger)

Cargo Capacity: 30,000 pounds (6 cargo pods)

Powerplant:

- ❖ Tri-Valve Reciprocal Steam Drive
- ❖ (2) Twin-Coil Induction Thrusters

Cruise Speed: 160 knots

Flank Speed: 310 knots under boost

Weapons: Top-mounted external gun turret

Wireless: Midrange Multi-Band with Signal Mask

Sensors:

- ❖ Short-Range Sonar
- ❖ Atmosphere/Pressure Analyzer

Hull: Treated to resist corrosion in the lower depths for up to 4 hours.



NEED FUEL



NEED SUPPLIES



BUSTED & LEAKING

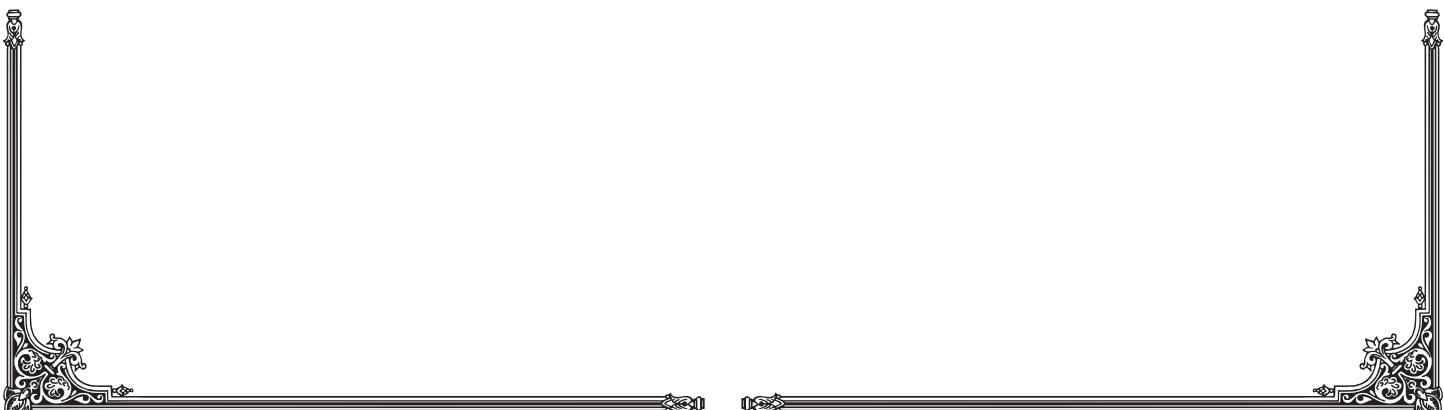
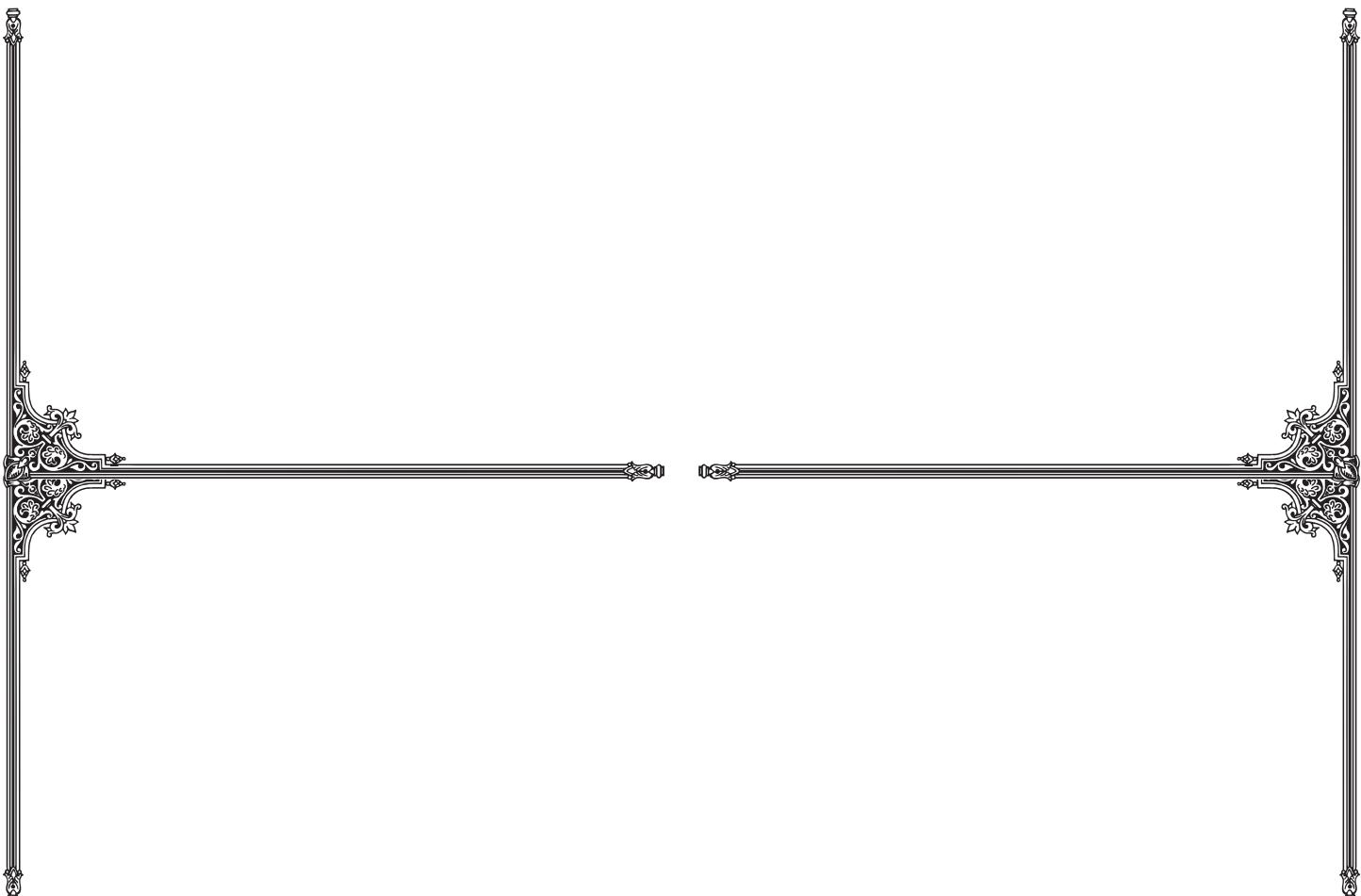
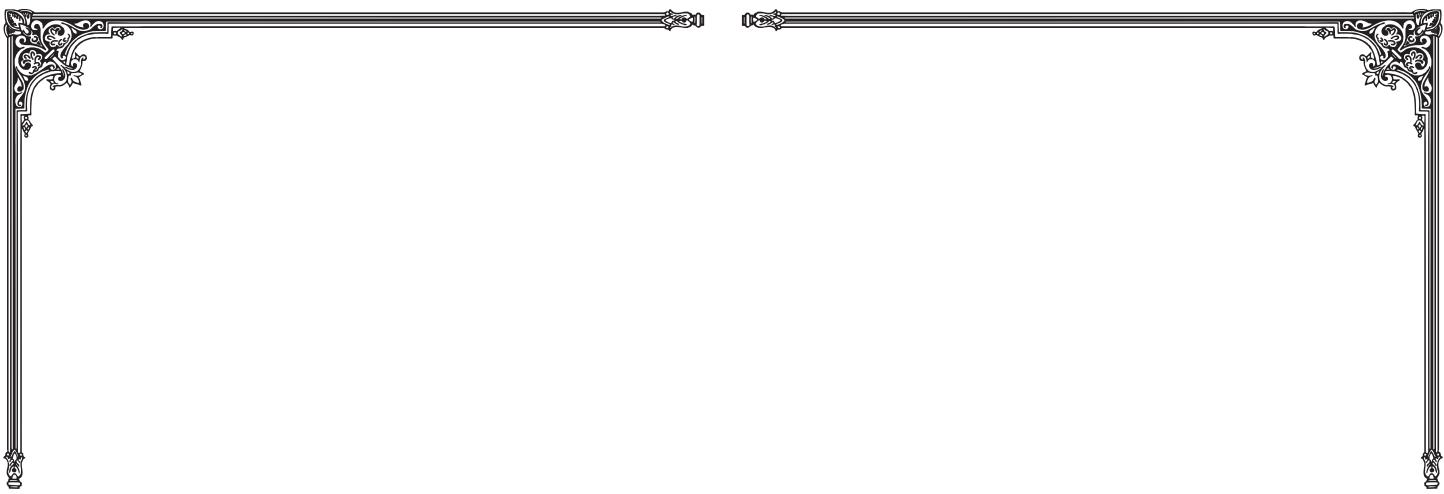


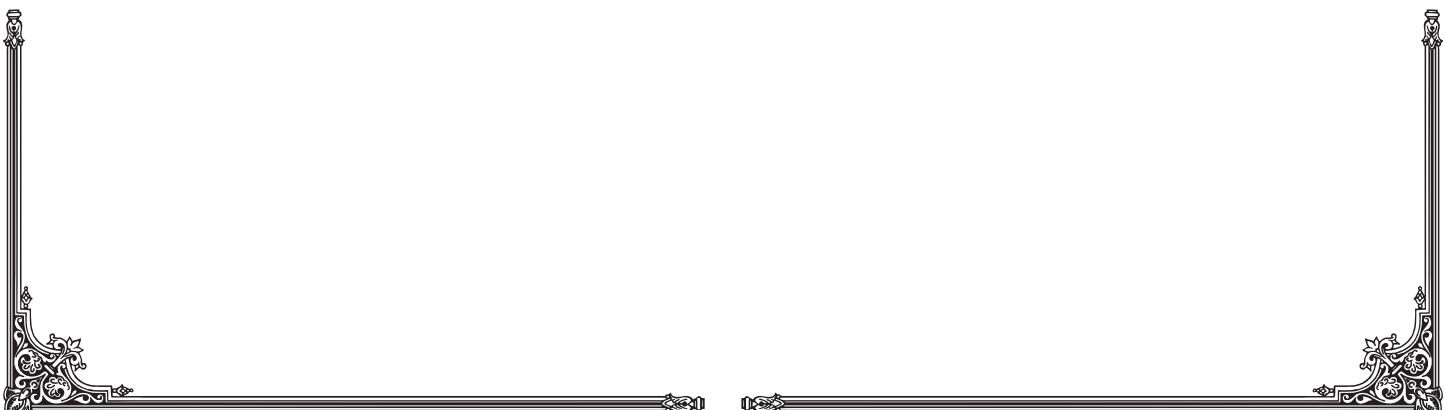
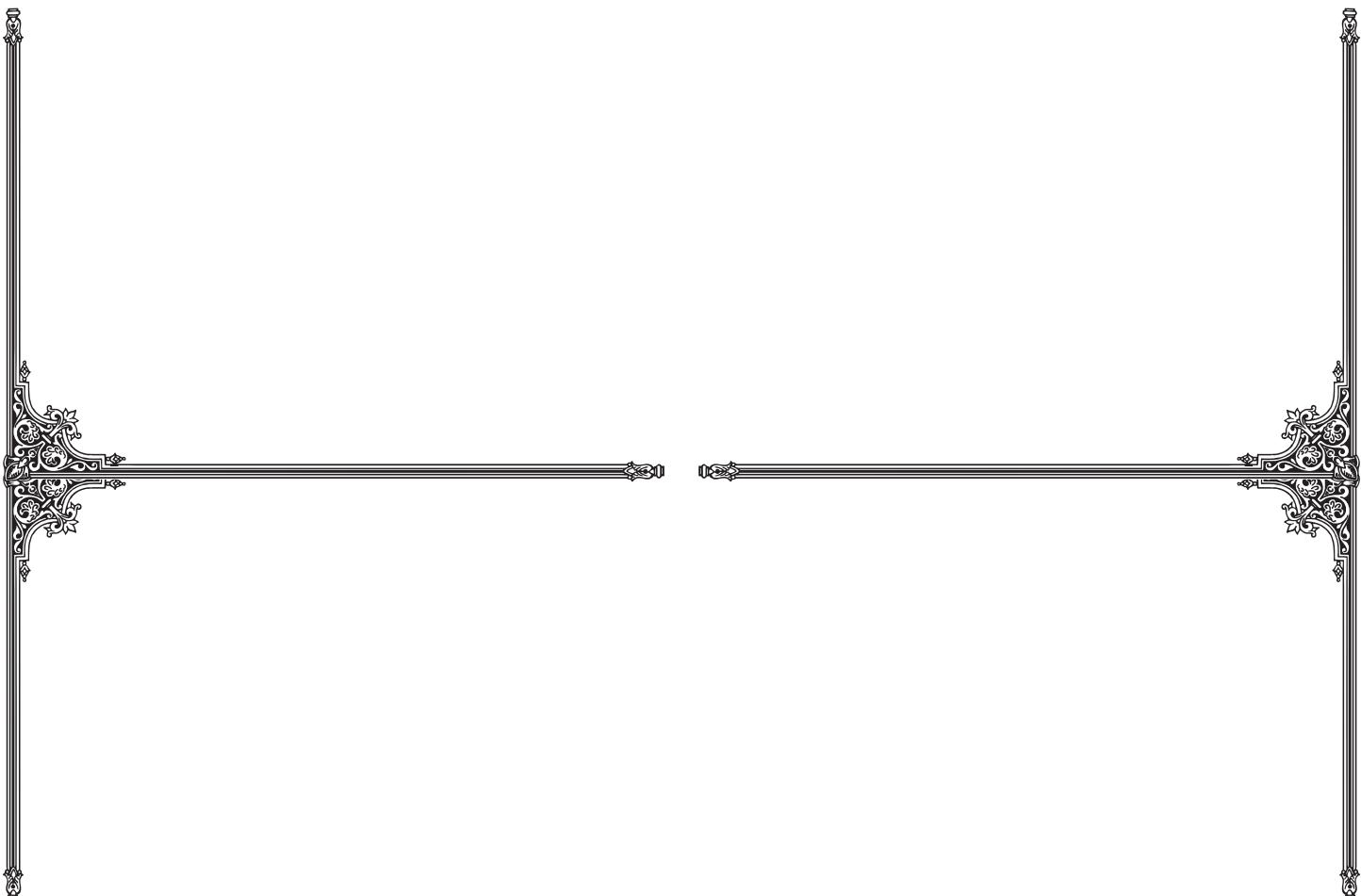
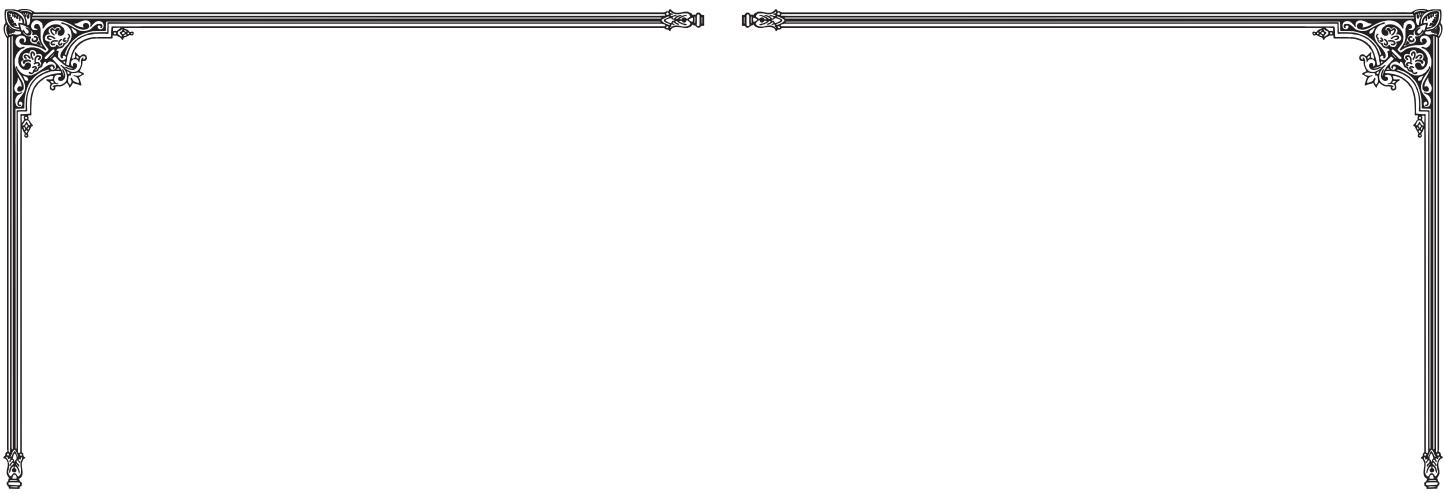
SLOWED



CRIPPLED







# LADY BLACKBIRD

Player:

UNSPENT  
ADVANCES

Key of the Paragon

Key of the Mission

Key of the Impostor

Key of

Key of

Secret of Stormblood

Secret of Inner Focus

Secret of

Secret of

INJURED    DEAD    TIRED    ANGRY    LOST    HUNTED    TRAPPED

## ⊕ RULES SUMMARY ⊕

### ROLLING THE DICE

When you try to overcome an obstacle, you roll dice. Start with one die. Add a die if you have a **trait** that can help you. If that trait has any **tags** that apply, add another die for each tag. Finally, add any number of dice from your personal **pool** of dice (your pool starts with 7 dice).

Roll all the dice you've gathered. Each die that shows **4 or higher** is a hit. You need hits equal to the difficulty **level** (usually 3) to pass the obstacle.

LEVELS: 2 EASY—3 DIFFICULT—4 CHALLENGING—5 EXTREME

If **you pass**, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If **you don't pass**, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and **add another die to your pool**. The GM will escalate the situation in some way and you might be able to try again.

### CONDITIONS

When events warrant or especially when you fail a roll, the GM may impose a **condition** on your character: **Injured**, **Dead**, **Tired**, **Angry**, **Lost**, **Hunted**, or **Trapped**. When you take a condition, mark its box and say how it comes about. [NOTE: The "dead" condition just means "presumed dead" unless you say otherwise.]

### HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

### Imperial Noble

- ⇒ Etiquette, Dance, Educated, History, Science, Wealth,
- ⇒ Connections, House Blackbird

### Master Sorcerer

- ⇒ Spellcaster, Channeling, Stormblood, Wind, Lightning
- ⇒

### Athletic

- ⇒ Run, Fencing, Rapier, Duels, Shooting
- ⇒

### Charm

- ⇒ Charisma, Presence, Command, Nobles, Servants
- ⇒

### Cunning

- ⇒ Deception, Misdirection, Disguise, Codes
- ⇒

⇒

⇒

⇒

### KEYS

When you hit a Key, you can do one of two things:

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If you go into danger because of your key, you get 2 XP or 2 pool dice (or 1 XP and 1 pool die). When you have accumulated 5 XP, you earn an **advance**. You can spend an advance on one of the following:

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- ❖ Add a **tag** to an existing trait
- ❖ Add a new **Key** (you can never have the same key twice)
- ❖ Learn a **Secret** (if you have the means to)

You can hold on to advances if you want, and spend them at any time, even in the middle of a battle!

Each key also has a **buyoff**. If the buyoff condition occurs, you have the option of removing the Key and earning two advances.

### REFRESH

You can refresh your pool back to 7 dice by having a **refreshment scene** with another character. You may also remove a condition or regain the use of a Secret, depending on the details of the scene. A refreshment scene is a good time to ask questions (in character) so the other player can show off aspects of his or her PC—"Why did you choose this life?"—"What do you think of the Lady?"—"Why did you take this job?" etc. Refreshment scenes can be flashbacks, too.

# NAOMI BISHOP

Player:

UNSPENT  
ADVANCES

Key of the Guardian

Key of Vengeance

Key of the Warrior

Key of

Key of

Secret of Destruction

Secret of the Bodyguard

Secret of

Secret of

INJURED    DEAD    TIRED    ANGRY    LOST    HUNTED    TRAPPED

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### HELPING

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### Pit-Fighter

• Combat Tested, Brutal, Living Weapon, Fast, Hard

•

### Bodyguard

• Awareness, Threats, Defend, Disarm, Restrain, Carry, Delay

•

### Ex-Slave

• Sneak, Hide, Run, Tough, Endure, Scrounge, Nobles

•

### Keen

• Insightful, Aware, Coiled, Liars, Traps

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# CYRUS VANCE

UNSPENT ADVANCES

Player:

Key of the Commander

Key of Hidden Longing

Key of the Outcast

Key of

Key of

Secret of Leadership

Secret of Warpblood

Secret of

Secret of

INJURED     DEAD     TIRED     ANGRY     LOST     HUNTED     TRAPPED

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### HELPING

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### Ex-Imperial Soldier

- ⇒ Tactics, Command, Soldiers, Rank, Connections, Maps,
- ⇒ Imperial War Ships

### Smuggler

- ⇒ Haggle, Deception, Sneak, Hide, Camouflage, Forgery, Pilot,
- ⇒ Navigation

### Survivor

- ⇒ Tough, Run, Scrounge, Endure, Creepy Stare, Intimidate
- ⇒

### Warrior

- ⇒ Battle-Hardened, Shooting, Two-Gun Style, Pistol, Fencing,
- ⇒ Sword

- ⇒

- ⇒

- ⇒

- ⇒

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# KALE ARKAM

Player:

UNSPENT  
ADVANCES

Key of Greed

Key of the Mission

Key of Fraternity

Key of

Key of

Secret of Concealment

Secret of Reflexes

Secret of

Secret of

INJURED    DEAD    TIRED    ANGRY    LOST    HUNTED    TRAPPED

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### HELPING

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### Burglar

• Quiet, Sneak, Hide, Dextrous, Locks, Perceptive, Traps, Darkness

•

### Tricky

• Quick, Dirty Fighting, Tumbler, Escape, Contortionist

•

### Petty Magic (only one spell tag at a time)

• Light spell, Dark spell, Jump spell, Shatter Spell

•

### Mechanic

• Repair, Engines, Efficiency, Spare Parts, Sabotage

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# SNARGLE

Player:

UNSPENT  
ADVANCES

Key of the Daredevil

Key of Conscience

Key of Banter

Key of

Key of

Secret of Shape Warping

Secret of the Lucky Break

Secret of

Secret of

INJURED    DEAD    TIRED    ANGRY    LOST    HUNTED    TRAPPED

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### HELPING

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### Pilot

- Daring, Steady, Maneuvering, Evasion, Tricky flying, Maps,
- Navigation, Atmospherics

### Sky Sailor

- Gunnery, Aim, Maintenance, Observation, Signals, Empire,
- Pirates, Free Worlds, Haven

### Goblin

- Warp shape, Glide, Nightvision, Agile, Quick, Tumbler,
- Teeth & Claws

### Sly

- Crafty, Sneaky, Distractions, Bluff, Languages, Trade Speak

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NAME:	<input type="text"/>
Player:	<input type="text"/>
Key of	<input type="text"/> UNSPENT ADVANCES
Key of	<input type="text"/>
Secret of	<input type="text"/>
Secret of	<input type="text"/>
Secret of	<input type="text"/>
Secret of	<input type="text"/>
<input type="checkbox"/> INJURED <input type="checkbox"/> DEAD <input type="checkbox"/> TIRED <input type="checkbox"/> ANGRY <input type="checkbox"/> LOST <input type="checkbox"/> HUNTED <input type="checkbox"/> TRAPPED	

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TRAIT:	<input type="text"/>
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TRAIT:	<input type="text"/>
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