RIADE	SINTHED	APK	A DEADLY	ZURS
			A DEADLY SHARPSHOOTER AND TRACKER	
		CREW	SPECIAL ABILITIES PLAYBOOK XP	INSIGHT XP
NAME	-	ALIAS	O SHARPSHOOTER: YOU CAN PUSH YOURSELF TO DO ONE OF THE FOLLOWING: MAKE A RANGED ATTACK AT EXTREME DISTANCE BEYOND WHAT'S NORMAL FOR THE WEAPON — UNLEASH A BARRAGE OF RAPID FIRE TO SUPPRESS THE ENEMY.	HUNT STUDY SURVEY
LOOK			O FOCUSED: YOU MAY EXPEND YOUR SPECIAL ARMOR TO RESIST A CONSEQUENCE OF SURPRISE OR MENTAL HARM (FEAR, CONFUSION, LOSING TRACK OF SOMEONE) OR TO PUSH YOURSELF FOR RANGED COMBAT OR TRACKING.	PROWESS XP
HERITAGE: AKOROS - SI	KOVLAN — TYCHEROS	BACKGROUND: ACADEMIC - LABOR - LAW TRADE - MILITARY - NOBLE - UNDERWORLD TON - PLEASURE - STUPOR - WEIRD	○ GHOST HUNTER: YOUR HUNTING PET IS IMBUED WITH SPIRIT ENERGY. IT GAINS POTENCY WHEN TRACKING OR FIGHTING THE SUPERNATURAL, AND GAINS AN ARCANE ABILITY: GHOST—FORM, MIND—LINK, OR ARROW—SWIFT. TAKE THIS ABILITY AGAIN TO CHOOSE AN ADDITIONAL ARCANE ABILITY FOR YOUR PET.	PROWL SKIRMISH WRECK
STRESS STRESS	TRAUMA	OLD — HAUNTED — OBSESSED — PARANOID ECKLESS — SOFT — UNSTABLE — VICIOUS	O SCOUT: WHEN YOU GATHER INFO TO LOCATE A TARGET, YOU GET +1 EFFECT. WHEN YOU HIDE IN A PREPARED POSITION OR USE CAMOUFLAGE, YOU GET +1D TO ROLLS TO AVOID DETECTION.	RESOLVE XP ATTUNE
HARM 3		NEED PROJECT CLOCK: PROJECT CLOCK: FILL TO DROP ALL HARM BY ONE LEVEL	O SURVIVOR: FROM HARD WON EXPERIENCE OR OCCULT RITUAL, YOU ARE IMMUNE TO THE POISONOUS MIASMA OF THE DEATHLANDS AND ARE ABLE TO SUBSIST ON THE STRANGE FLORA AND FAUNA THERE. YOU GET +1 STRESS BOX.	COMMAND CONSORT SWAY
2	2	-1D ARMOR USES	O TOUGH AS NAILS: PENALTIES FROM HARM ARE ONE LEVEL LESS SEVERE (THOUGH LEVEL 4 HARM IS STILL FATAL).	BONUS DIE
1		LESS HEAVY ARMOR EFFECT SPECIAL ARMOR	O VENGEFUL: YOU GAIN AN ADDITIONAL XP TRIGGER: YOU GOT PAYBACK AGAINST SOMEONE WHO HARMED YOU OR SOMEONE YOU CARE ABOUT. IF YOUR CREW HELPED YOU GET PAYBACK, ALSO MARK CREW XP.	PUSH YOURSELF (TAKE 2 STRESS) —OR— ACCEPT A DEVIL'S BARGAIN
EARNING XP			VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:	\$\sqrt{3} Light \$\sqrt{5} NORMAL \$\sqrt{6+ HEAVY}\$
♦ EVERY TIME YOU ROLL A DESPERATE ACTION, MARK XP IN THAT ACTION'S ATTRIBUTE.			0	
AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK I XP (IN YOUR PLAYBOOK OR AN ATTRIBUTE) OR 2 XP IF THAT ITEM OCCURRED MULTIPLE TIMES.				Fine pair of pistols
♦ YOU ADDRESSED A CHALLENGE WITH TRACKING OR VIOLENCE.				Fine Long Rifle
♦ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.			0	ELECTROPLASMIC AMMUNITION A FINE TRAINED HUNTING PET
♦ YOU STRUGGLED WITH ISS	SUES FROM YOUR VICE OR TRA	NUMAS DURING THE SESSION.		Spyglass
PLANNING		TEAMWORK		Spiritbane Charm
CHOOSE A PLAN, THEN PROV	THE MISSING DETAIL	ASSIST A TEAMMATE: PAY 1 STRESS TO GIVE +1D	The second secon	A BLADE OR TWO
ASSAULT: POINT OF ATTACK	OCCULT: ARCANE POWER	LEAD A GROUP ACTION: EVERYONE ROLLS	0	THROWING KNIVES A PISTOL A 2ND PISTOL
DECEPTION: METHOD	SOCIAL: CONNECTION	PROTECT A TEAMMATE: TAKE A CONSEQUENCE		A LARGE WEAPON
STEALTH: POINT OF ENTRY	TRANSPORT: ROUTE	SET UP A TEAMMATE: IMPROVE POSITION		AN UNUSUAL WEAPON ARMOR +HEAVY
ordina rount of diffin	THE MISTORIAN RESULTS	Section of the sectio	0	BURGLARY GEAR
DEADLY FRIENDS		GATHER INFORMATION		CLIMBING GEAR ARCANE IMPLEMENTS
Δ∇	$\Delta \nabla$	◆ WHAT DO THEY INTEND TO DO?	THE RESERVE THE PROPERTY OF THE PARTY OF THE	DOCUMENTS
$\Delta \nabla$	$\Delta \nabla$	◆ HOW CAN 1 GET THEM TO [X]? ◆ WHAT ARE THEY REALLY FEELING?	THE RESERVE AND ADDRESS OF THE PARTY OF THE	SUBTERFUGE SUPPLIES
$\Delta \nabla$	$\Delta \nabla$	◆ WHERE ARE THEY VULNERABLE?	0	DEMOLITION TOOLS TINKERING TOOLS
$\nabla \Delta$	$\Delta \nabla$	♦ WHERE DID [x] GO?	the second secon	LANTERN
$\Delta \nabla$	$\Delta \nabla$	♦ HOW CAN 1 FIND [x]?	The second secon	
Δν	Δν	◆ WHAT'S REALLY GOING ON HERE?	The second secon	

BLADESINTHEDARK **LONG-TERM PROJECTS & NOTES** → DEAD, ALIVE, OR OTHERWISE → A SUBSTANTIAL REWARD IS HEREBY OFFERED FOR ANY INFORMATION REGARDING THE NOTORIOUS OUTLAW de WHO IS WANTED BY THE DOSKVOL CITY WATCH FOR

THE FOLLOWING HEINOUS CRIMES AGAINST THE CROWN: