

CREW

ALIAS

HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS	BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD
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STRESS  **TRAUMA** 

COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

NOTES

CUTTER

STASH

COIN

☐ ☐

☐ ☐

PLAYBOOK

- **BATTLEBORN:** You may expend your **special armor** to reduce harm from an attack in combat or to **push yourself** during a fight.
- **BODYGUARD:** When you **protect** a teammate, take +1d to your resistance roll. When you **gather info** to anticipate possible threats in the current situation, you get +1 effect.
- **GHOST FIGHTER:** You may imbue your hands, melee weapons, or tools with spirit energy. You gain **potency** in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.
- **LEADER:** When you **Command** a **cohort** in combat, they continue to fight when they would otherwise **break** (they're not taken out when they suffer level 3 harm). They gain +1 effect and 1 armor.
- **MULE:** Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- **NOT TO BE TRIFLED WITH:** You can **push yourself** to do one of the following: *perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.*
- **SAVAGE:** When you unleash physical violence, it's especially frightening. When you **Command** a frightened target, take +1d.
- **VIGOROUS:** You recover from harm faster. Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls.
- ○ ○ **VETERAN:** Choose a special ability from another source.

INSIGHT

- ● ● ● HUNT
● ● ● ● STUDY
● ● ● ● SURVEY
● ● ● ● TINKER

PROWESS

- ● ● ● FINESSE
 ● ● ● ● PROWL
 ● ● ● ● SKIRMISH
 ● ● ● ● WRECK

RESOLVE

- ● ● ● ATTUNE
- ● ● ● COMMAND
- ● ● ● CONSORT
- ● ● ● SWAY

BONUS DIE

- + PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN.**

DANGEROUS FRIENDS

- △▽ Marlane, a pugilist
- △▽ Chael, a vicious thug
- △▽ Mercy, a cold killer
- △▽ Grace, an extortionist
- △▽ Sawtooth, a physicker

ITEMS

- ☐ Fine hand weapon
- ☒ ☐ Fine heavy weapon
- ☐ Scary weapon or tool
- ☐ *Manacles & chain*
- ☐ *Rage essence vial*
- ☐ *Spiritbane charm*

LOAD

- ☐ 3 *light* ☐ 5 *normal* ☐ 6 *heavy*
- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol ☐ A 2nd Pistol
- ☐ ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐ ☐ Armor ☐ ☐ ☐ +Heavy
- ☐ Burglary Gear
- ☐ ☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern

XP

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ *You addressed a challenge with violence or coercion.*
 - ◆ *You expressed your beliefs, drives, heritage, or background.*
 - ◆ *You struggled with issues from your vice or traumas during the session.*

TEAMWORK

- Assist a teammate
- Lead a **group action**
- Protect a teammate
- Set up a teammate

PLANNING & LOAD

- Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

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| Assault: <i>Point of attack</i> | Occult: <i>Arcane power</i> |
| Deception: <i>Method</i> | Social: <i>Connection</i> |
| Stealth: <i>Entry point</i> | Transport: <i>Route</i> |

GATHER INFORMATION

- ◆ *How can I hurt them?*
- ◆ *Who's most afraid of me?*
- ◆ *Who's most dangerous here?*
- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *Are they telling the truth?*
- ◆ *What's really going on here?*