

| | | |
|------------------------------------|---------------------------------------|---|
| WILL | | 2 |
| Hunt | | 2 |
| Study | | 0 |
| Survey | | 1 |
| Tinker | | 0 |
| REFLEX | | 4 |
| Finesse | | 1 |
| Prowl | | 1 |
| Skirmish | | 3 |
| Wreck | | 3 |
| FΘR+I+UDE | | 2 |
| Arcana | | 0 |
| Command | | 2 |
| Consort | | 1 |
| Sway | | 0 |
| FAC+IΘN | | |
| <input type="checkbox"/> Athar | <input type="checkbox"/> Fated | |
| <input type="checkbox"/> Godsmen | <input type="checkbox"/> Mercykillers | |
| <input type="checkbox"/> Bleakers | <input type="checkbox"/> Anarchists | |
| <input type="checkbox"/> Doomguard | <input type="checkbox"/> Signers | |
| <input type="checkbox"/> Dustmen | <input type="checkbox"/> Sensates | |
| <input type="checkbox"/> Fated | <input type="checkbox"/> Ciphers | |
| <input type="checkbox"/> Guvners | <input type="checkbox"/> Chaosmen | |
| <input type="checkbox"/> Indeps | <input type="checkbox"/> Clueless | |
| FAC+Θ+UM | | |
| | | |

ABILITIES

Battleborn: You may expend your special armor to reduce harm from an attack in combat or to push yourself during a fight.

Dragonslayer: You may engage a small gang or large creature on equal footing in close combat. You can push yourself to do one of the following: perform a feat of physical force that verges on the superhuman—engage a gang or huge creature on equal footing in close combat

Vigorous: You recover from harm faster. Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls.

Bend Bars/Lift Gates: Gain +1d and increased effect when you **Wreck** a barrier

RACE

- ☐ **Dwarf** - Enduring: Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- ☐ **Stone Genasi** - Rugged: +1d to Resistance Rolls
- ☐ **Drow** - Twin Blades: During any exchange with an opponent, at your option, choose to fight viciously with two swords—increasing the level of any harm inflicted by you and your opponent, or fight defensively—decreasing the level of any harm inflicted by you and your opponent.
- ☐ **Human**- Tactician: When the plan involves assault or deception, gain +1d to the engagement roll.

STRESS



- ☐ Cold ☐ Haunted ☐ Obsessed ☐ Paranoid
- ☐ Reckless ☐ Soft ☐ Unstable ☐ Vicious

| | | |
|---|--|-------------|
| 3 | | Need Help |
| 2 | | -1D |
| 1 | | Less Effect |

FIGHTER

A MEAN HAND WITH BLADE OR FIST. WHEN ALL GOES ACCORDING TO PLAN, YOU HAVE THE EASIEST JOB ON THE CREW. BUT HOW OFTEN DOES THAT HAPPEN?

LOAD:

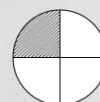
- ☐ Light(3) ☐ Medium (5) ☐ Heavy (6)

GEAR:

- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐ Armor + ☐ Heavy
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern
- ☐ Flaming weapon
- ☐ Vorpall weapon
- ☐ Scary weapon or tool
- ☐ *Potion of Heroism (+1d, but L2 wound after)*
- ☐ *Potion of Healing (3d healing roll)*

Armor:

- ☐ Light
- ☐ Heavy
- ☐ Special



| WILL | 4 |
|-----------|---|
| Hunt | 2 |
| Study | 2 |
| Survey | 2 |
| Tinker | 1 |
| REFLEX | 3 |
| Finesse | 3 |
| Prowl | 3 |
| Skirmish | 2 |
| Wreck | 0 |
| FΘR+I+UDE | 1 |
| Arcana | 0 |
| Command | 0 |
| Consort | 0 |
| Sway | 2 |

| FAC+IΘN | |
|------------------------------------|---------------------------------------|
| <input type="checkbox"/> Athar | <input type="checkbox"/> Fated |
| <input type="checkbox"/> Godsmen | <input type="checkbox"/> Mercykillers |
| <input type="checkbox"/> Bleakers | <input type="checkbox"/> Anarchists |
| <input type="checkbox"/> Doomguard | <input type="checkbox"/> Signers |
| <input type="checkbox"/> Dustmen | <input type="checkbox"/> Sensates |
| <input type="checkbox"/> Fated | <input type="checkbox"/> Ciphers |
| <input type="checkbox"/> Guvners | <input type="checkbox"/> Chaosmen |
| <input type="checkbox"/> Indeps | |
| <input type="checkbox"/> Hardheads | <input type="checkbox"/> Clueless |
| FAC+Θ+UM | |

ABILITIES

Infiltrator: You are not affected by **quality** or **Tier** when you bypass security measures.

Shadowstep: You may teleport between shadows within sight of each other, so long as there is no barrier between them.

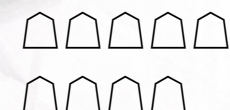
By the Numbers: When you lead a group action using Prowl, you can suffer only 1 stress at most regardless of the number of failed rolls.

Talent for Deception: 1 stress discount on flashbacks that rely on things not appearing to be what they are.

RACE

- ☐ **Halfling** - Baatezu's luck: When you push yourself to roll a skill you have no ranks in, gain +1d.
- ☐ **Gnome** - Illusionary Double: You may expend your special armor to have a physical consequence have landed on your doppelgänger
- ☐ **Wood Elf** - 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.
- ☐ **Human**- Tactician: When the plan involves assault or deception, gain +1d to the engagement roll.

STRESS



- ☐ Cold ☐ Haunted ☐ Obsessed ☐ Paranoid
- ☐ Reckless ☐ Soft ☐ Unstable ☐ Vicious

| | | |
|---|--|-------------|
| 3 | | Need Help |
| 2 | | -1D |
| 1 | | Less Effect |

THIEF

I DIDN'+ DΘ A +HING. IF I HAD, SΘMEΘNE WΘULD HAVE SEEN ME.

DID SΘMEΘNE?

I DIDN'+ +HINK SΘ.

LOAD:

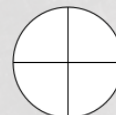
☐ Light(3) ☐ Medium (5) ☐ Heavy (6)

GEAR:

- ☐ Knife made of Shadows
- ☐ Throwing Knives
- ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐ Armor + ☐ Heavy
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern
- ☐ Fine lockpicks
- ☐ Fine shadow cloak
- ☐ Elven Rope
- ☐ Potion of Invisibility
- ☐ Elven Boots
- ☐ Silence potion vial
- ☐ Dark-sight goggles

Armor:

- ☐ Light
- ☐ Heavy
- ☐ Special



| WILL | 3 |
|-----------|---|
| Hunt | 0 |
| Study | 2 |
| Survey | 1 |
| Tinker | 2 |
| REFLEX | 2 |
| Finesse | 1 |
| Prowl | 1 |
| Skirmish | 0 |
| Wreck | 0 |
| FØR+I+UDE | 4 |
| Arcana | 3 |
| Command | 2 |
| Consort | 2 |
| Sway | 1 |

| FAC+IØN | |
|------------------------------------|---------------------------------------|
| <input type="checkbox"/> Athar | <input type="checkbox"/> Fated |
| <input type="checkbox"/> Godsmen | <input type="checkbox"/> Mercykillers |
| <input type="checkbox"/> Bleakers | <input type="checkbox"/> Anarchists |
| <input type="checkbox"/> Doomguard | <input type="checkbox"/> Signers |
| <input type="checkbox"/> Dustmen | <input type="checkbox"/> Sensates |
| <input type="checkbox"/> Fated | <input type="checkbox"/> Ciphers |
| <input type="checkbox"/> Guvners | <input type="checkbox"/> Chaosmen |
| <input type="checkbox"/> Indeps | |
| <input type="checkbox"/> Hardheads | <input type="checkbox"/> Clueless |
| FAC+Ø+UM | |

ABILITIES

Vancian Magic: When you push yourself and describe the elaborate name of the spell you are using to help the effect, you may either gain an additional effect based on the spell, or regain one stress (effectively making the push less expensive). No spell name may be used twice.

Evocation: You may cast basic combat spells like Magic Missile or Ray of Frost, allowing you to use Arcana for combat. You may take level 1 damage (resistible) to increase the scale of the attack by a step.

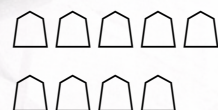
The Big Whammy: Mark your special armor to cast the BIG spell. Effect subject to negotiation

Magic Hat: .1 stress discount on flashbacks that rely on having a specific non-valuable item

RACE

- ☐ **Gnome** - Illusionary Double: You may expend your special armor to have a physical consequence have landed on your doppelgänger
- ☐ **High Elf** - Mageblade - You may summon a magical sword and use Arcana in lieu of Skirmish when fighting with it.
- ☐ **Githzerai** - Iron Will: Gain +1d to resist with Fortitude.
- ☐ **Human**- Tactician: When the plan involves assault or deception, gain +1d to the engagement roll.

STRESS



- ☐ Cold ☐ Haunted ☐ Obsessed ☐ Paranoid
- ☐ Reckless ☐ Soft ☐ Unstable ☐ Vicious

| | | |
|---|--|-------------|
| 3 | | Need Help |
| 2 | | -1D |
| 1 | | Less Effect |

WIZARD

FØØL! I HAVE SEEN THE VERY ENDS ØF THE MØL+IVERSE! I KNØW THE TRUE NAMES ØF THINGS YØØR MIND CANNØT EVEN CØMPREHEND!

I AM INSUL+ED. **INSULTED** +HA+ YØØ WØULD +HINK I'M NØT GØØD FØR +HIS +AB!

LOAD:

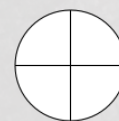
- ☐ Light(3) ☐ Medium (5) ☐ Heavy (6)

GEAR:

- ☐ Hidden Knives
- ☐ Throwing Knives
- ☐ A Large Weapon
- ☐ *Mage Armor* ☐ Ring of Protection
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Everlit Torch
- ☐ Wand of Wonder
- ☐ Potion of Healing
- ☐ Potion of Spider Climb

Aarmor:

- ☐ Light
- ☐ Heavy
- ☐ Special



| WILL | 3 |
|-----------|---|
| Hunt | 0 |
| Study | 2 |
| Survey | 2 |
| Tinker | 1 |
| REFLEX | 3 |
| Finesse | 1 |
| Prowl | 1 |
| Skirmish | 3 |
| Wreck | 0 |
| FØR+I+UDE | 4 |
| Arcana | 3 |
| Command | 2 |
| Consort | 3 |
| Sway | 3 |

| FAC+IØN | |
|------------------------------------|---------------------------------------|
| <input type="checkbox"/> Athar | <input type="checkbox"/> Fated |
| <input type="checkbox"/> Godsmen | <input type="checkbox"/> Mercykillers |
| <input type="checkbox"/> Bleakers | <input type="checkbox"/> Anarchists |
| <input type="checkbox"/> Doomguard | <input type="checkbox"/> Signers |
| <input type="checkbox"/> Dustmen | <input type="checkbox"/> Sensates |
| <input type="checkbox"/> Fated | <input type="checkbox"/> Ciphers |
| <input type="checkbox"/> Guvners | <input type="checkbox"/> Chaosmen |
| <input type="checkbox"/> Indeps | |
| <input type="checkbox"/> Hardheads | <input type="checkbox"/> Clueless |
| FAC+Ø+UØ | |

ABILITIES

You Only Want Me For My Healing: You may push yourself to roll arcana heal someone.

Rebuke: Choose one:

☐ Undead ☐ Infernals ☐ Celestials ☐ Elementals

When you use Command with that group to drive them away, improve your position and effect.

Blessings: Three times per score you may assist another crew member without paying stress. ☐ ☐ ☐

Divine Guidance: Once per score, one flashback is discounted by two stress.

RACE

☐ **Dwarf** - Enduring: Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.

☐ **Human** - Tactician: When the plan involves assault or deception, gain +1d to the engagement roll.

☐ **Aasimar** - Divine Presence: +1d to any consort or sway roll that relies on a facade of goodness.

☐ **Tiefling** - Sinister Presence: +1d to any consort or sway roll that relies on a facade of Evil.

STRESS



☐ Cold ☐ Haunted ☐ Obsessed ☐ Paranoid
☐ Reckless ☐ Soft ☐ Unstable ☐ Vicious

| | | |
|---|--|-------------|
| 3 | | Need Help |
| 2 | | -1D |
| 1 | | Less Effect |

CLERIC

WHY, IF +HERE **WERE** ANY PRIESTS ØF Ø MASK HERE, YØU CAN BE SURE +HAT +HE RIGH+EØUS LIGH+ ØF, ER, PELØR WØULD DRIVE +HEØ FØR+H! BE SURE ØF IT, CITIZENS!

LOAD:

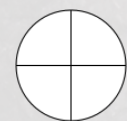
☐ Light(3) ☐ Medium (5) ☐ Heavy (6)

GEAR:

☐ Club
☐ Throwing Knives
☐ A Large Weapon
☐ An Blessed Weapon
☐ Armor + ☐ Heavy
☐ Burglary Gear
☐ Climbing Gear
☐ Arcane Implements
☐ Documents
☐ Subterfuge Supplies
☐ Demolition Tools
☐ Tinkering Tools
☐ Everglowing Orb
☐ *Real Looking Holy Symbol*
☐ *Holy Symbol*
☐ Holy Water
☐ Holy Whiskey
☐ Miraculous Bead
☐ Miraculous Bead

Armor:

☐ Light
☐ Heavy
☐ Special



WILL 3

- Hunt 0
- Study 2
- Survey 2
- Tinker 1

REFLEX 3

- Finesse 2
- Prowl 2
- Skirmish 2
- Wreck 0

FØR+I+UDE 4

- Arcana 2
- Command 2
- Consort 3
- Sway 3

FAC+IØN

- ☐ Athar
- ☐ Godsmen
- ☐ Bleakers
- ☐ Doomguard
- ☐ Dustmen
- ☐ Fated
- ☐ Guvners
- ☐ Indeps
- ☐ Hardheads
- ☐ Fated
- ☐ Mercykillers
- ☐ Anarchists
- ☐ Signers
- ☐ Sensates
- ☐ Ciphers
- ☐ Chaosmen
- ☐ Clueless

FAC+Ø+UM

ABILITIES

Bardic Music: You reassure all who listen that your music has magical properties. So long as you are loudly playing music as part of an action, you gain the following benefits:

- * If you lead a group action, you can suffer only 1 stress at most regardless of the number of failed rolls ("Bravely run away")
- * If performing music can be included as part of **Consort**, **Sway**, or **Command** roll, increase effect
- * Nullify any sound or music based consequences

Subterfuge: You may expend your special armor to resist a consequence from suspicion or persuasion, or to push yourself for subterfuge.

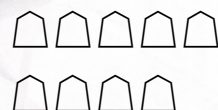
Little Bit of Everything.: Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.

I Know A Guy: 1 stress discount on flashbacks that involve talking with someone beforehand

RACE

- ☐ **Halfling** - Baatezu's luck: When you push yourself to roll a skill you have no ranks in, gain +1d.
- ☐ **Gnome** - Illusionary Double: You may expend your special armor to have a physical consequence have landed on your doppelgänger
- ☐ **Wood Elf** - 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.
- ☐ **Human**- Tactician: When the plan involves assault or deception, gain +1d to the engagement roll.

S+RESS



- ☐ Cold
- ☐ Haunted
- ☐ Obsessed
- ☐ Paranoid
- ☐ Reckless
- ☐ Soft
- ☐ Unstable
- ☐ Vicious

| | | |
|---|--|-------------|
| 3 | | Need Help |
| 2 | | -1D |
| 1 | | Less Effect |

BARD

LAUGH ALL YØU WANT, BU+ I WEN+ +Ø
CØLLEGE FØR +HIS. DØ YØU HAVE A
DEGREE IN FIGH+ERØLOGY? **I +HINK**
NØ+.

LOAD:

- ☐ Light(3)
- ☐ Medium (5)
- ☐ Heavy (6)

GEAR:

- ☐ Hand Weapons
- ☐ Throwing Knives
- ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐ ☐ Armor + ☐ ☐ Heavy
- ☐ Burglary Gear
- ☐ ☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern
- ☐ *Musical Instrument*
- ☐ *Another musical instrument just in case*
- ☐ *Another musical instrument. Can't be too safe*
- ☐ *Extremely Stylish Outfit*
- ☐ *Highly Sought Invitation*
- ☐ Convincing Disguise

Armor:

- ☐ Light
- ☐ Heavy
- ☐ Special



| WILL | 3 |
|--------|---|
| Hunt | 4 |
| Study | 2 |
| Survey | 2 |
| Tinker | 0 |

| REFLEX | 3 |
|----------|---|
| Finesse | 1 |
| Prowl | 3 |
| Skirmish | 3 |
| Wreck | 0 |

| FΘR+UDE | 3 |
|---------|---|
| Arcana | 1 |
| Command | 2 |
| Consort | 1 |
| Sway | 0 |

FAC+ION

- | | |
|------------------------------------|---------------------------------------|
| <input type="checkbox"/> Athar | <input type="checkbox"/> Fated |
| <input type="checkbox"/> Godsmen | <input type="checkbox"/> Mercykillers |
| <input type="checkbox"/> Bleakers | <input type="checkbox"/> Anarchists |
| <input type="checkbox"/> Doomguard | <input type="checkbox"/> Signers |
| <input type="checkbox"/> Dustmen | <input type="checkbox"/> Sensates |
| <input type="checkbox"/> Fated | <input type="checkbox"/> Ciphers |
| <input type="checkbox"/> Guvners | <input type="checkbox"/> Chaosmen |
| <input type="checkbox"/> Indeps | |
| <input type="checkbox"/> Hardheads | <input type="checkbox"/> Clueless |

FAC+Θ+UM

ABILITIES

Tracker: When you survey an area to find tracks, gain +1d. When you study tracks for information, gain +1d and extra effect. .

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.*

Chosen Enemy: Select an enemy type

- ☐ Undead ☐ Infernals ☐ Celestials ☐ Elementals
☐ Giants ☐ Dragons ☐ Abberations ☐ Ordinals ☐ Chaotics

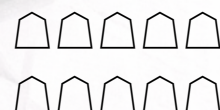
Regain 1 stress when you take dramatic action against

Trapper: One stress discount on flashbacks that involve having set traps.

RACE

- ☐ **Dwarf** - Enduring: Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- ☐ **Human**- Tactician: When the plan involves assault or deception, gain +1d to the engagement roll.
- ☐ **Wood Elf** - 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.
- ☐ **Drow** - Twin Blades: During any exchange with an opponent, at your option, choose to fight viciously with two swords – increasing the level of any harm inflicted by you and your opponent, or fight defensively – decreasing the level of any harm inflicted by you and your opponent.

STRESS



- ☐ Cold ☐ Haunted ☐ Obsessed ☐ Paranoid
☐ Reckless ☐ Soft ☐ Unstable ☐ Vicious

| | | |
|---|--|-------------|
| 3 | | Need Help |
| 2 | | -1D |
| 1 | | Less Effect |

RANGER

NΘ, I DΘN'+ LIKE CITIES. THEY SMELL. I'VE SPEN+ 3 DAYS N +HE BUSH UP +Θ MY ARMPITS IN BULE++E SHIT, AND +HAT STILL SMEL+ BETTER +HAN +HE CAGE.

LOAD:

- ☐ Light(3) ☐ Medium (5) ☐ Heavy (6)

GEAR:

- ☐ Pair of Hand Weapon
☐ Throwing Knives
☐ A Large Weapon
☐ A (Enemy)-bane Weapon
☐ Armor + ☐ Heavy
☐ Burglary Gear
☐ Climbing Gear
☐ Arcane Implements
☐ Documents
☐ Subterfuge Supplies
☐ Demolition Tools
☐ Tinkering Tools
☐ Fine Bow
☐ Heart-seeking Arrow
☐ Glowing Arrow
☐ Entangling Arrow
☐ Screaming Arrow
☐ Trained Hunting Pet
☐ Spyglass
☐ Dust of Disappearance

Armor:

- ☐ Light
☐ Heavy
☐ Special

