

# Adept

Bonus Die

Push Yourself (take 2 stress) -OR- accept a Devil's Bargain

Name: \_\_\_\_\_

Alias: \_\_\_\_\_

**Insight** XP:

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Hunt
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Study
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Survey
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tinker

**Prowess** XP:

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Finesse
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Prowl
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Skirmish
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wreck

**Resolve** XP:

<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Attune
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Command
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Consort
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Sway

**Special Abilities** XP:

- Arcane Mind** – Twice per mission you can assist a teammate without paying stress. Tell us how you prepared for it.
- Warded** – During downtime you get +1 result level when you acquire an asset or reduce heat.
- Iron Will** – You are immune to the terror that some supernatural entities inflict on sight. When you make a resistance roll with Resolve, take +1d.
- Mesmerism** – When you Sway someone, you may cause them to forget that it's happened until they next interact with you.
- Spellcaster** – You get +1 result level when you work on a long term project to learn a spell. You begin with two spells already known.
- Enchanter** – When you invent or craft a creation with arcane features, you get +1 effect level. You begin with one arcane design already known.
- Tempest** – You can push yourself to do one of the following: unleash a stroke of lightning as a weapon – summon a storm in your immediate vicinity

Mark XP if you address a challenge with knowledge or arcane power.

Load  3 light  5 normal  6 heavy

- ◇ A Pistol
- ◇ A 2nd Pistol
- ◇◇ Armour
- ◇◇◇ +Heavy Armour
- ◇ Burglary Gear
- ◇◇ Climbing Gear
- ◇ Arcane Implements
- ◇ Documents
- ◇ Subterfuge Supplies
- ◇◇ Demolition Tools
- ◇ Tinkering Tools
- ◇ Torch
- ◇◇◇ Gadgets

**Special items**

- ◇ *Psychic focus*
- ◇ *Banishing charm*
- ◇◇ Fine clothing and jewelry

Harm		
3		NEED HELP
2		-1D
1		LESS EFFECT

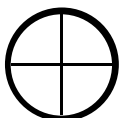
Stress

Source of stability: \_\_\_\_\_

Trauma

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

**Healing** **Armour Use**



- Armour
- Heavy
- Special

**Investigative Skills (choose 3)**

Accounting, Archaeology, Architecture, Art History, Astronomy, Bureaucracy, Chemistry, Criminology, Cryptography, Data Recovery, Diagnosis, Electronic Surveillance, Forensic Pathology, Forgery, Fringe Science, High Society, History, Human Terrain, Languages, Law, Military Science, Occult Studies, Outdoor Survival, Pharmacy, Photography, Physics, Research, Streetwise, Tradecraft, Traffic Analysis, Urban Survival, Vampirology