Buried Secrets

Name: _____ Alias: _____

Bonus Die

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

Insight XP:				
○	○	○	○	Hunt
○	○	○	○	Study
○	○	○	○	Survey
○	○	○	○	Tinker

Prowess XP:				
○	○	○	○	Finesse
○	○	○	○	Prowl
○	○	○	○	Skirmish
○	○	○	○	Wreck

Resolve XP:				
○	○	○	○	Attune
○	○	○	○	Command
○	○	○	○	Consort
○	○	○	○	Sway

Special Abilities

XP:

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

Mark XP if _____.

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

- ◇ _____
- ◇ _____
- ◇ _____
- ◇ _____

Harm			
3			Need Help
2			-1d
1			Less Effect

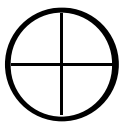
Stress ☹ ☹ ☹ ☹ ☹ ☹ ☹ ☹ ☹

Source of stability: _____

Trauma ◇ ◇ ◇ ◇

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

Healing



Armour Use

- ☐ Armour
- ☐ Heavy
- ☐ Special

Investigative Skills (choose 3)

Accounting, Archaelogy, 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