

# Controller

Bonus Die

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

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

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

Insight				XP: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<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="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Attune
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Command
<input checked="" type="radio"/>	<input checked="" 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:

- Foresight** – Twice per mission you can assist a teammate without paying stress. Tell us how you prepared for it.
- Connected** – During downtime you get +1 result level when you acquire an asset or reduce heat.
- Time Manager** – Due to careful planning during downtime, you may give yourself or a teammate +1 downtime action.
- Mastermind** – You may use your special armor to protect a teammate, or push yourself when you gather info or work on a long-term project.
- Weaving the Web** – you gain +1d to Consort when you gather info on the target of a mission. You get +1d on the engagement for the mission.
- Head of the Snake** – When you lead a group action, you only mark stress for PCs that rolled a 1 or 2 as their result. You may adjust the entanglement roll by 1 (up or down).
- Like Looking into a Mirror** – You can always tell when someone is lying to you.

Mark XP if you address a challenge with calculation or networking.

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

- ◇ *Fine cover identity*
- ◇ Blueprints
- ◇ Cane-sword
- ◇ Fine commlink

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
	<input type="checkbox"/> Armour <input type="checkbox"/> Heavy <input type="checkbox"/> 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