Shadow

Bonus Die

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

Jamo.	Alian.	
Name:	HILAS.	I

Insi	ght			XP:
0	0	0	0	Hunt
0	0	0		Study
0	0	0	0	Survey
0	0	0	0	Tinker

Pro	wess			XP:
	0	0	0	Finesse
		0	0	Prowl
0	0	0	0	Skirmish
0	0	0	0	Wreck

Res	olve			XP:
0	0	0	0	Attune
0	0	0	0	Command
0	0	0	\cup	Consort
0	0	0	0	Sway

Load 3 light 5 normal 6 heavy

Special Abilities

XP:

- ☐ Infiltrator You are not affected by quality or Tier when you bypass security measures.
- ☐ **Shadow** You may expend your special armor to resist a consequence from detection or security measures, or to push yourself for a feat of athletics or stealth.
- ☐ **Reflexes** When there's a question about who acts first, the answer is you.
- □ **Daredevil** When you roll a desperate action, you get +1d to your roll if you also take -1d to any resistance rolls against consequences from your action.
- ☐ Rook's Gambit Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- ☐ **Trust in Me** You get +1d vs. a target with whom you have an intimate relationship.
- ☐ Master of Disguise When you use a disguise you get +1 effect level. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.

Mark XP if you address a challenge with stealth or evasion.

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

Special items

☐ Fine surveillance gear
☐ Fine disguse kit
☐ Concealed holdout pisto
☐ Tiny surveillance drone

□□□ Gadgets

	Harm								
3			NEED HELP						
2			-1D						
1			LESS EFFECT						

Stress	☺	⊕	\odot	\odot	\odot	\odot	(3)	(3)			

Source of stability:

Trauma 🔗 🔗 🔗

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

Healing

Armour Use

Investigative Skills (choose 3)



○ Armour○ Heavy○ Special

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

Friends and Rivals AV AV AV AV AV AV AV AV AV

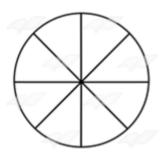
End of Session

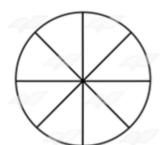
Every time you roll a desperate action, mark xp in that action's attribute.

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- You achieved your playbook-specific goal.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your solace or traumas during the session.

Long-Term Projects

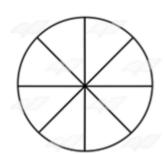




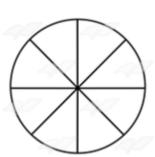












Teamwork

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

Planning and Load

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

Assault: point of attack

Deception: Method Stealth: Entry point