



## Friends and Rivals

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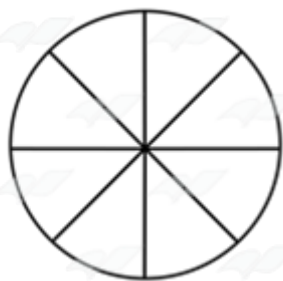
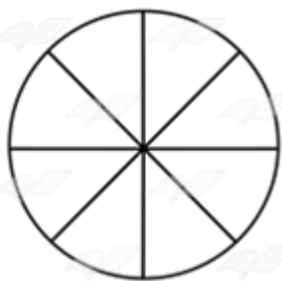
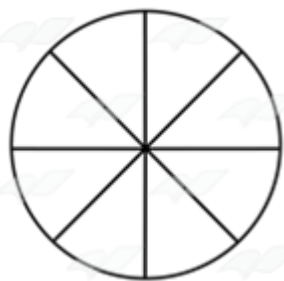
## End of Session

*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

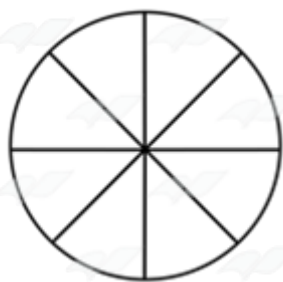
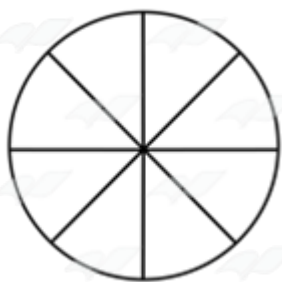
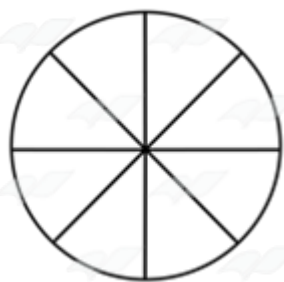


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### Teamwork

- 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