

Sniper

Bonus Die

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

Name: _____

Alias: _____

Insight XP:

<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Hunt
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Study
<input checked="" 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 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 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:

- Sharpshooter** – Push yourself to do one of the following: make a ranged attack at extreme distance—unleash a barrage of rapid fire to suppress the enemy.
- Scout** – When you gather info to locate a target, you get +1 effect. When you hide in a prepared position or use camouflage, you get +1d to rolls to avoid detection.
- Focused** – Expend your special armor to resist surprise or mental harm or to push yourself for tracking.
- Ambush** – When you attack from hiding or spring a trap, you get +1d to your roll.
- Tough as Nails** – Penalties from harm are one level less severe (though level 4 harm is still fatal).
- Vengeful** – You gain an additional xp trigger: You got payback against someone who harmed you or someone you care about.
- Cover Fire** – When you wield multiple ranged weapons, the scale of your attacks increases. When you unleash a barrage of rapid fire at an enemy, you get +1d to suppress them.

Mark XP if you address a challenge with tracking or violence.

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

- Light climbing gear
- Fine sniper rifle
- Specialty ammo
- Comms laser

Harm		
3		NEED HELP
2		-1D
1		LESS EFFECT

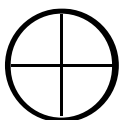
Stress

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

Friends and Rivals

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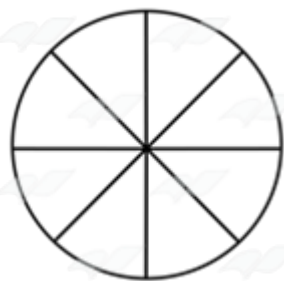
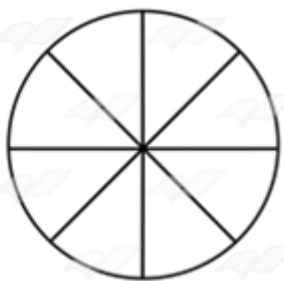
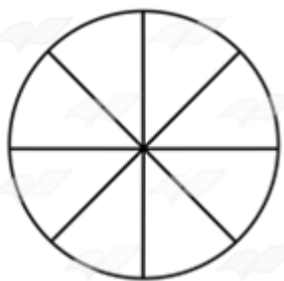
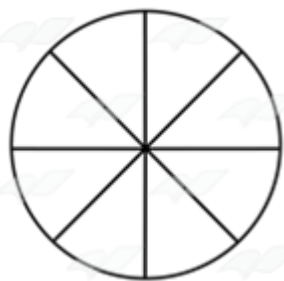
End of Session

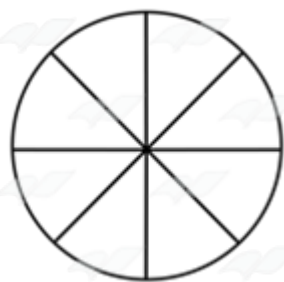
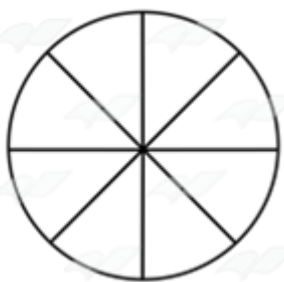
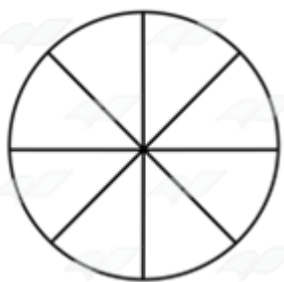
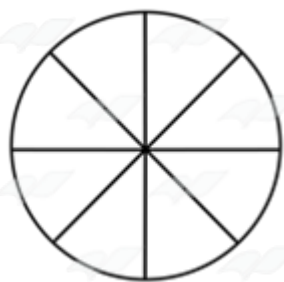
Every time you roll a desperate action, mark xp in that action's attribute.

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





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