

Soldier

Bonus Die

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

Name: _____

Alias: _____

Insight XP:

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

- Battleborn** – You may expend your special armor to reduce harm from an attack in combat or to push yourself during a fight.
- Bodyguard** – When you protect a teammate, take +1d to your resistance roll. When you gather info to anticipate possible threats in the current situation, you get +1 effect.
- Leader** – When you Command a cohort in combat, they continue to fight when they would otherwise break. They gain +1 effect and 1 armor.
- Mule** – Your load limits are Light: 5. Normal: 7. Heavy: 8.
- Not to Be Trifled With** – Push yourself to either *perform a feat of physical force that verges on the superhuman* or *engage a small gang on equal footing in close combat*.
- Savage** – When you unleash physical violence, it's especially frightening. When you Command a frightened target, take +1d.
- Vigorous** – Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls.

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

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

- ◇ Rapid fire weapon
- ◇◇ Speciality ammo
- ◇ Foam explosive
- ◇ Night vision optics

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