BLADE	SINTHED	ARK	CUTTER  A DANGEROUS & INTIMIDATING FIGHTER	CON
NAME		ALIAS	SPECIAL ABILITIES  PLAYBOOK XP  O BATTLEBORN: YOU MAY EXPEND YOUR SPECIAL ARMOR TO REDUCE HARM FROM AN ATTACK IN COMBAT OR TO PUSH YOURSELF DURING A FIGHT.  O BODYGUARD: WHEN YOU PROTECT A TEAMMATE, TAKE HD TO YOUR RESISTANCE	INSIGHT XP HUNT STUDY SURVEY
LOOK  HERITAGE: AKOROS - 1		BACKGROUND: ACADEMIC - LABOR - LAW	ROLL. WHEN YOU GATHER INFO TO ANTICIPATE POSSIBLE THREATS IN THE CURRENT SITUATION, YOU GET +1 EFFECT.  O GHOST FIGHTER: YOU MAY IMBUE YOUR HANDS, MELEE WEAPONS, OR TOOLS WITH SPIRIT ENERGY. YOU GAIN POTENCY IN COMBAT VS. THE SUPERNATURAL.	PROWESS XP FINESSE
VICE: FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR - WEIRD  TRAUMA COLD - HAUNTED - OBSESSED - PARANOID			YOU MAY GRAPPLE WITH SPIRITS TO RESTRAIN AND CAPTURE THEM.  O LEADER: WHEN YOU COMMAND A COHORT IN COMBAT, THEY CONTINUE TO FIGHT WHEN THEY WOULD OTHERWISE BREAK (THEY'RE NOT TAKEN OUT WHEN THEY SUFFER LEVEL 3 HARM). THEY GAIN POTENCY AND 1 ARMOR.	PROWL SKIRMISH WRECK  RESOLVE  XP
HARM 3	I I I I I I I I I I I I I I I I I I I	COLD - HAUNTED - OBSESSED - PARANOID RECKLESS - SOFT - UNSTABLE - VICIOUS  HEALING PROJECT CLOCK: FILL TO DROP ALL HARM BY ONE LEVEL	<ul> <li>MULE: YOUR LOAD LIMITS ARE HIGHER. LIGHT: 5. NORMAL: 7. HEAVY: 8.</li> <li>NOT TO BE TRIFLED WITH: YOU CAN PUSH YOURSELF TO DO ONE OF THE FOLLOWING: PERFORM A FEAT OF PHYSICAL FORCE THAT VERGES ON THE SUPERHUMAN — ENGAGE A SMALL GANG ON EQUAL FOOTING IN CLOSE COMBAT.</li> </ul>	ATTUNE COMMAND CONSORT SWAY
2		-1D ARMOR USES  ARMOR USES  ARMOR HEAVY ARMOR HEAVY ARMOR	O SAVAGE: WHEN YOU UNLEASH PHYSICAL VIOLENCE, IT'S ESPECIALLY FRIGHTENING. WHEN YOU COMMAND A FRIGHTENED TARGET, TAKE #ID. O VIGOROUS: YOU RECOVER FROM HARM FASTER. PERMANENTLY FILL IN ONE OF YOUR HEALING CLOCK SEGMENTS. TAKE #ID TO HEALING TREATMENT ROLLS.	BUNUS DIE  PUSH YOURSELF (TAKE 2 STRESS)  ORT  ACCEPT A DEVIL'S BARGAIN
EARNING XP  ◆ EVERY TIME YOU ROLL A DESPERATE ACTION, MARK XP IN THAT ACTION'S ATTRIBUTE.			VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:	COMPANY  COULDMENT
2 XP IF THAT ITEM OCCURION  → YOU ADDRESSED A  → YOU EXPRESSED YOU	RED MULTIPLE TIMES.  CHALLENGE WITH VIOLENCE OUR BELIEFS, DRIVES, HERITAGI		•	FINE HAND WEAPON FINE HEAVY WEAPON SCARY WEAPON OR TOOL MANACLES & CHAIN
PLANNING TEAMWORK				RAGE ESSENCE VIAL SPIRITBANE CHARM
CHOOSE A PLAN, THEN PROVIDE THE MISSING DETAIL FOR THE OPERATION:		ASSIST A TEAMMATE: PAY I STRESS TO GIVE +ID		A BLADE OR TWO
ASSAULT: POINT OF ATTACK	OCCULT: ARCANE POWER	LEAD A GROUP ACTION: EVERYONE ROLLS	0	THROWING KNIVES  A PISTOL A 2ND PISTOL  A LARGE WEAPON
DECEPTION: METHOD	SOCIAL: CONNECTION	PROTECT A TEAMMATE: TAKE A CONSEQUENCE		AN UNUSUAL WEAPON
STEALTH: POINT OF ENTRY	TRANSPORT: ROUTE	SET UP A TEAMMATE: IMPROVE POSITION		BURGLARY GEAR
DANGEROUS FRIENDS	The second second	GATHER INFORMATION  ◆ HOW CAN 1 HURT THEM?		CLIMBING GEAR ARCANE IMPLEMENTS
$\Delta \nabla$	∆∇	◆ WHO'S MOST AFRAID OF ME?	Market and the second s	DOCUMENTS SUBTERFUGE SUPPLIES
$\Delta \nabla$	∆∇ ∧∇	◆ WHO'S MOST DANGEROUS HERE?  ◆ WHAT DO THEY INTEND TO DO?	0	DEMOLITION TOOLS
$\Delta \nabla$	Δ∇	♦ HOW CAN 1 GET THEM TO [X]?	The second secon	TINKERING TOOLS  LANTERN
abla	Δ∇ 	◆ ARE THEY TELLING THE TRUTH?		
∆ V	Δν	◆ WHAT'S REALLY GOING ON HERE?		

## BLADESINTHEDARK **LONG-TERM PROJECTS & NOTES** → DEAD, ALIVE, OR OTHERWISE → A SUBSTANTIAL REWARD IS HEREBY OFFERED FOR ANY INFORMATION REGARDING THE NOTORIOUS OUTLAW de WHO IS WANTED BY THE DOSKVOL CITY WATCH FOR

THE FOLLOWING HEINOUS CRIMES AGAINST THE CROWN: