## BLADESINTHEDARK

CREW


## CUTTER

 an attack in combat or to push yourself during a fight.O bodyguard: when you protect a teammate, take tid to your resitance 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. YOU MAY GRAPPLE WITH SPRITTS 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.
O MILE: YOUR LOAD LIMITS ARE HIGHER. LIGHT: 5. NORMAL: 7. HEAVY: 8.
O 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.


WHEN YOU COMMAND A FRIGHTENED target, take + lo.
O vigorous: you recover from harm faster. permanently fill in one of your healing clock segments. take tld to healing treatment rolls. VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:
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## LONG-TERM PROJECTS \& NOTES




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