## BLADESINTHEDARK

## HOUND

## SPFCIAL ABIITIIIES

## PLAYBODK ${ }^{\mathrm{XP}}$ IDLDLD

O SHARPSHOOTER: YOU CAN PUSH YOURSELF TO DO ONE OF THE FOLLOWING: MAKE A RANGED ATTACK AT EXTREME DISTANCE BEYOND on - unleash a barrage of rapid IRE TO SUPPRESS THE ENEMY

O FOCUSED: YOU MAY EXPEND YOUR SPECIAL ARMOR TO RESIST A CONSEQUENCE OF SURPRISE OR MENTAL HARM (FEAR, CONFUSION, LOSING TRACK OF SOMEONE) OR TO PUSH YOURSELF FOR RANGED COMBAT OR TRACKING.
O O GHOST HUNTER: YOUR HUNTING PET IS IMBUED WITH SPIRIT ENERGY. IT GAINS POTENCY WHEN TRACKING OR FIGHTING THE SUPERNATURAL, NND GAINS AN ARCANE ABILITY. GHOS FORM, MN ADDITIONAL ARCANE ABILITY FOR YOUR PET. Scout When You cather
O 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 HID TO ROLLS TO AVOID DETECTION.
O SURVIVOR: FROM HARD WON EXPERIENCE OR OCCULT RITUAL, YOU ARE IMMUNE TO THE POISONOUS MIASMA OF THE DEATHLANDS AND ARE ABLE IMMUNE TO THE POISONOUS MIASMA OF THE DEATHLANDS AND ARE ABL
TO SUBSIST ON THE STRANGE FLORA AND FAUNA THERE. YOU GET +1 STRESS BOX.

O TOUGH AS NAILS: PENALTIES FROM HARM ARE ONE LEVEL LESS SEVERE (THOUGH LEVEL 4 HARM IS STILL FATAL).
O vengeful: you gain an additional xp trigger: you got payback AGAINST SOMEONE WHO HARMED YOU OR SOMEONE YOU CARE ABOUT. YOUR CREW HELPED YOU GET PAYBACK, ALSO MARK CREW XP.

VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:
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o $\qquad$
ATTUNE
COMMAND
CONSORT
SWAY

## EONUS IIE

push yourself (take 2 stress) accept a devils bargain


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## LONG-TERM PROJECTS \& NOTES


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