BLADESINTHEDARK	WH SPECIAL ABILITIES	SPER	AN ARCANE ADEPT AND CHANNELER PLAYBOOK XP
NAME ALIAS	O COMPEL: YOU CAN AT'SPIRIT TO APPEAR AN	TUNE TO THE GHOST FIELD TO FORCE ID OBEY A COMMAND YOU GIVE IT. YOU RIFIED BY A SPIRIT YOU SUMMON OR (5 MAY BE).	ARE NOT INSIGHT XP
LOOK	YOUR PRESENCE. TAKE SUPERNATURAL.	ALWAYS AWARE OF SUPERNATURAL EN E +ld when you GATHER INFO ABOUT	THE SURVEY TINKER
HERITAGE: AKOROS - THE DAGGER ISLES IRUVIA - SEVEROS - SKOVLAN - TYCHEROS BACKGROUND: ACADEMIC - LABOR - LAW TRADE - MILITARY - NOBLE - UNDERWORLD	ENTITIES INFLICT ON RESOLVE. OCCULTIST: YOU KNOW POWERS, FORGOTTEN	MUNE TO THE TERROR THAT SOME SL SIGHT. TAKE +1D TO RESISTANCE ROLL V THE SECRET WAYS TO CONSORT WIT GODS OR DEMONS. ONCE YOU'VE CONSO	PROWESS XP PROWESS THE PROPERTY OF THE PROPERT
VICE: FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR - WEIRD TRAUMA COLD - HAUNTED - OBSESSED - PARANOID RECKLESS - SOFT - UNSTABLE - VICIOUS	O RITUAL: YOU CAN STU	O COMMAND CULTISTS WHO WORSHIP IT DY AN OCCULT RITUAL (OR CREATE A NATURAL EFFECT OR BEING, YOU KNOW PERFORM RITUAL SORCERY, YOU BEGII RNED.	NEW ONE) 7 THE WRECK N WITH ONE
ARMOR USES NEED ARMOR HELP HEAVY ARMOR HEAVY ARMOR	O STRANGE METHODS: WHEN YOU INVENT OR CRAFT A CREATION WITH ARCANE FEATURES, TAKE +1D TO YOUR ROLL. YOU BEGIN WITH ONE ARCANE DESIGN ALREADY KNOWN. O TEMPEST: YOU CAN PUSH YOURSELF TO DO ONE OF THE FOLLOWING: UNLEASH A STROKE OF LIGHTNING AS A WEAPON — SUMMON A STORM IN YOUR IMMEDIATE VICINITY (TORRENTIAL RAIN, ROARING WINDS, HEAVY FOG, CHILLING FROST/SNOW, ETC.). O WARDED: YOU MAY EXPEND YOUR SPECIAL ARMOR TO RESIST A		ON WITH ATTUNE COMMAND CONSORT
2 —ID SPECIAL ARMOR — HEALING			IDS, HEAVY
1 LESS PROJECT CLOCK EFFECT	SUPERNATURAL CONSEQUENCE, OR TO PUSH YOURSELF WHEN YOU DEAL WITH ARCANE FORCES. OOO VETERAN: CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.		YOU DEAL PUSH YOURSELF (TAKE 2 STRESS) —OR— ACCEPT A
NOTES	STRANGE FRIENDS	ITEMS	LOAD \$\infty\$ 3 Light \$\infty\$ 5 NORMAL \$\infty\$ 6+ HEAVY
	△ ▼ NYRYX, A POSSESSOR	GHOST FINE LIGHTNING	3 HOOK A BLADE OR TWO
	△▼ SCURLOCK, A VAMPIR	FINE SPIRIT MASK	THROWING KNIVES
	△▼ SETARRA, A DEMON	ELECTROPLASM VIA	
	△▼ QUELLYN, A WITCH	SPIRIT BOTTLES (2)	AN UNUSUAL WEAPON
	△▼ FLINT, A SPIRIT TRAF	GHOST KEY TEICKER DEMONBANE CHARI	ARMOR - +HEAVY
	MARK XP ◆ 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 I XP (IN YOUR PLAYBOOK OR AN ATTRIBUTE) OR 2 XP IF THAT ITEM OCCURRED MULTIPLE TIMES. ◆ YOU ADDRESSED A CHALLENGE WITH KNOWLEDGE OR ARCANE POWER. ◆ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND. ◆ YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS DURING THE SESSION.		BURGLARY GEAR
			DOCUMENTS
			TIPLE TIMES.
			R. DEMOLITION TOOLS TINKERING TOOLS
			LANTERN
			THE SESSION.
	TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
THE PERSON NAMED IN COLUMN TWO IS NOT THE OWNER.	ASSIST A TEAMMATE	CHOOSE A PLAN, PROVIDE THE DETAIL. CHOOSE YOUR LOAD LIMIT FOR THE OPEN	♦ WHAT IS ARCANE OR WEIRD HERE?
	LEAD A GROUP ACTION	DESCRIPTION OF THE PARTY OF THE	AATION ♦ WHAT ECHOES IN THE GHOST FIELD? • WHAT IS HIDDEN OR LOST HERE?
	PROTECT A TEAMMATE	DECEPTION: METHOD SOCIAL: CON	♦ WHAT DO THEY INTEND TO DO? NECTION ♦ WHAT DRIVES THEM TO DO THIS?
	SET UP A TEAMMATE	STEALTH: POINT OF ENTRY TRANSPORT	♦ HOW CAN 1 REVEAL [x]?

