

BAND OF BLADES

THE COMMANDO

NAME:

STRESS □ □ □ □ □ □ □ □ □ □

TRAUMA ◆ ◆ ◆ ◆ ◆

TRAUMA: COLD — HAUNTED — OBSESSED — PARANOID — RECKLESS — SOFT — UNSTABLE — VICIOUS

CORRUPTION □ □ □ □ □ □ □

BLIGHT ◆ ◆ ◆ ◆ ◆

CONDITIONS: ANATHEMA — HOST — HUNGER — MIASMA — MUTATION — RAGE — ROT — VISIONS

HARM

ARMOR ○

HEAVY ○

HELMET ○

SPECIAL ○

TRADECRAFT USES ○ ○ ○ ○ ○

○ ○ ○ ○ ○

4			DEATH
3	□ □ □		NEED HELP
2		□ □	-1D
1		□	LESS EFFECT

HERITAGE

DETAIL:

SPIREBORN

- ◆ Influence (Boost 1 Campaign Action for You)
- ◆ Educated (+1 RESEARCH, Max 3)
- ◆ Stern (+1 DISCIPLINE, max 3)
- ◆ Connected (+1 SWAY, Max 3)
- ◆ Pride (+1 XP for Playing up Heritage Traits)
- ◆ Talented (One Action can go to 4)

LABORER

- ◆ Cared For (Your Weapons Never Malfunction)
- ◆ Dedicated (+1 Specialist Action)
- ◆ Tradesman (Max RIG of 4)
- ◆ Crew (+1D in GROUP ACTIONS)
- ◆ Strong (Fast/quiet in NORMAL load)
- ◆ Tough (+1D on PROWESS resist)

CRIMINAL

- ◆ Bold (+1D RESIST on DESPERATE actions)
- ◆ Fighter (+1 SKIRMISH, max 3)
- ◆ Rake (+1 CONSORT, max 3)
- ◆ Die Hard (Harm penalties less severe)
- ◆ Gun Hand (+1 SHOOT, max 3)
- ◆ Vengeful (POTENCY when penalized by harm)

OUTCAST

- ◆ Faithful (Gain a personal RELIQUARY)
- ◆ Resourceful (+1 RIG, max 3)
- ◆ Stubborn (+1D to RESOLVE resist)
- ◆ Marked (+2D to resist CORRUPTION)
- ◆ Shrewd (+1D to INSIGHT resist)
- ◆ Survivor (1p/mission free push to ignore harm)

LOAD

Choose Light/Normal/Heavy, and 2 Utility.

Bold items are fine.

LIGHT

(Quieter, Faster. All Items Below.)

- Deadly Commando Knife
- Personalized Sidearm ○○
- Close Quarters Combat Style
- Lho Sticks & Igniter
- Enemy Uniform
- Local Clothing
- Black Pathfinder Beret

LIGHT WEAPONS

- n Autopistol
- n LasPistol
- n LasCarbine
- n Stub Automatic
- n Revolver
- n HandCannon

NORMAL

(All Light Items and...)

- Enemy Weapon ○○
- Demolition Charge
- Climbing Kit
- or-
- Tech Kit
- Preysense Goggles

BASIC WEAPONS

- n AutoGun
- n Stub SMG
- n LasRifle
- n Climbing Kit
- n Tech Kit
- n Light Weapon
- n Normal Weapon
- n Melee Weapon
- n Ammo ○○
- n Medic Kit
- n Repair Kit
- n Sappers Kit
- n Soldiers Kit

HEAVY

(Slower, All Normal Items and...)

- Enemy Flak Armor & Helmet
- or-
- Light Carapace Armor
- Climbing Kit

HEAVY WEAPONS

- n Flamer
- n Grenade Launcher
- n Missile Launcher
- n Plasma Gun
- n Sniper Rifle
- n Grenades ○○
- n Rations ○○○○○
- n Tents & Camping Gear
- n Auspex
- n Respirator & Gas Mask

INSIGHT

- ◆ TRADECRAFT
- ◆ RESEARCH
- ◆ RIG
- ◆ SCOUT

PROWESS

- ◆ MANEUVER
- ◆ SHOOT
- ◆ SKIRMISH
- ◆ WRECK

RESOLVE

- ◆ CONSORT
- ◆ DISCIPLINE
- ◆ MARSHAL
- ◆ SWAY

SPECIALIST

- ◆ AIM
- ◆ ANCHOR
- ◆ CHANNELS
- ◆ GRIT
- ◆ SCROUNGE
- ◆ WEAVE

SPECIAL ABILITIES

- ◆ **Operative:** Gain this ability for free when you promote to or create a COMMANDO. You may deploy on any mission even outside the usual SPECIALIST caps. In addition you may be assigned to simple or long-term assignments by the Spymaster in lieu of field service on one play cycle. You count as a TRAINED SPY for this purpose.
- ◆ **Forward Ops:** You begin each mission hidden and in an advantageous position. As you reveal yourself, take +1D to any actions benefiting from careful planning or surprise.
- ◆ **Shadow Warrior:** You may spend points of TRADECRAFT as SPECIAL ARMOR in order to RESIST being caught in a lie or detection by security measures.
- ◆ **Deep Cover:** So long as you are in disguise, you resist consequences of detection with +1D and when you throw off your disguise you gain POTENCY to any actions benefiting from perfect timing or surprise.
- ◆ **Veteran Operative:** You are considered a MASTER SPY for the Spymaster's purposes. When you are assigned to missions, you always offer +1D to the ENGAGEMENT ROLL as if the Commander had spent a point of INTELLIGENCE.
- ◆ **Knife Fighter:** You are considered a WEAPONMASTER with a knife. When you attack with a knife against an UNAWARE enemy, you may choose two effects from the list below: list below:
 - The attack is SILENT
 - A single target is KILLED
 - The body is easily CONCEALABLE
- ◆ **Saboteur:** You may safely RIG objects with explosives to create traps, or WRECK even large structures with demolitions. When you do so the work is quiet, subtle, and will defy casual inspection. In addition you may always carry a Sappers Kit as part of your light load, and an additional Demolition Charge.
- ◆ **Elite:** Gain mastery of 2 actions (they can go up to rank 4).
- ◆ ◆ **Hardened:** You can mark 2 additional stress boxes.
- ◆ ◆ ◆ **Survivor:** You can take +1 trauma before dying.
- ◆ ◆ ◆ **Veteran:** Take a special ability from another source.

