BAND ----- BLADES

THE HEAVY

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	CORRUP	TIMN			BL	IC I	ח'די 🍐	
	CONDITIONS: ANA	THEMA – HOS	I — HUNGER	- MIAS	ома — мо	JIAII	JN - RAGE - RO	I = VISIONS
	HARM						ARMOR	0
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	HERITA	D	ETAIL:					
	SPIREBORN							
	Influence (Boost 1 Campaign Action for You)			Connected (+1 SWAY, Max 3)				
	Educated (+1 RESE					aying up Heritage Traits)		
	Stern (+1 DISCIPLI	NE, max 3)		♦ Tal	ented (On	ne Actio	n can go to 4)	
8	LABORER							
	Cared For (Your Weapons Never Malfunction)			Crew (+1D in GROUP ACTIONS)				
	Dedicated (+1 Spec		Strong (Fast\quiet in NORMAL load) Tough (+1D on PROWESS resist)					
	CRIMINAL				ugn (+1D	on PRC	(WESS resist)	
	CRIMINAL Sold (+1D RESIST of	DESDEDATE oc	tions)		Hard (H	arm non	alties less severe)	
	Fighter (+1 SKIRM		(10113)		n Hand (+	-		
	Rake (+1 CONSOR						Y when penalized by h	narm)
	OUTCAST							
	Faithful (Gain a per	sonal RELIQUAR	Y)	♦ Ma	rked (+2D	to resis	t CORRUPTION)	
	Resourceful (+1 RI	Shrewd (+1D to INS			to INSI			
	Stubborn (+1D to I	RESOLVE resist)	6 2 7	♦ Sur	vivor (1p)	mission	free push to ignore h	arm)
	LOAD	Choose Ligh	t/Normal/H	0.03772 0.0	ad 2 114:1	: tay	Poldit	ems are fine.
Land Land		Choose Light				iity.		ms ure jine.
	Quieter, Faster. All Iter	ms Below.)	(All Light Item				(Slower, All Normal)	Items and)
	Flare Gun 000		■ Helmet				Demolitions Kit	
	Flak Armor		Carapace A	Armor (R	Replaces F	lak)	Reloads OO	
	Support Weapon		-or-	(7)	1 0		Carapace Armor	Replaces Flak)
	 Personalized Sidea Pathfinder Beret 	irm 00	Heavy WeaMelee Wea	•	eplaces Suj	pport)		
	- Fatilitidel Delet		 Reloads O 	•				
-	SUPPORT WEAP	ONS	HEAVY W		IS		MELEE WEAP	ONS
Z	n Grenade Launcer	n M34 Autocannon			n Chainsword			
11 P	n Heavy Stubber	n Heavy Bolter			n Chainaxe			
	n Hellgun		n LasCannon				n Eviscerator	
1	n Missile Launcher n Meltagun		n M41 Multi				n Shock Maul	
K	n Plasma gun	n Climbing Kit		Tech K			n Grenades	
		n Medic Kit n Repair Kit		nLight W	veapon l Weapon			00000 amping Gear
	States -	n Sappers Kit		Melee V			nAuspex	ing ocur
1	A. C.	n Soldiers Kit		Ammo	· 236			& Gas Mask
2	Carlos Andrews	· · · · · · · · · · · · · · · · · · ·						

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 SPECIAL ABBILITIES Bulwark: You can spend ANCHOR uses as SPECIAL ARMOR against consequences to a SQUAD you are Supporting. Backup: When you PROTECT a squadmate, resist with +1D. When you ASSIST someone, their PUSHES only cost 1 STRESS. Blaze of Glory: When you mark TRAUMA and say remarkable last words, you may retaliate against any and all enemies within range. You may mark a TRAUMA prematurely to use this ability. Chancious: Penalties from HARM are one level less severe (Level 4 still fatal). Weaponmaster: You're known as a Weaponmaster even outside the Company. When you PUSH YOURSELF, you also gain POTENCY when using weapons you have mastered (melee or ranged). You are eligible to take special abilities from weaponmaster styles. Mar Machine: When you PUSH YOURSELF you can do one of the following: - Perform a feat of physical force that verges ou can do one of the following: - Perform a feat of physical force that verges on the superhuma. Reduce the THREAT level of all enemies you're facing by 1.
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BLADES

PLAYBOOK: THE HEAVY

You are one of the few surviving Veterans of the 82nd Metallican Drop Corps, a hard suffering Regiment of the Imperial Guard, grand army of the Imperium of Man. You are a volounteer for this elite unit, the 1st Company "Pathfinders" who jump before the Regiment to make safe for your comrades. One of the only survivors of the Year of Hell on the demon world of Ancreon.

RANN

To create your Legionnaire, do the following:

- Pick a starting ability. Any will do, but if you're stumped, choose the first.
- Pick a heritage. Choose a name, two traits, and detail it (e.g. old farming family).
- Assign 4 more Action points. Descriptions are on the back. Max starting rating is 2.
- Report for duty.

ACTIONS

- Anchor is the Heavy Specialist action. For details on it, see the Specialist Action section below.
- Consort with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- Discipline a fellow soldier; command obedience using force of personality; intimidate or threaten.
- Maneuver into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- Marshal a squad or larger group to action; command attention amidst chaos; coordinate fire on a target.
- Research a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.

- Rig together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- Scout a location or situation to gather information; move or observe withoutbeing noticed; spot weaknesses or exploits if there are any to be seen.
- Shoot a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- Skirmish with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- Sway someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- Wreck a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

ANCHOR is an action that HEAVIES specialize and train in. Unlike most actions it's not rolled, but its rating determines it's USES per mission. While on a mission, you may spend ANCHOR uses to fight as a small group. This means you can engage groups of lesser enemies without loss of EFFECT.

HEAVY ADVANCEMENT

- ♦ When you roll a desperate action, mark 1 xp in that action's attribute.
- At the end of each mission, mark 1 xp (playbook or attribute)...
- If you survived the mission.
- If you helped your squad through MIGHT or FORTITUDE.
- If you brought into play your heritage or traumas (2 xp if you did both).
- Per threat of the highest threat opponent on the mission.

CHARACTER NOTES

CHARACTER SKETCH