

BAND OF BLADES

THE SCOUT

NAME:

STRESS **TRAUMA**

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

CORRUPTION **BLIGHT**

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

HARM

4						DEATH
3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				NEED HELP
2			<input type="checkbox"/> <input type="checkbox"/>			-1D
1				<input type="checkbox"/>		LESS EFFECT

ARMOR

HEAVY

HELMET

SPECIAL

SCROUNGE USES

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.)

- Fine Multicompass & Maps
- Personalized Sidearm
- Deadly Commando Knife
- Magnoculars
- Black Pathfinder Beret

NORMAL

(All Light Items and...)

- Auspex Scanner
- Climbing Kit
- Personalized Stub SMG
- Chameleoline Cloak
- Flak Vest

HEAVY

(Slower, All Normal Items and...)

- Light Carapace Armor & Helmet
- Preysense Goggles
- Demolition Charge
- Reloads

LIGHT WEAPONS

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

NORMAL WEAPONS

- n AutoGun
- n LasRifle
- n Stub SMG

HEAVY WEAPONS

- n Flamer
- n Grenade Launcher
- n MeltaGun
- n Missile Launcher
- n PlasmaGun

- n Climbing Kit
- n Medic Kit
- n Repair Kit
- n Sappers Kit
- n Soldiers Kit

- n Tech Kit
- n Light Weapon
- n Normal Weapon
- n Melee Weapon
- n Ammo

- n Grenades
- n Rations
- n Tents & Camping Gear
- n Auspex
- n Respirator & Gas Mask

INSIGHT

- ◆ SCROUNGE
- ◆ RESEARCH
- ◆ RIG
- ◆ SCOUT

PROWESS

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

RESOLVE

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

SPECIALIST

- ◆ AIM
- ◆ ANCHOR
- ◆ CHANNELS
- ◆ DOCTOR
- ◆ GRIT
- ◆ WEAVE

SPECIAL ABILITIES

- ◆ **Ghost:** You can spend SCROUNGE uses as SPECIAL ARMOR against against traps or detection.
- ◆ **Panther-Like Grace:** When you are quick and carrying no armor, any HARM you take starts as 1 level lower.
- ◆ **Lightning Fast:** Whenever there's a question of who goes first, the answer is you. Also take +1D when RESISTING attacks with PROWESS.
- ◆ **Infiltrator:** When you GATHER INFO through clandestine observation, or attempt to bypass traps and security measures, gain POTENCY.
- ◆ **Sixth Sense:** You just know when there are enemies nearby. You always know what the highest THREAT level of the enemy is in the area. You can GATHER INFO on them with RESOLVE.
- ◆ **Ready For Anything:** When being ambushed, your flashbacks cost 0 STRESS and you gain POTENCY to all actions during those FLASHBACKS. You also take 1 less level of HARM on SECONDARY MISSIONS.
- ◆ **Daredevil:** When you make a desperate roll, gain +1d.
- ◆ **Elite:** Gain mastery of 2 abilities (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.

