

# BAND OF BLADES

## THE TROOPER

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

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**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.*

<input type="checkbox"/> <b>LIGHT</b> (Quieter, Faster. All Items Below.)	<input type="checkbox"/> <b>NORMAL</b> (All Light Items and...)	<input type="checkbox"/> <b>HEAVY</b> (Slower, All Normal Items and...)
<ul style="list-style-type: none"> <li>■ Personal Memento</li> <li>■ LasCarbine ○○</li> <li>■ Regiment Sidarm ○○</li> <li>■ Soldiers Kit</li> <li>■ Pathfinder Beret</li> <li>■ Reckless Bravado</li> </ul>	<ul style="list-style-type: none"> <li>■ LasRifle (Replaces LasCarbine) ○○</li> <li>■ Flak Armor</li> <li>■ Helmet</li> <li>■ Frag Grenades ○○</li> <li>■ Tents &amp; Camping Gear</li> <li>-or-</li> <li>■ Fresh Rations ○○</li> </ul>	<ul style="list-style-type: none"> <li>■ Reloads ○○○○</li> <li>■ Smoke Grenades ○○</li> </ul>

<ul style="list-style-type: none"> <li>n Climbing Kit</li> <li>n Medic Kit</li> <li>n Repair Kit</li> <li>n Sappers Kit</li> <li>n Soldiers Kit</li> </ul>	<ul style="list-style-type: none"> <li>n Tech Kit</li> <li>n Light Weapon</li> <li>n Normal Weapon</li> <li>n Melee Weapon</li> <li>n Ammo ○○</li> </ul>	<ul style="list-style-type: none"> <li>n Grenades ○○</li> <li>n Rations ○○○○○</li> <li>n Tents &amp; Camping Gear</li> <li>n Auspex</li> <li>n Respirator &amp; Gas Mask</li> </ul>
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**INSIGHT**

RESIST	◆◆◆	RESEARCH
+1 RESIST	◆◆◆◆	RIG
	◆◆◆◆◆	SCOUT

**PROWESS**

RESIST	◆◆◆◆	MANEUVER
+1 RESIST	◆◆◆◆◆	SHOOT
	◆◆◆◆◆	SKIRMISH
	◆◆◆◆◆	WRECK

**RESOLVE**

RESIST	◆◆◆◆	CONSORT
+1 RESIST	◆◆◆◆◆	DISCIPLINE
	◆◆◆◆◆	MARSHAL
	◆◆◆◆◆	SWAY

**SPECIALIST**

◆◆◆◆	AIM
◆◆◆◆	ANCHOR
◆◆◆◆	CHANNELS
◆◆◆◆	DOCTOR
◆◆◆◆	GRIT
◆◆◆◆	SCOURGE
◆◆◆◆	WEAVE

**SPECIAL ABILITIES**

- ◆ **Devil's Own Luck:** You gain +1D to all RESISTANCE rolls. This ability cannot be taken as a veteran advance.
- ◆ **Every Inch A...:** You start with all the traits from your heritage. If taken as a veteran advance, it must be the first ability selected at character creation.
- ◆ **Hard Knocks:** Mark 2 XP in any category at the end of any mission where you took LEVEL 2 HARM or higher. This ability cannot be taken as a veteran advance.
- ◆ **Just A Kid:** When someone suffers HARM when PROTECTING you, they mark XP. When you promote, choose a second special ability from your new playbook to replace this one. This ability cannot be taken as veteran advance.
- ◆ **Gotta Make It Out Alive:** You can take 1 additional TRAUMA before dying. When you PROMOTE, replace this ability with a level of SURVIVOR. This ability cannot be taken as a veteran advance.
- ◆ **Jack of All Trades:** Increase 2 zero-ranked skills to RANK 1. This ability cannot be taken as a veteran advance.
- ◆ **If You Jump Off A Bridge...:** If you take a DESPERATE action, all TROOPERS present may participate as part of a GROUP ACTION and gain 1 XP. You may select a SPECIALIST in the squad to take the STRESS from bad TROOPERS who don't participate will be mocked mercilessly if the action succeeds. When you PROMOTE, choose a second special ability from your new playbook to replace this one. This ability cannot be taken as a veteran advance.
- ◆ **Not a Rookie Anymore:** You are promoted! You become a Veteran. Gain 1 special ability and 1 rank of Grit. You must take this as your first playbook advance. This ability cannot be taken as a Veteran advance or a starting ability.



