# -- BLADES

## THE SCOUT

NAME:						
STRESS	0000		- TRA	UMA ♦	* * * *	INSIGHT
TRAUMA: COLD — I	HAUNTED — OB	SESSED — PA	RANOID — RECKLES	S — SOFT — UNSTA	BLE — VICIOUS	S S S S S S S S S S S S S S S S S S S
CORRUP						₩ ♦ ♦ ♦ RESEARCH
				· ·	OT MICIONIC	$\overrightarrow{+} \diamondsuit \diamondsuit \diamondsuit \text{RIG}$ $\overrightarrow{-} \diamondsuit \diamondsuit \diamondsuit \text{SCOUT}$
CONDITIONS: ANA	ТНЕМА — НОЗ	I — HUNGER	— MIASMA — MUTA	ATION — RAGE — R	.01 — VISIONS	_
HARM				ARMOR	0	PROWESS
				HEAVY	0	★ ♦ ♦ ♦ MANEUVER
				IIIZIV I	111/6	SESS
4			DEATH	HELMET	0	± ♦ ♦ ♦ ♦ SKIRMISH
3			□□□ <sub>NEED</sub>			→ ♦ ♦ ♦ WRECK
3			HELP	SPECIAL	0	
2			-1D		100	RESOLVE
The state of the s				SCROUNGE US	SESOOOO	
			LESS EFFECT			LST
			EFFECT		_ 0000	F A A A MARSHAL
						SWAY
HERITAGE DETAIL:						
SPIREBORN						CHORCON A W WORLD
♦ Influence (Boost 1 Campaign Action for You) ♦ Connected (+1 SW				WAY, Max 3)		SPECIALIST
Educated (+1 RESEARCH, Max 3) Pride (+1 XP for F				laying up Heritage Traits)		♦ ♦ ♦ AIM
Stern (+1 DISCIPLINE, max 3) Talented (One Ac				tion can go to 4)		♦ ♦ ♦ ANCHOR
LABORER						♦ ♦ ♦ ♦ CHANNELS
Cared For (Your W		function)	Crew (+1D in GR			♦ ♦ ♦ DOCTOR
♦ Dedicated (+1 Specialist Action)       ♦ Strong (Fast\quie         ♦ Tradesman (Max RIG of 4)       ♦ Tough (+1D on Factorial)					♦ ♦ ♦ ♦ GRIT	
	KIG 01 4)		<b>♦ Tough</b> (+1D on 1	FROWESS TESISE)		♦ ♦ ♦ WEAVE
CRIMINAL	on DESPERATE ac	tions)	Oie Hard (Harm	nenalties less severe)	9	SPECIAL ABILITIES
♦ Bold (+1D RESIST on DESPERATE actions) ♦ Die Hard (Harn Fighter (+1 SKIRMISH, max 3) ♦ Gun Hand (+1 SKIRMISH)					♦ Ghost: You can spend SCROUNGE uses	
♦ Rake (+1 CONSORT, max 3) ♦ Vengeful (POTE					y harm)	as SPECIAL ARMOR against against traps
OUTCAST					3000	or detection.  Panther-Like Grace: When you are quick
Faithful (Gain a personal RELIQUARY)  Marked (+2D to r				resist CORRUPTION)		and carrying no armor, any HARM you
Resourceful (+1 RIG, max 3) Shrewd (+1D to II						take starts as 1 level lower.  Lightning Fast: Whenever there's a question
Stubborn (+1D to I	RESOLVE resist)		Survivor (1p\mis	ssion free push to ignor	e harm)	of who goes first, the answer is you. Also take +1D when RESISTING attacks
LOAD	Choose Ligh	t/Normal/H	leavy, and 2 Utility	. Bold	items are fine.	with PROWESS.  Infiltrator: When you GATHER INFO through
		Norma (All Light Item		HEAVY (Slower, All Norm	al Items and )	clandestine observation, or attempt to bypass traps and security measures, gain POTENCY.
		■ Auspex Sca		■ Light Carapace Armor & Helmet		Sixth Sense: You just know when there are enemies nearby. You always know what the highest THREAT
		■ Climbing l		■ Preysense Go		level of the enemy is in the area. You can GATHER
			ed Stub SMG OO	■ Demolition Ch	arge	INFO on them with RESOLVE.  Ready For Anything: When being ambushed, your
		■ Chameleol ■ Flak Vest	ine Cloak	■ Reloads OO		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.
LIGHT WEAPONS NORMAL		WEAPONS	HEAVY WEA	APONS	Daredevil: When you make a desperate roll, gain +1d.	
n Autopistol n AutoGun			n Flamer			
n Las Pistol n Las Rifle n Las Carbine n Stub SMG		n Grenade Launcher		ncher	Elite: Gain mastery of 2 abilities (they can go up to rank 4).	
n LasCarbine n Stub SMG			n MeltaGun n Missile Launcher		(they can go up to rank 4).  ♦ ♦ Hardened: You can mark 2 additional	
n-HandCannon				n PlasmaGun	ale service	stress boxes.
CONTRACTOR OF THE PARTY OF THE	n Climbing Kit		Tech Kit	nGrenade	es OO	Survivor: You can take +1 trauma before dying.
AND THE RESERVE OF THE PERSON	nMedic Kit		Light Weapon		00000	♦♦ Veteran: Take a special ability from
	n Repair Kit				Camping Gear	another source.
	n Sappers Kit		Melee Weapon	nAuspex	on % Co- M1	
	n Soldiers Kit		Ammo OO	nkespirat	or & Gas Mask	

CHARACTER SKETCH

#### PLAYBOOK: THE SCOUT

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.

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

- 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.
- ♦ Scrounge is the Scout Specialist action. For details see the Specialist Action section below.
- 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

SCROUNGE is an action that SCOUTS 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 SCROUNGE uses to find safe and secure shelter or one LOAD worth of SUPPLIES for everyone in your squad.

#### SCOUT 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 STEALTH or FORESIGHT.
- İf 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