# BAND -- OF -- BLADES

## THE SNIPER

TA ALVELE:				
STRESS 000	OOOOO TRAU			INSIGHT
				E ♦ ♦ ♦ ♦ AIM
	BSESSED — PARANOID — RECKLESS -		VICIOUS	SE A RESEARCH
CORRUPTION	BUG		<b>◆◆</b>	T
CONDITIONS: ANATHEMA — HOS	ST — HUNGER — MIASMA — MUTAT	ION - RAGE - ROT -	VISIONS	<b>=</b> ♦ ♦ ♦ SCOUT
HARM		ARMOR	0	PROWESS &
TIVE WINE			400	
		HEAVY	0	MANEUVER  SHOOT
4	DEATH	HELMET	0	± ♦ ♦ ♦ ♦ SKIRMISH
3	DDD NEED HELP	SPECIAL	0	→ ◆ ◆ ◆ WRECK
2	00 10			RESOLVE
2	-1D	AIM USES O	000	
15 17 10 10 10 10 10 10 10	□ LESS		NO TO	LS ♦ ♦ ♦ CONSORT
1	EFFECT	o	000	E
			- The state of the	+ ♦ ♦ ♦ ♦ MARSHAL
HERITAGE	DETAIL:			- V V SWAI
SPIREBORN				SPECIALIST &
Influence (Boost 1 Campaign Action				ARREST DE
<b>♦ Educated</b> (+1 RESEARCH, Max 3) <b>♦ Stern</b> (+1 DISCIPLINE, max 3)	◇ Pride (+1 XP for Pla ◇ Talented (One Action	aying up Heritage Traits)		♦ ♦ ♦ ANCHOR
	V Talenteu (One Acti	on can go to 4)		♦ ♦ ♦ ♦ CHANNELS ♦ ♦ ♦ DOCTOR
LABORER  Cared For (Your Weapons Never Ma	ulfunction)	UP ACTIONS)		♦ ♦ ♦ ♦ GRIT
Dedicated (+1 Specialist Action)	n NORMAL load)		♦ ♦ ♦ ♦ SCROUNGE	
Tradesman (Max RIG of 4)	<b>♦ Tough</b> (+1D on PR	OWESS resist)		♦ ♦ ♦ ♦ WEAVE
CRIMINAL			0.00	
♦ Bold (+1D RESIST on DESPERATE actions)             Die Hard (Harm			SP	ECIAL ABILITIES
				One Eye: You've replaced an eye with a pecial cybernetic. You can see in multiple
OUTCAST	Vengerur (FOTEN	or when penanzed by narm	V	rision spectrums and clearly indentify
Faithful (Gain a personal RELIQUAL	RY)	sist CORRUPTION)		upernatural forces.  umbush: When you attack from hiding or
Resourceful (+1 RIG, max 3)	Shrewd (+1D to IN		s	pring a trap, you get +1D.
Stubborn (+1D to RESOLVE resist)	Survivor (1p\missio	on free push to ignore harm	1	Assassin: When you GATHER INFO to ocate a target, gain +1 EFFECT. When
LOAD Choose Ligh	nt/Normal/Heavy, and 2 Utility.	Bold items	c.	rou hide in a prepared position or use ramouflage, you gain +1D to rolls o avoid detection.
LIGHT	□Normal	□HEAVY	♦ N	Notches: If you land the killing blow on a THREAT 2
(Quieter, Faster. All Items Below.)	(All Light Items and)	(Slower, All Normal Item	s and)	or higher enemy, mark 1 XP in any category.  Sharpshooter: You can PUSH YOURSELF to do one
Personalized LasRifle OO	■ Personalized LongLas OO (Replaces LasRifle)	■ Light Carapace Armor	& Helmet	of the following:
■ Personalized Sidearm OO ■ Hot Shot Packs OO	■ Gun Maintenance Kit	■ Chameleoline Cloak ■ Reloads ○ ○		Make a ranged attack at extreme distance beyond whats normal for the weapon.
■ Pathfinder Beret ■ Flak Armor		■ Hot Shot Packs OO		Unleash a barrage of rapid fire to suppress the enemy.
LIGHT WEAPONS NORMAL WEAPONS		HEAVY WEAPON		
n Autopistol	n AutoGun			next action.
n LasPistol	n LasRifle	n Grenade Launcher		Cactical Genius: You always know the best position luring a fight. If you're able to occupy this position, gain
n LasCarbine n Stub SMG n Stub Automatic\Revolver HOT SHOT DACKS		n MeltaGun n Missile Launcher	taGun +1 EFFECT for you and everybody who's there with yo	
HandCannan		DlacmaGun		Elite: Gain mastery of 2 abilities they can go up to rank 4).
	Overcharged standard LasRifle Packs, good for a single hot, and increases the effect level of the shot. Using		<b>\\</b>	Hardened: You can mark 2 additional stress boxes.
(8)	more than one of these at a time will damage the rifle		\	Survivor: You can take +1 trauma before
n Climbing K		nGrenades 00		dying.
n Medic Kit n Repair Kit	nLight Weapon nNormal Weapon	n Rations OO	and the second s	Veteran: Take a special ability from another source.
n Sappers Kit	n Melee Weapon	n Auspex	ing deal	
n Soldiers Kit	nAmmo OO	nRespirator & C	Gas Mask	

CHARACTER SKETCH

### PLAYBOOK: THE SNIPER

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

- ♦ Aim is the Sniper 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

**AIM** is an action that **SNIPERS** 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 **AIM** uses to increase the **EFFECT** level of a shot. This means you can sometimes take out large, angerous enemies with a single shot.

#### SNIPER 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.
- IIf you helped your squad through KEEN OBSERVATION or KEY SHOTS.
- 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