BAND -- OF -- BLADES

THE VETERAN

1.4 VITANITA		and Addition				
				TRA A		INSIGHT
STRESS				UMA <		E ♦ ♦ ♦ ♦ GRIT
TRAUMA: COLD — I					BLE — VICIOUS	SE SEARCH
CORRUP	TION		BLIG		* * * *	+
CONDITIONS: ANA	THEMA — HOS	Γ — HUNGER — MIA	SMA — MUTAT	ГІОN — RAGE — R	OT — VISIONS	⇒ ♦ ♦ ♦ SCOUT
HARM				ARMOR	0	PROWESS
			5 10 2 2			
				HEAVY	0	MANEUVER SHOOT
4			DEATH	HELMET	0	₹ ♦ ♦ ♦ SKIRMISH
2		000	NEED			→ ♦ ♦ WRECK
3			HELP	SPECIAL	0	
2			-1D			RESOLVE
			69	GRIT USES	0000	
1			LESS EFFECT		0.000	LSS
			EFFECT		_ 0000	F A A A MARSHAL
WWW.	O.E.					SWAY
HIERITAGE DETAIL:						
SPIREBORN						SPECIALIST (
Influence (Boost 1	X Comment	onnected (+1 SW			All the Control of th	
						 ♦ ♦ ♦ AIM ♦ ♦ ♦ ANCHOR
						♦ ♦ ♦ CHANNELS
LABORER Cared For (Your Weapons Never Malfunction) Crew (+1D in GROUP ACTIONS)						♦ ♦ ♦ DOCTOR
Dedicated (+1 Specialist Action) Strong (Fast\quiet						♦ ♦ ♦ ♦ SCROUNGE
↑ Tradesman (Max RIG of 4) ↑ Tough (+1D o						♦ ♦ ♦ ♦ WEAVE
CRIMINAL						
♦ Bold (+1D RESIST on DESPERATE actions) ♦ Die Hard (Harm					SPECIAL ABILITIES	
					w harm)	Relentless: You may spend GRIT USES to PUSH YOURSELF.
OUT CAST. OVER The Top: When you charge into the						
♦ Faithful (Gain a personal RELIQUARY) ♦ Marked (+2D to re				esist CORRUPTION)		teeth of an enemy that outnumbers or outguns you, clear 1 STRESS and take +1D
Resourceful (+1 RIG, max 3) Shrewd (+1D to II						to MANEUVER.
Stubborn (+1D to RESOLVE resist) Survivor (1p\mission free push to ignore harm) Iron Will: You can spend GRIT USES as SPECIAL ARMOR vs fear, paralysis, CORRUPTION and fatigue.						
LOAD Choose Light/Normal/Heavy, and 2 Utility. Bold items are fine.						Coaded For Bear: When selecting load, you may select 4 utility load instead of 2.
☐ LIGHT ☐ NORMAL				HEAVY	95	Eat Iron, Shit Nails: When you PUSH YOURSELF,
(Quieter, Faster. All Items Below.)		(All Light Items and)		(Slower, All Normal Items and)		you may ignore all HARM penalties. Also take +1D to RESIST the consequence of any roll you PUSHED
■ Flak Armor ○ ■ Personal Memento		Utility Options OOHelmet		■ +1 Utility ■ Support Weapon OO		YOURSELF on.
Personalized Sidearm OO		■ Infantry Weapon OO		■ Carapace Armor (Replaces Flak)		Demo Man: You have had explosives training and can always bring Grenades (1 Load) or a Sappers Kit
		-or-				(1 Load) as part of your light load, and gain a free Demolition Charge or Melta Bomb as part of your normal load.
■ Soldiers Kit		■ Carapace Armor (Replaces Flak)		SUPPORT WEAPONS		Against The Darkness: You and all squadmates that
		■ Melee Weapon		n Flamer		can see you gain +1D to RESIST fear and corruption.
LIGHT WEAPONS n LasPistol		INFANTRY WEAPONS		n Melta Gun		Elite: Gain mastery of 2 actions (they can go up to rank 4).
		n Autogun n Boltgun		n Grenade Launcher		♦♦ Hardened: You can mark 2 additional stress boxes.
n Autopistol		n Combat Shotgun		MELEE WEAPONS		Survivor: You can take +1 trauma before dying.
		n Flamer		n Chainsword/Axe		
Natub Revolver/ Automatic	2	n LasRifle	1	n Hand Weapo		Veteran: Take a special ability from another source.
	n Climbing Kit			n Grenade		under source
The state of the s	nMedic Kit nRepair Kit		Weapon al Weapon		OOOOO Camping Gear	*Specialist Training: You PROMOTE to a Specialist.
	n Sappers Kit		Weapon	nAuspex	Jumping Gear	- F
	n Soldiers Kit	nAmme			or & Gas Mask	

CHARACTER SKETCH

PLAYBOOK: THE VETERAN

You are a Soldier of the Imperial Guard, grand army of the Imperium of Man. You have just completed training for the elite and storied Regiment of the Metallican 82nd Drop Corps, parachute troops who have never lost a war they deployed to. The most elite of the 82nd is it's 1st Company, the Pathfinders, who jump before the rest of the Regiment to make safe landing zones for theother troopers. You volounteered for the Drop Corps, and volounteered again for the Pathfinders. Glory and heroism awaits you in righteous battle against the enemies of the Imperium.

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.
- A 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.
- Grit is the Veteran Specialist action. For Details on it, see the Specialist Action section below.
- 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

GRIT is an action that Veterans specialize and train in. Unlike most actions it is not rolled, but its rating determines **USES** per mission. While on a mission, you may spend Grit uses to add +2D to a **RESISTANCE** roll. The **GRIT** use must be spent before the roll. You may only spend 1 **GRIT USE** this way per roll.

VETERAN 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 COURAGE or DETERMINATION.
- ♦ 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