BLADESINTH	EDARK CREW	PLAYBOOK SPECIAL ABILITIES			STASH COIN DATE OF THE STATE OF
NAME	ALIAS				TLATIBOOK WALLEY
LOOK		_			INSIGHT HUNT STUDY SURVEY
HERITAGE: AKOROS—THE DAGG IRUVIA—SEVEROS—SKOVLAN—TYC	v O			PROWESS FINESSE	
VICE / PURVEYOR: FAITH—GAMBLIN	_			PROWL SKIRMISH WRECK	
HARM	COLD—HAUNTED—OBSESSED—PARANOII RECKLESS—SOFT—UNSTABLE—VICIOU HEALING	A			RESOLVE ATTUNE COMMAND
3	NEED project clock HELP ARMOR USES	'			CONSORT
2	-1D ARMOR	<u> </u>			BONUS DIE
1	LESS HEAVY EFFECT SPECIAL				PUSH YOURSELF (take + 2 stress) -OR- accept a
NOTES					DEVIL'S BARGAIN.
		FRIENDS	ITEMS	LOA	V 8 V 7
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		△▽	$\triangle abla$		
	XP	XP			
◆ Every time you roll a desperate action, mark xp in that action's attribute.					
		At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item occurred multiple times. * You addressed a challenge with * You expressed your beliefs, drives, heritage, or background.			r 🗆 🗆
		◆ You struggled with is:	• You struggled with issues from your vice or traumas during the session.		
		TEAMWORK Assist a teammate	Choose a plan, provide the <i>detail</i> . Choose your		GATHER INFORMATION ◆ What do they intend to do? ◆ How can I get them to [X]? ◆ What are they really feeling? ◆ What should I lookout for? ◆ Where's the weakness here?
		Lead a group action			
		Protect a teammate			
		Set up a teammate			How can I find [X]?What's really going on here?