push yourself (take 2 stress) -or- accept a devil’s bargain.

+ bonus die

**PLAYBOOK**

**SPECIAL ABILITIES**

**HERITAGE**: AKOROS—THE DAGGER ISLES  **BACKGROUND**: ACADEMIC—LABOR—LAW

**IRUVIA**—SEROBOS—SKOVLAN—TYCHEROS  **TRADE**: MILITARY—NOBLE—UNDERWORLD

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

**STRESS**

<table>
<thead>
<tr>
<th>HARM</th>
<th>NEED</th>
<th>HELP</th>
<th>HEALING</th>
<th>PROJECT CLOCK</th>
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<tbody>
<tr>
<td>3</td>
<td></td>
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<tr>
<td>2</td>
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<td>-1D</td>
<td>ARMOR</td>
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<tr>
<td>1</td>
<td>LESS</td>
<td></td>
<td>HEAVY</td>
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<tr>
<td></td>
<td>UNSTABLE</td>
<td></td>
<td>VIVID</td>
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**TRAUMA**

COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

**NOTES**

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**FRIENDS**

△ △
△  △
△  △
△  △

**ITEMS**

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**LOAD**

3 light 5 normal 6 heavy

**TEAMWORK**

Assist a teammate
Lead a group action
Protect a teammate
Set up a teammate

**PLANNING & LOAD**

Choose a plan, provide the detail. Choose your load limit for the operation.

Assault: Point of attack
Deception: Method
Stealth: Entry point

Occult: Arcane power
Social: Connection
Transport: Route

---

**GATHER INFORMATION**

- What do they intend to do?
- How can I get them to [X]?
- What are they really feeling?
- What should I look out for?
- Where’s the weakness here?
- How can I find [X]?
- What’s really going on here?