LEECH
A SABOTEUR AND TECHNICIAN

SPECIAL ABILITIES
- Alchemist: When you invent or craft a creation with alchemical features, take +1 result level to your roll. You begin with one special formula already known.
- Analyst: During downtime, you get two ticks to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- Artificer: When you invent or craft a creation with spark-craft features, take +1 result level to your roll. You begin with one special design already known.
- Fortitude: You may expend your special armor to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- Ghost Ward: You know how to Wreck an area with arcane substances and methods so it is either anathema or enticing to spirits (your choice).
- Physicker: You can Tinker with bones, blood, and bodily humours to treat wounds or stabilize the dying. You may study a malady or corpse. Everyone in your crew gets +1d to their healing treatment rolls.
- Saboteur: When you Wreck, the work is much quieter than it should be and the damage is hidden from casual inspection.
- Venomous: Choose a drug or poison (from your bandolier stock) to which you have become immune. You can push yourself to secrete it through your skin or saliva or exhale it as a vapor.
- Veteran: Choose a special ability from another source.

CLEVER FRIENDS
- Stazia, an apothecary
- Veldren, a psychonaut
- Eckerd, a corpse thief
- Jul, a blood dealer
- Malista, a priestess

ITEMS
- Fine tinking tools
- Fine wrecking tools
- Blowgun & darts, syringes
- Bandolier (3 uses)
- Bandolier (3 uses)
- Gadgets

LOAD
- A Blade or Two
- Throwing Knives
- A Pistol
- A 2nd pistol
- A Large Weapon
- An Unusual Weapon
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

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

TEAMWORK

PLANNING & LOAD
- Assault: Point of attack
- Deception: Method
- Stealth: Entry point
- Protect: Social
- Assist a teammate: Occult: Arcane power
- Assist a teammate: Transport: Route
- Protect a teammate:
- Lead a group action: Overall
- Set up a teammate: Project clock
- Overall:
- Attack:
- Defense:
- Support:
- Navigate:
- Resolve:
- Protect:
- Lead:
- Tinker:

GATHER INFORMATION
- What do they intend to do?
- How can I get them to [X]?
- Are they telling the truth?
- What can I tinker with here?
- What might happen if [I][X]?
- How can I find [X]?
- What's really going on here?