**Lurk**

**Special Abilities**

- **Infiltrator**: You are not affected by *quality* or *Tier* when you bypass security measures.
- **Ambush**: When you attack from hiding or spring a trap, you get +1d.
- **Daredevil**: When you inflict a severe action, you get +1d to your roll if you take -1d to any resistance rolls against consequences from your action.
- **The Devil's Footsteps**: When you *push yourself*, choose one of the following additional benefits: perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.
- **Expertise**: Choose one of your action ratings. When you lead a *group action* using that action, you can suffer only 1 stress at most regardless of the number of failed rolls.
- **Ghost Veil**: You may shift partially into the ghost field, becoming shadowy and insubstantial for a few moments. Take 2 stress when you shift, plus 1 stress for each extra feature:
  - You may float through the air like a ghost
  - You may move through the air like a ghost
  - You may move through the air like a ghost
  - You are invisible rather than shadowy—you may float through the air like a ghost
  - You are invisible rather than shadowy—you may move through the air like a ghost

**Insight**

- **Hunt**: ◀
- **Study**: ◀
- **Survey**: ◀
- **Tinker**: ◀

**Prowess**

- **Finesse**: ◀
- **Prowl**: ◀
- **Skirmish**: ◀
- **Wreck**: ◀

**Resolve**

- **Attune**: ◀
- **Command**: ◀
- **Consort**: ◀
- **Sway**: ◀

**Shad Friends**

- △ △ △ △ △ Telda, a beggar
- △ △ △ △ △ Darmot, a bluecoat
- △ △ △ △ △ Frake, a locksmith
- △ △ △ △ △ Roslyn Kellis, a noble
- △ △ △ △ △ Petra, a city clerk

**Items**

- Fine lockpicks
- Fine shadow cloak
- Light climbing gear
- Silence potion vial
- Dark-sight goggles
- Spiritbane charm

**Load**

- ◀ 3 light ◀ 5 normal ◀ 6 heavy
  - 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

**Teamwork**

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

**Planning & Load**

- **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 should I look out for?
- What’s the best way in?
- Where can I hide here?
- How can I find [X]?
- What’s really going on here?