BLADESIN	THEMAR			AN ARCANE ZD
	LAI (		IWHISELR	ADEPT AND SO
		CREW	SPECIAL ABILITIES PLAYBOOK XP	INSIGHT XP
NAME	ALIAS	1117	O COMPEL: YOU CAN ATTUNE TO THE GHOST FIELD TO FORCE A SPIRIT TO APPEAR AND OBEY A COMMAND YOU GIVE IT. YOU SUPERNATURALLY TERRIFIED BY A SPIRIT YOU SUMMON OR CONTINUE OF THE SPIRIT YOU SUM OR THE YOU SUM OR THE SPIRIT YOU SUM OR THE YOU SUM OR THE YOU SUM OR THE YOU SU	ARE NOT
LOOK	or the same		O GHOST MIND: YOU'RE ALWAYS AWARE OF SUPERNATURAL ENTI YOUR PRESENCE. TAKE +1D WHEN YOU GATHER INFO ABOUT TO SUPERNATURAL.	PROWESS XP PROWESS
HERITAGE: AKOROS - THE DAGO IRUVIA - SEVEROS - SKOVLAN		ROUND: ACADEMIC - LABOR - LAW - MILITARY - NOBLE - UNDERWORLD	O IRON WILL: YOU'RE IMMUNE TO THE TERROR THAT SOME SUPERITHES INFLICT ON SIGHT. TAKE +10 TO RESISTANCE ROLLS RESOLVE.  OCCULTIST: YOU KNOW THE SECRET WAYS TO CONSORT WITH	WITH PROWL
VICE: FAITH - GAMBLING - LUX	URY - OBLIGATION - P	LEASURE - STUPOR - WEIRD	POWERS, FORGOTTEN GODS OR DEMONS. ONCE YOU'VE CONSOR ONE, YOU GET +1D TO COMMAND CULTISTS WHO WORSHIP IT.	RTED WITH WRECK
STRESS	TRAUMA COLD - 1	HAUNTED - OBSESSED - PARANOID S - SOFT - UNSTABLE - VICIOUS	O RITUAL: YOU CAN STUDY AN OCCULT RITUAL (OR CREATE A 1 TO SUMMON A SUPERNATURAL EFFECT OR BEING. YOU KNOW ARCANE METHODS TO PERFORM RITUAL SORCERY. YOU BEGIN RITUAL ALREADY LEARNED.	THE WITH ONE ATTUNE
HARM 3	And the second	HEALING PROJECT CLOCK: FILL TO DROP ALL HARM BY ONE LEVEL	O STRANGE METHODS: WHEN YOU INVENT OR CRAFT A CREATIO ARCANE FEATURES, TAKE +10 TO YOUR ROLL. YOU BEGIN WIT ARCANE DESIGN ALREADY KNOWN.	TH ONE CONSORT SWAY
2		-lo ARMOR USES	O TEMPEST: YOU CAN PUSH YOURSELF TO DO ONE OF THE FOLL UNLEASH A STROKE OF LIGHTNING AS A WEAPON — SUMMON YOUR IMMEDIATE VICINITY (TORRENTIAL RAIN, ROARING WINE FOG, CHILLING FROST/SNOW, ETC.).	A STORM IN
1		LESS HEAVY ARMOR SEFFECT SPECIAL ARMOR	WARDED: YOU MAY EXPEND YOUR SPECIAL ARMOR TO RESIST SUPERNATURAL CONSEQUENCE, OR TO PUSH YOURSELF WHEN WITH ARCANE FORCES.	A -OR-
EARNING XP			VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:	♦ 3 LIGHT ♦ 5 NORMAL ♦ 6+ HEAV
◆ EVERY TIME YOU ROLL A DESPERATE ACTION, MARK XP IN THAT ACTION'S ATTRIBUTE.			0	
AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK 1 XP (IN YOUR PLAYBOOK OR AN ATTRIBUTE) OR				EQUIPMENT
2 XP IF THAT ITEM OCCURRED MULTIPLE TIMES.			The second secon	FINE LIGHTNING HOOK FINE SPIRIT MASK
YOU ADDRESSED A CHALLENGE WITH KNOWLEDGE OR ARCANE POWER.  A KOULD PROPERTY WOULD BE ADDRESS ADDRESS OF THE POWER OF			The second secon	ELECTROPLASM VIALS
◆ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.  ◆ YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS DURING THE SESSION.			0	SPIRIT BOTTLES (2)
The state of the s			The second secon	GHOST KEY
PLANNING	TEAM	WORK		DEMONBANE CHARM
CHOOSE A PLAN, THEN PROVIDE THE MI FOR THE OPERATION:	SSING DETAIL ASSIST	A TEAMMATE: PAY 1 STRESS TO GIVE +1D	The second second	A BLADE OR TWO
DESCRIPTION OF THE PERSON NAMED IN COLUMN 1	ARCANE POWER LEAD	A GROUP ACTION: EVERYONE ROLLS	0	THROWING KNIVES  A PISTOL A 2ND PISTOL
Name and Address of the Owner, where the Owner, which is the Owner,				A LARGE WEAPON
DECEPTION: METHOD SOCIAL: CO	ONNECTION PROTE	CT A TEAMMATE: TAKE A CONSEQUENCE		AN UNUSUAL WEAPON
STEALTH: POINT OF ENTRY TRANSPOR	TT: ROUTE SET U	P A TEAMMATE: IMPROVE POSITION	THE RESERVE TO STATE OF THE PARTY OF THE PAR	BURGLARY GEAR
STRANGE FRIENDS	and the	GATHER INFORMATION	0	CLIMBING GEAR
property of the same of the sa	St.	◆ WHAT IS ARCANE OR WEIRD HERE?		ARCANE IMPLEMENTS
	Δ∇	◆ WHAT ECHOES IN THE GHOST FIELD?	The second secon	DOCUMENTS
$\Delta \nabla$	Δ∇	◆ WHAT IS HIDDEN OR LOST HERE?	The second second second second	SUBTERFUGE SUPPLIES  DEMOLITION TOOLS
Δ∇	Δ∇	♦ WHAT DO THEY INTEND TO DO?	0	TINKERING TOOLS
Δ∇	$\Delta \nabla$	♦ WHAT DRIVES THEM TO DO THIS?		LANTERN
	Δ∇	→ how can 1 reveal [x]?  → what's really going on here?		

