Bellwether Over Hills, Under Trees					Playbook Special Abiliti			Stasl	10 10 10	
		Party			Coordination: When you perform a setup action, you can push yourself to provide +1d and +1 effect for allies that follow through.					
		·			Expertise: Choose one of your actions. When you lead a group action using that					
		Alias			action, you can suffer only 1 stress at most, regardless of the number of failed rolls.				TRUUH () (
					○ Foresight: Two times per quest you can assist a teammate without paying stress. Describe how you prepared for this.			O O O STUDY O O O SURVEY		
Ancestry		Background			Mesmerize (S): You can push yourself to influence a number of creatures equal to the spell's Tier + 1, even if they're currently hostile to you.			O O O TINKER Prowess		
					Motivate: You can push yourself to temporarily let a creature treat penalties from all harm they have as one level less severe, including level 4 harm.				O O O FINESSE O O O PROWL	
Vice Stress	Trauma	COLD — HAUNTED — OBSESSED — PARANOID RECKLESS — SOFT — UNSTABLE — VICIOUS		NOID	○ Teambuilding: You work on tactics and strategy with the party as a downtime activity. Choose an attribute. Everyone in the party gets one dot they can place in an action related to the chosen attribute for the next quest.			SKIRMISH Sesolve		
Armor Uses					O Polyglot (S): You can spend 2 stress to understand and communicate in a language you don't know.			O O O ATTUNE O O O COMMAND O O CONSORT		
3		NEED HELP	Armor	\circ	 Experienced: Pick an Experience special ability. Multidisciplinary: Pick a special ability from another character playbook. 			O O O SWAY		
2		-1D	Heavy	\bigcirc	Friends & Rivals	Item:	,	Load □L (3)	□N(5) □H(6)	
1		LESS EFFECT	Special		△▽ Imalda, a noble	O M	usical instrument 🗉	Standard	d Items	
<u> </u>					$\triangle abla$ Calaena, a soldier \bigcirc Fine clothes \square		○ Clight weapons			
Experience & Multidisciplinary Special Abilities					riangle Megaar, an actor	O F	○ Fine disguise kit □		eavy weapon 🗈	
					△▽ Renki, a spy	\bigcirc A	mulet of amplification 🛭	○ Throv	ving weapons 🖸	
					riangle abla abla Qrodrion, a translato	r O D	isguised weapon ©	○- ○ Ar	mor 🖭	
					$\triangle \nabla$	O		+ O-C)–○ Heavy 🗈	
					VD.			O Burgl	ary gear ₪	
Notes					XP			O-O CI	imbing gear 🛭	
Tioles					• Every time you roll a desperate action, mark xp in that action's attribute.			Adver	nturing gear 🛭	
					At the end of each session, attribute) or 2 xp if that ite		mark 1 xp (in your playbook or an	O Docur	nents 🖸	
You addressed a challenge with leade.						·		Alche	mical supplies 🖸	
				You expressed your beliefs, drives, ancestry, or background.				erfuge supplies 🖸		
• You struggled with issues from your vice or traumas during the sess.						traumas during the session.	○ Healir	ng supplies 🗈		
					Teamwork Planning & Load Choose a plan, provide the detail . Choose your load				chemical or agical items ©	
					Assist a party member		limit for the operation.		ring tools 🛭	
					Lead a group action	Assault: Point of at	tack Magic: Arcane power	○ Torch	P	
					Protect a party member	Deception: Method	Social: Connection	0		
					Set up a party member	Stealth: Entry poin	t Transport: Route	\circ		