Devout					Playbook Special Abiliti		. ±1d to your	resistance roll When you	Stash	10 10 10
Over Hills, Under Trees		Party			Guardian: When you protect an ally, take +1d to your resistance roll. When you gather info to anticipate possible threats, you get +1 effect.				Coin	
					Castigate (S): You can				Incicht	
Name		Alias			your targets are proscribed by your faith you gain +1 effect to castigate them. Share The Load: When an ally pushes themselves or activates an ability that			Insight	O HUNT	
					requires them to spend	, .		,	000	O STUDY
Appearance					O Prayer Healing: You ca stabilize the dying. Eve			orce to treat wounds or healing treatment rolls.	0 0 0	O SURVEY O TINKER
Ancestry		Background			 Summon Ally (S): You can push yourself to summon an ally that is representative of your faith. Syncretism: You can worship a second faith, as long as its decrees and 				Prowess DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	
Stress	Trauma	COLD — HAUNTED — OBSESSED — PARANOID			Judgement: You can push yourself to pronounce a judgement on a creature. All actions you make against them have +1d. If your target is proscribed by your faith you also gain +1 effect. Your target must know of your judgement for you to get this benefit.				Resolve	
	0000	RECKLESS — SOFT — UNSTABLE — VICIOUS							O O O ATTUNE O O O COMMAND O O O CONSORT O O SWAY	
Harm			Armor Uses							
3		NEED HELP	Armor	\circ		 Experienced: Pick an Experience special ability. Multidisciplinary: Pick a special ability from another character playbe 		•	Load	
2	2		-1D Heavy O		The restriction of the state of				□N(5) □H(6)	
_		LESS		\circ	Friends & Rivals		ems		Standard	d Items
1 		EFFECT	Special	\circ	△▽ Hehna, a priest	_) Symbol ol		○ ○ Liş	ght weapons 🗈
Experience & Multidisciplinary Special Abilities					$\triangle \nabla$ Joagmus, an outside		○ Scripture 🗈		○- ○ He	avy weapon 🗈
5	1				△▽ Luvin, a revenant		Ritual imp		○ Throw	ving weapons □
					△∇ Andat, a medium			d weapon P	○- ○ Ar	mor P
					△▽ Wayoyi, a pilgrim) Fine favor	red item 🖺	+ ()-()	⊢○ Heavy 🗈
					$\triangle \nabla$				O Burgla	ary gear 🖭
					XP				O-O Cli	mbing gear 🖭
Notes				• Every time you roll a desperate action, mark xp in that action's attribute. At the end of each session, for each item below, mark 1 xp (in your playbook or an				Adven	ituring gear 🖭	
								O Docun	nents 🖸	
					attribute) or 2 xp if that item occurred multiple times.					mical supplies 🖸
					You addressed a challenge by embodying the decrees of your faith.					rfuge supplies 🖸
					You expressed your beliefs, drives, ancestry, or background. You to work the ith issue of consequence is a second point of the consideration of the co					g supplies 🛭
					 You struggled with issues from your vice or traumas during the session. Teamwork Planning & Load 					chemical or agical items ©
					Choose a plan, provide the detail . Choose you		etail. Choose your load	○ Tinkering tools ■		
					Assist a party member	limit for the operation.			○ Torch	P
					Lead a group action	Assault: Point o		Magic: Arcane power	0	
					Protect a party member	Deception: Met		Social: Connection	0	
					Set up a party member	Stealth: Entry p	oint	Transport: Route		