

Sleuth

Over Hills, Under Trees

Party _____

Name _____ Alias _____

Appearance _____

Ancestry _____ Background _____

Vice _____

Stress Trauma COLD – HAUNTED – OBSESSED – PARANOID RECKLESS – SOFT – UNSTABLE – VICIOUS

Harm	Armor Uses
3	NEED HELP <input type="radio"/>
2	-1D <input type="radio"/>
1	LESS EFFECT <input type="radio"/>

Experience & Multidisciplinary Special Abilities

Notes

Playbook Special Abilities

- Perfect Recall:** You always know the exact time, which direction North is and how far you've traveled. Additionally, You gain **+1d** to when you gather information for a quest.
- Deduce Weakness:** You can **push yourself** to quickly but carefully analyze a target. Choose an action, then make a **Study** or **Survey** roll. If you succeed, all rolls against the target using the chosen action gain **+1d** until the beginning of the next downtime phase or quest (whichever comes first).
- Like Looking Into A Mirror:** You can always tell when someone is lying to you.
- All According To Plan:** You can spend **2 stress** to get **+1 result level** to the engagement roll for a quest.
- Connected:** During downtime, you get **+1 result level** when you **acquire an asset** or **reduce heat**.
- Tenacious Investigator:** Gain **+1d** when you work on a long-term investigation project.
- Analysis:** You can **push yourself** to do one of the following: *gain detailed insight into events that occurred in your current location in the recent past-gain +1d and +1 effect to your next action.*
- Experienced:** Pick an Experience special ability.
- Multidisciplinary:** Pick a special ability from another character playbook.

Friends & Rivals

- Korum, an alderman
- Nagii, a detective
- Bargid, a vagrant
- Gwedhril, a gang leader
- Widor, an eccentric
- _____

Items

- Fine enchanted magnifying glass*
- Detective's tools*
- Concealed light weapon*
- Obscuring dust*
- Invisibility potion*
- _____

XP

- 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 attribute) or 2 xp if that item occurred multiple times.
- You addressed a challenge with insight or deduction.
 - You expressed your beliefs, drives, ancestry, or background.
 - You struggled with issues from your vice or traumas during the session.

Teamwork

- Assist** a party member
- Lead a **group action**
- Protect** a party member
- Set up** a party member

Planning & Load

- Choose a plan, provide the **detail**. Choose your **load** limit for the operation.
- Assault:** Point of attack **Magic:** Arcane power
 - Deception:** Method **Social:** Connection
 - Stealth:** Entry point **Transport:** Route

Stash
 10 10 10 10
 Coin

Insight

- HUNT
- STUDY
- SURVEY
- TINKER

Prowess

- FINESSE
- PROWL
- SKIRMISH
- WRECK

Resolve

- ATTUNE
- COMMAND
- CONSORT
- SWAY

Load

L (3) N (5) H (6)

Standard Items

- Light weapons
- Heavy weapon
- Throwing weapons
- Armor
- + Heavy
- Burglary gear
- Climbing gear
- Adventuring gear
- Documents
- Alchemical supplies
- Subterfuge supplies
- Healing supplies
- Alchemical or magical items
- Tinkering tools
- Torch
- _____
- _____