Warrior Over Hills, Under Trees					Playbook Special Abiliti	es				
		Party			<ul> <li>Weapon Master: When performing an action using a <i>fine</i> weapon you can <b>push</b> yourself to gain +1d and +1 effect.</li> <li>Unarmed Expertise: You can be just as dangerous and lethal when unarmed as</li> </ul>				f <u>l</u> Coin	
Name		Alias			others are when armed. <b>Savage:</b> When you unleash physical violence, it's especially frightening. When				Insight	0 0 HUNT
					you <b>Command</b> a fright			ecially frightening. When	000	O O STUDY
Appearance					Tough as nails: Penalti harm is still fatal).			ss severe (though level 4		O O SURVEY O O TINKER
Ancestry Vice		Background		<b>Vigorous:</b> You recover from harm faster. Take <b>+1 result</b> healing treatment rolls.				Prowess     Image: Constraint of the sector of		
					Rage: You voluntarily give in to your innate aggression and fury and channel it towards your enemies, gaining increased strength and a higher pain tolerance. You must spend 2 stress to stop raging. If your rage ends in any other way, you gain a level 1 harm.					
vice Stress Trauma		COLD — HAUNTED — OBSESSED — PARANOID								
00000000 0000		RECKLESS – SOFT – UNSTABLE – VICIOUS		• Arcane fighter: You may imbue your hands, melee weapons, or tools with spirit				Resolve 🛛 🖛 🗠		
				energy. You gain <b>potency</b> in combat against creatures who would normally be resistant to purely physical attacks.			O O O O ATTUNE			
arm		NEED	Armor U	SES	••••••••••••••••••••••••••••••••••••••					
3		HELP	Armor	0	O O Multidisciplinary: Pick a special ability from another character playbook.			O   O O O SWAY		
2		-1D	Heavy	$\bigcirc$	- -		-		Load	□ N (5) □ H (6)
1		LESS	<b>C 1</b>	$\sim$	Friends & Rivals ∆⊽ Jassin, a gladiator		Items O Fine light	waanan P		
1		EFFECT	Special	0	$\wedge \nabla$ Zeb. a smith		- •	ieavy weapon 🖻	Standar	
Experience & Multidisciplinary Special Abilities				$\Delta \nabla$ Fimur, an outlaw O Unusual weapon or tool $\mathbb{P}$			<ul> <li>○ ○ Light weapons </li> <li>○ → ○ Heavy weapon </li> </ul>			
					$\Delta \nabla$ Avrueth, a healer		⊖ Shield ₪			wing weapons C
					$\Delta \nabla$ Koyn, a barkeep		O Healing p	otion ©	0-0 A	
					$\nabla \nabla$		0			)−O Heavy 🖻
							Ŭ			ary gear 🖻
				XP 000000				O−O Climbing gear  □		
Notes				• Every time you roll a desperate action, mark xp in that action's attribute.					nturing gear 🖻	
					<ul> <li>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.</li> <li>You addressed a challenge with violence or coercion.</li> <li>You expressed your beliefs, drives, ancestry, or background.</li> </ul>				O Documents C	
									emical supplies 🖸	
									erfuge supplies 🖸	
				<ul> <li>You struggled with issues from your vice or traumas during the session.</li> </ul>				○ Healing supplies		
				Teamwork Planning & Load					lchemical or nagical items	
				Assist a party member	Choose a plan, provide the <b>detail</b> . Choose your <b>load</b> limit for the operation.		○ Tinkering tools			
					Lead a group action	Assault: Poi		Magic: Arcane power	O Torch	ıP
					Protect a party member	Deception:	Method	Social: Connection	0	
					Set up a party member	Stealth: En	try point	Transport: Route	0	