Mercenaries

Over Hills, Under Trees		Dangerous: Each PC may add to a max rating of 3).	+1 action rating to Hunt , Skirmish , or Wreck (up	
Name	Reputation	Crossed Swords: When you exengagement roll.	xecute an assault plan, take +1d to the	
Rep Renown		 Forged in the fire: Each PC has been toughened by cruel experience. You get +1d to resistance rolls. 		
		target. Any party member who follows through to attack the same target also gains +1d .		Expert
Artifact	Artifact	Glory Hounds: You may count each nemesis as if it was renown.		
		Oiversification: Pick an additional party XP trigger from another party playbook.		
		O O Multidisciplinary: Pick a special ability from another character playbook.		
Artifact	Artifact	Contacts > Sriodd, a healer	Party Upgrades Mercenary Rigging	Expert
		∨ Vezina, a gladitor	First Aid	
		Nill, a tavern owner	O-O Loyal Squires	
		Holos, a smith	O-O-O Hardened	
Artifact	Artifact	Onaes, a fortune teller	O O	Upgrades
		Party XP	00000000	Party Camp
		At the end of each session, for each item below, mark 1 xp (in your playbook or an		O Provisions
oin Vault Provisions		attribute) or 2 xp if that item occurred multiple times.		○ Transport
000000000000000000000000000000000000000	0000 0000 0000	 Execute a successful battle, protection, rescue or sabotage mission. Contend with challenges above your current station. 		○ ○ Vault
		Bolster your party's reputation or develop a new one.		Quality
Notoriety Nemeses		• Express the goals, drives, inner conflict, or essential nature of the party.		O Documents
				○ Gear
Notes				○ Implements
totes				○ Supplies
				○ Tools
				○ Weapons
				Training Insight
		· -		Prowess
				○ Resolve
		-		○ Personal
				O-O-O Mastery

Playbook Special Abilities

Expert