## Skulkers

Over Hills, Under Trees		Light Fingers: Each PC may add +1 action rating to Prowl, Finesse, or Tinker (up to a max rating of 3).		
Ame Reputation		Shadows: When you use a stealth or deception plan to carry out a heist or infiltration, take +1d to the engagement roll.		
Rep Renown			No traces: When you keep an operation quiet or make it look like an accident, you get half the rep value of the target (round up) instead of zero. When you end downtime with zero notoriety, take +1 rep.	
		Just passing through: During downtime, take -1 notoriety. When your notoriety is 4 or less, you get +1d to deceive people when you pass yourselves off as		
Artifact	○ <b>Argot:</b> Your party has an internal code, allo		rnal code, allowing you to pass secret messages any unwanted parties understanding what you're	
		O Diversification: Pick an additional party XP trigger from another party playbook.		Expert
Artifact	Artifact	O O Multidisciplinary: Pick a special ability from another character playbook.		
		Contacts  ▷ Meira, an adventurer	Party Upgrades  O Skulkers Rigging	
		Dismus, a thief	<ul> <li>Something Extra</li> </ul>	
Artifact	AL:CL	▶ Purka, a collector	○ <b>-</b> ○ Covert Spies	
Artiract	Artifact	> Yasro, a soldier	O−O−O Adaptable	Upgrades
			0	Party
		$\triangleright$	0	○ ○ Camp
				O Provisions
Coin Vault	Provisions	Party XP	00000000	○ Transport
0000 0000 0000000	0000 0000 0000	At the end of each session, for each item below, mark 1 xp (in your playbook or an		○ ○ Vault
		<ul> <li>attribute) or 2 xp if that item occurred multiple times.</li> <li>Execute a successful espionage, sabotage, infiltration or theft operation.</li> <li>Contend with challenges above your current station.</li> <li>Bolster your party's reputation or develop a new one.</li> </ul>		Quality
Notoriety         Nemeses           ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○				O Documents
				○ Gear
Notes		• Express the goals, drives, inner conflict, or essential nature of the party.		○ Implements
				<ul><li>Supplies</li></ul>
				○ Tools
				○ Weapons
				Training
				Insight
		-		Prowess
				Resolve
				○ Personal
				O-O-O Mastery

Playbook Special Abilities

Expert