



NAME		PRONOUNS	
ALIAS		HOBBY	
PACT (VENGEANCE, JUSTICE, SOLIDARITY, FREEDOM, WISDOM, INDUSTRY, BEAUTY)			

LOOK		TRAGEDY	
------	--	---------	--

BANS		SCARS		STRESS	
3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
2				INSIGHT	
1				<input type="checkbox"/> <input type="checkbox"/> HUNT	
				<input type="checkbox"/> <input type="checkbox"/> STUDY	
				<input type="checkbox"/> <input type="checkbox"/> SURVEY	
				<input type="checkbox"/> <input type="checkbox"/> TINKER	
				OATHS	

BACKGROUND		PROWESS	
		<input type="checkbox"/> <input type="checkbox"/> FINESSE	
		<input type="checkbox"/> <input type="checkbox"/> PROWL	
		<input type="checkbox"/> <input type="checkbox"/> SKIRMISH	
		<input type="checkbox"/> <input type="checkbox"/> WRECK	
TRAITS		RESOLVE	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ATTUNE	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> COMMAND	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONSORT	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SWAY	
ASSOCIATES			

### EQUIPMENT

- |                                                                                                                                          |                                           |
|------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|
| <input type="checkbox"/> <input type="checkbox"/> A Blade or Two                                                                         | <input type="checkbox"/> Lantern          |
| <input type="checkbox"/> Pistol <input type="checkbox"/> 2nd Pistol                                                                      | <input type="checkbox"/> Demolition Tools |
| <input type="checkbox"/> <input type="checkbox"/> Rifle <input type="checkbox"/> <input type="checkbox"/> Shield                         | <input type="checkbox"/> Subterfuge Tools |
| <input type="checkbox"/> <input type="checkbox"/> Armor <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heavy | <input type="checkbox"/> Tinkering Tools  |
| <input type="checkbox"/> <input type="checkbox"/> Short or Cross Bow                                                                     | <input type="checkbox"/> Burglary Gear    |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Longbow                                                       | <input type="checkbox"/> Climbing Gear    |

### EXPERIENCE

Mark 1 XP each if you brought into play...

- your upbringing, profession, or personal history.
- tragedy, triumph, or scars.
- relationship to your fellow brigands, the rebellion, the masks or the Fae.



NAME		PRONOUNS	
ALIAS		HOBBY	
PACT (VENGEANCE, JUSTICE, SOLIDARITY, FREEDOM, WISDOM, INDUSTRY, BEAUTY)			

LOOK		TRAGEDY	
------	--	---------	--

BANS		SCARS		STRESS	
3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
2				INSIGHT	
1				<input type="checkbox"/> <input type="checkbox"/> HUNT	
				<input type="checkbox"/> <input type="checkbox"/> STUDY	
				<input type="checkbox"/> <input type="checkbox"/> SURVEY	
				<input type="checkbox"/> <input type="checkbox"/> TINKER	
				OATHS	

BACKGROUND		PROWESS	
		<input type="checkbox"/> <input type="checkbox"/> FINESSE	
		<input type="checkbox"/> <input type="checkbox"/> PROWL	
		<input type="checkbox"/> <input type="checkbox"/> SKIRMISH	
		<input type="checkbox"/> <input type="checkbox"/> WRECK	
TRAITS		RESOLVE	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ATTUNE	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> COMMAND	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONSORT	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SWAY	
ASSOCIATES			

### EQUIPMENT

- |                                                                                                                                          |                                           |
|------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|
| <input type="checkbox"/> <input type="checkbox"/> A Blade or Two                                                                         | <input type="checkbox"/> Lantern          |
| <input type="checkbox"/> Pistol <input type="checkbox"/> 2nd Pistol                                                                      | <input type="checkbox"/> Demolition Tools |
| <input type="checkbox"/> <input type="checkbox"/> Rifle <input type="checkbox"/> <input type="checkbox"/> Shield                         | <input type="checkbox"/> Subterfuge Tools |
| <input type="checkbox"/> <input type="checkbox"/> Armor <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heavy | <input type="checkbox"/> Tinkering Tools  |
| <input type="checkbox"/> <input type="checkbox"/> Short or Cross Bow                                                                     | <input type="checkbox"/> Burglary Gear    |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Longbow                                                       | <input type="checkbox"/> Climbing Gear    |

### EXPERIENCE

Mark 1 XP each if you brought into play...

- your upbringing, profession, or personal history.
- tragedy, triumph, or scars.
- relationship to your fellow brigands, the rebellion, the masks or the Fae.