

THE VETERAN

Use the Eidolon Power and Range from your Former Playbook.

CHARACTER NAME:

POW

EIDOLON NAME:

ELE

PLAYER NAME:

GEN

GLAM

BIZ

APPEARANCE

Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

HOLD

Refer to your Former Playbook for your resonant and dissonant card effects.

Starting Moves

In addition to the Moves below, you can use your Former Playbook's Starting Moves.

- Old Time Rock 'n Roll:** At the beginning of a new session, Hold 1. You can spend this Hold at any time to use an Advanced Move from your Former Playbook. After spending this Hold, you can still use Advanced Moves from your Former Playbook, but advance your Damage Track once each time you do.
- Speaking in Tongues:** You can understand and speak to Shades and other supernatural beings, even if they usually cannot or do not talk.
- Flirt with Death:** When you Face Death and do your best to endear yourself to the forces of the Undertow that have come to claim your soul, you may draw **GLAM** instead of **BIZ**.

Advanced Moves

- Won't Get Fooled Again:** If you know the power of an enemy Eidolon, take +1 Ongoing when Revealing Your Master Plan to counteract its power.

- I've Been Everywhere, Man:** When you arrive somewhere that you've been before, you can draw **GLAM** to ask a favor of the friends you have there.

- Accumulated Knowledge:** Take the Dredge Your Mind Move from The Navigator Playbook (if The Navigator is your Former Playbook, you no longer need to use Old Time Rock 'n Roll to Dredge Your Mind);
 - When you search your memory for relevant information regarding your current situation, draw **GEN**, but ignore the Forecast of the card you play.
 - On a positive card, you remember useful and relevant information regarding your situation.
 - On a neutral card, you remember something that might be useful, but the details are vague.
 - On a negative card, you remember incorrect information.The GM may ask you how and why you know the information you're remembering; answer them.

- Just Something I Picked Up:** You've learned a lot of odd skills and techniques throughout your life. When you make a Move attempting something no one watching has seen you do before, you can explain when and how you learned to do it to draw with **GLAM** instead of the relevant stat.

- Tell 'Em It's Just Something You Picked Up** (*Requires Just Something I Picked Up*): When you make a Downtime Move with another player character and use it as an opportunity to teach them a new skill, then anytime they attempt that skill in the future, they can forego drawing for it and instead apply the Neutral Forecast of your Resonant Card.

- Protector:** When you or your Eidolon throw yourself in harm's way to defend someone you have a Tie with, they take +1 Forward when retaliating against the source of harm.

