BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD

You have an intense **NEED***: life essence. To satisfy this need, possess a living victim and consume their spirit energy (this may be a downtime action). When you do so, clear half your* **DRAIN** *(round down).*

DRAIN **GLOOM**

CHAOTIC—DESTRUCTIVE—FURIOUS—OBSESSIVE—TERRITORIAL—SAVAGE

HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *project clock*

ARMOR USES

- ARMOR ☐
- HEAVY ☐
- SPECIAL ☐

NOTES

GHOST

A spirit without a body

SPIRIT PLAYBOOK

GHOST TRAITS

- ● **Ghost Form**: You are now a concentration of electroplasmic vapor which resembles your living body and clothes. You may weakly interact with the physical world and vice versa. You're vulnerable to arcane powers and electroplasmic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small openings as a vapor. You chill the area around you and are terrifying for the living to behold. You are affected by spiritbane charms (take 2 drain to overcome the repulsion). *Whenever you would take stress, take **drain** instead. When you would take trauma, take **gloom** instead.*
- ○ **Dissipate**: You can disperse the electroplasmic vapor of your ghostly form in order to pass through solid objects for a moment. Take 1 drain when you dissipate, plus 1 drain for each feature: *It lasts longer (a minute—an hour—a day)—you also become invisible—anything that passes through your form becomes dangerously electrified or frozen.*
- ○ **Manifest**: Take 1 drain to flow through the electroplasmic pathways of the ghost field in order to instantly travel to any place you knew intimately in life, or to answer the summoning call of a **compel**.
- ○ **Poltergeist**: Take 1 drain to strongly interact with the physical world for a few moments (as if you had a normal body). Extend the reach and magnitude of your interaction to include telekinetic force and electroplasmic discharges by taking more drain (2-6).
- ○ **Possess**: You may **attune** to the ghost field in order to take control of a living body. When your control is challenged, you must re-attune (risking electroplasmic harm) or leave the body. Your control is challenged when: *you consume spirit energy from the host—when arcane powers act against you—when the host's will is driven to desperation.* You may easily and indefinitely possess a **hull** or **hollow** which has been ritually prepared for you (change your playbook to Hull or Vampire, respectively).
- ○○○○ **Veteran**: Choose a special ability from another source.

XP

- *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item occured multiple times.

- *You exacted vengeance upon those whom you deem deserving.*
- *You expressed your your outrage or anger, or settled scores from your heritage or background.*
- *You struggled with issues from your need or glooms during the session.*

TEAMWORK

Assist a teammate	
Lead a **group action**	
Protect a teammate	
Set up a teammate	

PLANNING & LOAD

Choose a plan, provide the ***detail***. Choose your ***load*** limit for the operation.

Assault: *Point of attack*	**Occult:** *Arcane power*
Deception: *Method*	**Social:** *Connection*
Stealth: *Entry point*	**Transport:** *Route*

GATHER INFORMATION

- *What do they intend to do?*
- *How can I get them to [X]?*
- *What are they really feeling?*
- *What should I lookout for?*
- *Where's the weakness here?*
- *How can I find [X]?*
- *What's really going on here?*

PLAYBOOK

INSIGHT

- ● ○ ○ HUNT
- ○ ○ ○ STUDY
- ○ ○ ○ SURVEY
- ○ ○ ○ TINKER

PROWESS

- ○ ○ ○ FINESSE
- ● ○ ○ PROWL
- ○ ○ ○ SKIRMISH
- ○ ○ ○ WRECK

RESOLVE

- ● ○ ○ ATTUNE
- ○ ○ ○ COMMAND
- ○ ○ ○ CONSORT
- ○ ○ ○ SWAY

BONUS DIE

\+ **PUSH YOURSELF** (take 2 drain) -OR- accept a **DEVIL'S BARGAIN**.

ITEMS *(With you in ghost form)*

ENEMIES & RIVALS