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

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS **TRAUMA**
COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *project clock*

ARMOR USES
ARMOR ☐
HEAVY ☐
SPECIAL ☐

NOTES

HOUND

A DEADLY SHARPSHOOTER AND TRACKER

STASH
COIN ☐☐
☐☐

PLAYBOOK

INSIGHT
●● HUNT
STUDY
● SURVEY
TINKER

PROWESS
FINESSE
PROWL
SKIRMISH
WRECK

RESOLVE
ATTUNE
COMMAND
CONSORT
SWAY

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

SPECIAL ABILITIES

- ○ **SHARPSHOOTER**: You can **push yourself** to do one of the following: *make a ranged attack at extreme distance beyond what's normal for the weapon—unleash a barrage of rapid fire to suppress the enemy.*
- ○ **FOCUSED**: You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** for ranged combat or tracking.
- ○○ **GHOST HUNTER**: Your hunting pet is imbued with spirit energy. It gains **potency** when tracking or fighting the supernatural, and gains an arcane ability: *ghost-form*, *mind-link*, or *arrow-swift*. Take this ability again to choose an additional arcane ability for your pet.
- ○ **SCOUT:** When you **gather info** to locate a target, you get **+1 effect**. When you hide in a prepared position or use camouflage, you get **+1d** to rolls to avoid detection.
- ○ **SURVIVOR**: From hard won experience or occult ritual, you are immune to the poisonous miasma of the deathlands and are able to subsist on the strange flora and fauna there. You get **+1 stress box**.
- ○ **TOUGH AS NAILS:** Penalties from harm are one level less severe (though level 4 harm is still fatal).
- ○ **VENGEFUL:** You gain an additional **xp trigger**: *You got payback against someone who harmed you or someone you care about.* If your crew helped you get payback, also mark crew xp.
- ○○○ **VETERAN**: Choose a special ability from another source.

DEADLY FRIENDS

- △▽ Steiner, an assassin
- △▽ Celene, a sentinel
- △▽ Melvir, a physicker
- △▽ Veleris, a spy
- △▽ Casta, a bounty hunter

ITEMS

LOAD ◇ **3** *light* ◇ **5** *normal* ◇ **6** *heavy*

- ☐ Fine pair of pistols
- ☐☐ Fine long rifle
- ☐ Electroplasmic ammunition
- ☐ *A trained hunting pet*
- ☐ Spyglass
- ☐ *Spiritbane charm*

- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol ☐ A 2nd Pistol
- ☐☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐☐ Armor ☐☐☐ +Heavy
- ☐ Burglary Gear
- ☐☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern

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 2 xp if that item occurred multiple times.

- ◆ *You addressed a challenge with tracking or violence.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas 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*
- **Deception:** *Method*
- **Stealth:** *Entry point*
- **Occult:** *Arcane power*
- **Social:** *Connection*
- **Transport:** *Route*

GATHER INFORMATION

- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *What are they really feeling?*
- ◆ *Where are they vulnerable?*
- ◆ *Where did [X] go?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*