

# 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	HEALING	NEED HELP	ARMOR USES
3		project clock	
2		-1D	ARMOR <input type="checkbox"/>
1		LESS EFFECT	HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES

## ALCHEMICALS

Bandolier

Bandolier

When you use a bandolier slot, choose an alchemical:

- ◆ Alcahest
- ◆ Binding Oil
- ◆ Drift Oil
- ◆ Drown Powder
- ◆ Eyebind Poison
- ◆ Fire Oil
- ◆ Grenade
- ◆ Quicksilver
- ◆ Skullfire Poison
- ◆ Smoke Bomb
- ◆ Spark (drug)
- ◆ Standstill Poison
- ◆ Trance Powder

# LEECH

A SABOTEUR AND TECHNICIAN

STASH COIN

## SPECIAL ABILITIES

- **ALCHEMIST:** When you **invent** or **craft** a creation with *alchemical* features, take +1 **result level** to your roll. You begin with one special formula already known.
- **ANALYST:** During **downtime**, you get **two ticks** to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- **ARTIFICER:** When you **invent** or **craft** a creation with *spark-craft* features, take +1 **result level** to your roll. You begin with one special design already known.
- **FORTITUDE:** You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- **GHOST WARD:** You know how to **Wreck** an area with arcane substances and methods so it is either anathema or enticing to spirits (your choice).
- **PHYSICKER:** You can **Tinker** with bones, blood, and bodily humours to treat wounds or stabilize the dying. You may **study** a malady or corpse. Everyone in your crew gets +1d to their healing treatment rolls.
- **SABOTEUR:** When you **Wreck**, the work is much quieter than it should be and the damage is hidden from casual inspection.
- **VENOMOUS:** Choose a drug or poison (from your bandolier stock) to which you have become immune. You can **push yourself** to secrete it through your skin or saliva or exhale it as a vapor.
- ○ ○ **VETERAN:** Choose a special ability from another source.

## 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**.

## CLEVER FRIENDS

- △▽ Stazia, an apothecary
- △▽ Veldren, a psychonaut
- △▽ Eckerd, a corpse thief
- △▽ Jul, a blood dealer
- △▽ Malista, a priestess

## ITEMS

- Fine tinkering tools
- Fine wrecking tools
- Blowgun & darts, syringes
- Bandolier (3 uses)
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- Gadgets

LOAD 3 light 5 normal 6 heavy

- A Blade or Two
- Throwing Knives
- A Pistol  A 2<sup>nd</sup> 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 technical skill or mayhem.
- ◆ 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

**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]?
- ◆ Are they telling the truth?
- ◆ What can I tinker with here?
- ◆ What might happen if I [X]?
- ◆ How can I find [X]?
- ◆ What's really going on here?