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

SPIDER

A DEVIOUS MASTERMIND

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

- ○ **FORESIGHT:** Two times per score you can **assist** a teammate without paying stress. Tell us how you prepared for this.
- ○ **CALCULATING:** Due to your careful planning, during **downtime**, you may give yourself or another crew member +1 downtime action.
- ○ **CONNECTED:** During downtime, you get **+1 result level** when you **acquire an asset** or **reduce heat**.
- ○ **FUNCTIONING VICE**: When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.
- ○ **GHOST CONTRACT:** When you shake on a deal, you and your partner—human or otherwise—both bear a mark of your oath. If either breaks the contract, they take level 3 harm, "Cursed".
- ○ **JAIL BIRD**: When **incarcerated**, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).
- ○ **MASTERMIND:** You may expend your **special armor** to protect a teammate, or to **push yourself** when you gather information or work on a long-term project.
- ○ **WEAVING THE WEB:** You gain **+1d** to **Consort** when you **gather information** on a target for a score. You get **+1d** to the **engagement roll** for that operation.
- ○○○ **VETERAN**: Choose a special ability from another source.

SHREWD FRIENDS

- △▽ Salia, an information broker
- △▽ Augus, a master architect
- △▽ Jennah, a servant
- △▽ Riven, a chemist
- △▽ Jeren, a bluecoat archivist

ITEMS

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

- ☐ *Fine cover identity*
- ☐ Fine bottle of whiskey
- ☐ Blueprints
- ☐ *Vial of slumber essence*
- ☐ *Concealed palm pistol*
- ☐ *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 calculation or conspiracy.*
- ◆ *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 want most?*
- ◆ *What should I look out for?*
- ◆ *Where's the leverage here?*
- ◆ *How can I discover [X]?*
- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *What's really going on here?*