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

WHISPER

AN ARCANE ADEPT AND CHANNELER

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

- ○ **COMPEL**: You can **Attune** to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel (though your allies may be).
- ○ **GHOST MIND**: You're always aware of supernatural entities in your presence. Take **+1d** when you **gather info** about the supernatural.
- ○ **IRON WILL**: You're immune to the terror that some supernatural entities inflict on sight. Take **+1d** to resistance rolls with **Resolve**.
- ○ **OCCULTIST**: You know the secret ways to **Consort** with ancient powers, forgotten gods or demons. Once you've consorted with one, you get **+1d** to **command** cultists who worship it.
- ○ **RITUAL**: You can **Study** an occult ritual (or create a new one) to summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned.
- ○ **STRANGE METHODS:** When you invent or craft a creation with *arcane* features, take **+1 result level** to your roll. You begin with one arcane design already known.
- ○ **TEMPEST**: You can **push yourself** to do one of the following: *unleash a stroke of lightning as a weapon—summon a storm in your immediate vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).*
- ○ **WARDED**: You may expend your **special armor** to resist a supernatural consequence, or to **push yourself** when you deal with arcane forces.
- ○○○ **VETERAN**: Choose a special ability from another source.

STRANGE FRIENDS

- △▽ Nyryx, a possessor ghost
- △▽ Scurlock, a vampire
- △▽ Setarra, a demon
- △▽ Quellyn, a witch
- △▽ Flint, a spirit trafficker

ITEMS

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

- ☐ Fine lightning hook
- ☐ Fine spirit mask
- ☐ *Electroplasm vials*
- ☐ Spirit bottles (2)
- ☐ *Ghost key*
- ☐ *Demonbane 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 knowledge or arcane power.*
- ◆ *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 is arcane or weird here?*
- ◆ *What echoes in the ghost field?*
- ◆ *What is hidden or lost here?*
- ◆ *What do they intend to do?*
- ◆ *What drives them to do this?*
- ◆ *How can I reveal [X]?*
- ◆ *What's really going on here?*