# 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

## PLAYBOOK

**SPECIAL ABILITIES**

**FRIENDS**

**ITEMS**

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

**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 occurred multiple times.

- *You addressed a challenge with* _____
- *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?*
- *What should I lookout for?*
- *Where's the weakness here?*
- *How can I find [X]?*
- *What's really going on here?*

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.**