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

CUTTER

A DANGEROUS & INTIMIDATING FIGHTER

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

- ○ **BATTLEBORN:** You may expend your **special armor** to reduce harm from an attack in combat or to **push yourself** during a fight.
- ○ **BODYGUARD:** When you **protect** a teammate, take **+1d** to your resistance roll. When you **gather info** to anticipate possible threats in the current situation, you get **+1 effect**.
- ○ **GHOST FIGHTER:** You may imbue your hands, melee weapons, or tools with spirit energy. You gain **potency** in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.
- ○ **LEADER:** When you **Command** a **cohort** in combat, they continue to fight when they would otherwise **break** (they're not taken out when they suffer level 3 harm). They gain **+1 effect** and **1 armor**.
- ○ **MULE:** Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- ○ **NOT TO BE TRIFLED WITH:** You can **push yourself** to do one of the following: *perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.*
- ○ **SAVAGE:** When you unleash physical violence, it's especially frightening. When you **Command** a frightened target, take **+1d**.
- ○ **VIGOROUS:** You recover from harm faster. Permanently fill in one of your healing clock segments. Take **+1d** to healing treatment rolls.
- ○○○ **VETERAN:** Choose a special ability from another source.

DANGEROUS FRIENDS

- △▽ Marlane, a pugilist
- △▽ Chael, a vicious thug
- △▽ Mercy, a cold killer
- △▽ Grace, an extortionist
- △▽ Sawtooth, a physicker

ITEMS

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

- ☐ Fine hand weapon
- ☐☐ Fine heavy weapon
- ☐ Scary weapon or tool
- ☐ *Manacles & chain*
- ☐ *Rage essence vial*
- ☐ *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 violence or coercion.*
- ◆ *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

- ◆ *How can I hurt them?*
- ◆ *Who's most afraid of me?*
- ◆ *Who's most dangerous here?*
- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *Are they telling the truth?*
- ◆ *What's really going on here?*