

BLADES IN THE DARK

CREW

NAME

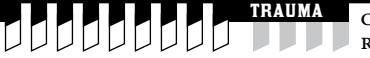
ALIAS

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	NEED HELP	HEALING
3		
2	-1D	project clock
1	LESS EFFECT	ARMOR USES

ARMOR
HEAVY
SPECIAL

NOTES

ALCHEMICALS

- Bandolier 
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- When you use a bandolier slot, choose an alchemical:
 - ◆ Alcahest
 - ◆ Binding Oil
 - ◆ Drift Oil
 - ◆ Drown Powder
 - ◆ Eyeblind Poison
 - ◆ Fire Oil
 - ◆ Grenade
 - ◆ Quicksilver
 - ◆ Skullfire Poison
 - ◆ Smoke Bomb
 - ◆ Spark (drug)
 - ◆ Standstill Poison
 - ◆ Trance Powder

LEECH

A SABOTEUR AND
TECHNICIAN



PLAYBOOK

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESSION

- 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)
- Bandolier (3 uses)
- Gadgets

LOAD

- | | | |
|--|--|---|
| ◆ 3 light | ◆ 5 normal | ◆ 6 heavy |
| <input type="checkbox"/> A Blade or Two | <input type="checkbox"/> Throwing Knives | <input type="checkbox"/> A Pistol <input type="checkbox"/> A 2 nd Pistol |
| <input type="checkbox"/> A Large Weapon | <input type="checkbox"/> An Unusual Weapon | <input type="checkbox"/> Armor <input type="checkbox"/> <input type="checkbox"/> +Heavy |
| <input type="checkbox"/> Burglary Gear | <input type="checkbox"/> Climbing Gear | <input type="checkbox"/> Arcane Implements |
| <input type="checkbox"/> Documents | <input type="checkbox"/> Subterfuge Supplies | <input type="checkbox"/> Demolition Tools |
| <input type="checkbox"/> Tinkering Tools | <input type="checkbox"/> 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?