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

LURK

A STEALTHY INFILTRATOR AND BURGLAR

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

- ○ **INFILTRATOR**: You are not affected by **quality** or **Tier** when you bypass security measures.
- ○ **AMBUSH:** When you attack from hiding or spring a trap, you get **+1d**.
- ○ **DAREDEVIL:** When you roll a desperate action, you get **+1d** to your roll if you also take **-1d** to any resistance rolls against consequences from your action.
- ○ **THE DEVIL'S FOOTSTEPS**: When you **push yourself**, choose one of the following additional benefits: *perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.*
- ○ **EXPERTISE:** Choose one of your action ratings. When you lead a **group action** using that action, you can suffer only 1 stress at most regardless of the number of failed rolls.
- ○ **GHOST VEIL**: You may shift partially into the ghost field, becoming shadowy and insubstantial for a few moments. Take 2 stress when you shift, plus 1 stress for each extra feature: *It lasts for a few minutes rather than moments—you are invisible rather than shadowy—you may float through the air like a ghost*
- ○ **REFLEXES**: When there's a question about who acts first, the answer is you (two characters with Reflexes act simultaneously).
- ○ **SHADOW**: You may expend your **special armor** to resist a consequence from detection or security measures, or to **push yourself** for a feat of athletics or stealth.
- ○○○ **VETERAN**: Choose a special ability from another source.

SHADY FRIENDS

- △▽ Telda, a beggar
- △▽ Darmot, a bluecoat
- △▽ Frake, a locksmith
- △▽ Roslyn Kellis, a noble
- △▽ Petra, a city clerk

ITEMS

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

- ☐ *Fine lockpicks*
- ☐ Fine shadow cloak
- ☐ Light climbing gear
- ☐ *Silence potion vial*
- ☐ Dark-sight goggles
- ☐ *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 stealth or evasion.*
- ◆ *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]?*
- ◆ *What should I look out for?*
- ◆ *What's the best way in?*
- ◆ *Where can I hide here?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*