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

SLIDE

A SUBTLE MANIPULATOR AND SPY

STASH
COIN ☐☐
☐☐

SPECIAL ABILITIES

- ○ **Rook's Gambit:** Take **2 stress** to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- ○ **Cloak & Dagger**: When you use a disguise or other form of covert misdirection, you get **+1d** to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- ○ **Ghost Voice:** You know the secret method to interact with a ghost or demon as if it was a normal human, regardless of how wild or feral it appears. You gain **potency** when communicating with the supernatural.
- ○ **Like Looking into a Mirror:** You can always tell when someone is lying to you.
- ○ **A Little Something on the Side**: At the end of each downtime phase, you earn **+2 stash**.
- ○ **Mesmerism:** When you **Sway** someone, you may cause them to forget that it's happened until they next interact with you.
- ○ **Subterfuge**: You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** for subterfuge.
- ○ **Trust in Me:** You get **+1d** vs. a target with whom you have an intimate relationship.
- ○○○ **Veteran**: Choose a special ability from another source.

SLY FRIENDS

- △▽ Bryl, a drug dealer
- △▽ Bazso Baz, a gang leader
- △▽ Klyra, a tavern owner
- △▽ Nyryx, a prostitute
- △▽ Harker, a jail-bird

ITEMS

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

- ☐ *Fine clothes & jewelry*
- ☐ Fine disguise kit
- ☐ *Fine loaded dice, trick cards*
- ☐ *Trance powder*
- ☐ A cane-sword
- ☐ *Spiritbane charm*

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 deception or influence.*
- *You expressed your beliefs, drives, heritage, or background.*
- *You struggled with issues from your vice or traumas during the session.*

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**.

- ☐ 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

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 are they really feeling?*
- *What do they really care about?*
- *How can I blend in here?*
- *What's really going on here?*