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: 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

ARMOR **HEAVY**

OTHER SPECIAL ARMOR

HEALING
PROJECT CLOCK
0 1 2
3 4 5
6 7 8

WANTED

DEAD, ALIVE, OR OTHERWISE BY THE DOSKVOL CITY WATCH FOR THE FOLLOWING CRIMES:

PLAYBOOK

STASH
COIN

SPECIAL ABILITIES

PLAYBOOK XP

INSIGHT XP
- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS XP
- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE XP
- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DIE

\+ PUSH YOURSELF (TAKE 2 STRESS) —OR— ACCEPT A DEVIL'S BARGAIN.

FRIENDS

ITEMS **LOAD** LIGHT NORMAL HEAVY

MARK 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 _____.
- 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: POINT OF ENTRY	**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?*