BLADES IN THE DARK

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CREW

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NAME

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ALIAS

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LOOK

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HERITAGE: AKOROS — THE DAGGER ISLES
IRUVIA — SEVEROS — SKOVLAN — TYCHEROS

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BACKGROUND: ACADEMIC — LABOR — LAW
TRADE — MILITARY — NOBLE — UNDERWORLD

sdfgsdfgsdfgs
VICE: FAITH — GAMBLING — LUXURY — OBLIGATION — PLEASURE — STUPOR — WEIRD

STRESS
TRAUMA
COLD — HAUNTED — OBSESSED — PARANOID
RECKLESS — SOFT — UNSTABLE — VICIOUS

HARM

3	sdfgsdfgsdfg		NEED HELP
2	sdfgsdfg	sdfgsdfgs	-1D
1	dfgsdfgsdf	sdfgsdfg	LESS EFFECT

ARMOR HEAVY
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sdfgsdfgsdfg
OTHER SPECIAL ARMOR

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

NOTES

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PLAYBOOK

STASH
COIN

SPECIAL ABILITIES

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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

△▽	lasdghkgdklhdf
△▽	lasdghkgdklhdf
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ITEMS **LOAD**

■ ■	lasdghkgdklhdf	LIGHT ◆ NORMAL ◆ HEAVY
■ ■	lasdghkgdklhdf	■ ■ lasdghkgdklhdf
■ ■	lasdghkgdklhdf	■ ■ lasdghkgdklhdf
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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 sdfgsdfgsdfg.
- 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?*