

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		NEED HELP
3		
2		-1d
1		LESS EFFECT

ARMOR HEAVY

BATTLEBORN

OTHER SPECIAL ARMOR
HEALING
PROJECT CLOCK

CUTTER

A DANGEROUS &
INTIMIDATING
FIGHTER

STASH
COIN

SPECIAL ABILITIES

- BRUTAL:** YOUR ATTACKS ARE MORE POWERFUL; YOU HIT AS IF WIELDING A HEAVIER WEAPON. YOU GAIN +1 EFFECT WHEN YOU HARM PHYSICAL TARGETS.
- RESILIENT:** WHEN YOU HAVE DOWNTIME, MARK +3 SEGMENTS ON YOUR HEALING CLOCK. WHEN YOU PUSH YOURSELF TO IGNORE A HARM PENALTY, YOU TAKE ONLY 1 STRESS INSTEAD OF 2.
- TOUGH AS NAILS:** WHEN YOU ROLL PROWESS, YOU GET +1d.
- SAVAGE:** WHEN YOU UNLEASH PHYSICAL VIOLENCE, IT'S ESPECIALLY FRIGHTENING. WHEN YOU COMMAND A FRIGHTENED TARGET, TAKE +1d.
- GHOST FIGHTER:** YOU MAY IMBUE YOUR HANDS, MELEE WEAPONS, OR TOOLS WITH SPIRIT ENERGY. YOU GAIN POTENCY IN COMBAT VS. THE SUPERNATURAL.
- NOT TO BE TRIFLED WITH:** IN CLOSE COMBAT, YOU ARE EQUAL IN SCALE TO A SMALL GANG.
- BATTLEBORN:** YOU GET SPECIAL ARMOR AGAINST PHYSICAL ATTACKS. WHEN YOU ROLL A CRITICAL IN COMBAT, CLEAR 1 STRESS.
- LEADER:** WHEN YOU COMMAND A COHORT IN COMBAT, THEY CONTINUE TO FIGHT WHEN THEY WOULD OTHERWISE BREAK (THEY'RE NOT TAKEN OUT WHEN THEY SUFFER LEVEL 3 HARM). THEY GAIN POTENCY AND 1 ARMOR.
- VETERAN:** CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.

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.

DANGEROUS FRIENDS

- MARLANE, A PUGILIST
- CHAEL, A VICIOUS THUG
- MERCY, A COLD KILLER
- GRACE, AN EXTORTIONIST
- STRAS, A CLEVER BLADE

ITEMS

- FINE HAND WEAPON
- FINE HEAVY WEAPON
- FINE SCARY WEAPON OR TOOL
- MANACLES & CHAIN
- RAGE ESSENCE VIAL
- SPIRITBANE CHARM

LOAD

LIGHT NORMAL HEAVY

- 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
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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 THREATS OR VIOLENCE.
- 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

- HOW CAN I HURT THEM?
- WHO'S MOST AFRAID OF ME?
- WHO'S MOST DANGEROUS HERE?
- WHAT DO THEY INTEND TO DO?
- HOW CAN I GET THEM TO [X]?
- ARE THEY TELLING THE TRUTH?
- WHAT'S REALLY GOING ON HERE?

WANTED



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