

# 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 [Progress Bar] TRAUMA [Progress Bar] COLD - HAUNTED - OBSESSED - PARANOID RECKLESS - SOFT - UNSTABLE - VICIOUS

HARM		ARMOR USES	
3	NEED HELP	ARMOR	<input type="checkbox"/>
2	-1D	HEAVY ARMOR	<input type="checkbox"/>
1	LESS EFFECT	SPECIAL ARMOR	<input type="checkbox"/>

HEALING PROJECT CLOCK [Progress Bar]

NOTES \_\_\_\_\_

# CUTTER

A DANGEROUS & INTIMIDATING FIGHTER

COIN [Progress Bar] STASH [Progress Bar]

## SPECIAL ABILITIES

- BATTLEBORN:** YOU MAY EXPEND YOUR SPECIAL ARMOR TO REDUCE HARM FROM AN ATTACK IN COMBAT OR TO PUSH YOURSELF DURING A FIGHT.
- BODYGUARD:** WHEN YOU PROTECT A TEAMMATE, TAKE +1D TO YOUR RESISTANCE ROLL. WHEN YOU GATHER INFO TO ANTICIPATE POSSIBLE THREATS IN THE CURRENT SITUATION, YOU GET +1 EFFECT.
- GHOST FIGHTER:** YOU MAY IMBUE YOUR HANDS, MELEE WEAPONS, OR TOOLS WITH SPIRIT ENERGY. YOU GAIN POTENCY IN COMBAT VS. THE SUPERNATURAL. YOU MAY GRAPPLE WITH SPIRITS TO RESTRAIN AND CAPTURE THEM.
- 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.
- MULE:** YOUR LOAD LIMITS ARE HIGHER. LIGHT: 5. NORMAL: 7. HEAVY: 8.
- NOT TO BE TRIFLED WITH:** YOU CAN PUSH YOURSELF TO DO ONE OF THE FOLLOWING: PERFORM A FEAT OF PHYSICAL FORCE THAT VERGES ON THE SUPERHUMAN - ENGAGE A SMALL GANG ON EQUAL FOOTING IN CLOSE COMBAT.
- SAVAGE:** WHEN YOU UNLEASH PHYSICAL VIOLENCE, IT'S ESPECIALLY FRIGHTENING. WHEN YOU COMMAND A FRIGHTENED TARGET, TAKE +1D.
- VIGOROUS:** YOU RECOVER FROM HARM FASTER. PERMANENTLY FILL IN ONE OF YOUR HEALING CLOCK SEGMENTS. TAKE +1D TO HEALING TREATMENT ROLLS.
- VETERAN:** CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.

## PLAYBOOK XP [Progress Bar]

## INSIGHT XP [Progress Bar]

- HUNT
- STUDY
- SURVEY
- TINKER

## PROWESS XP [Progress Bar]

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE XP [Progress Bar]

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

## LOAD

3 LIGHT 5 NORMAL 6+ HEAVY

- A BLADE OR TWO
- THROWING KNIVES
- A PISTOL  A 2ND PISTOL
- A LARGE WEAPON
- AN UNUSUAL WEAPON
- ARMOR  +HEAVY
- BURGLARY GEAR
- CLIMBING GEAR
- ARCANIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITION TOOLS
- TINKERING TOOLS
- LANTERN

## 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 VIOLENCE OR COERCION.
- ◆ 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

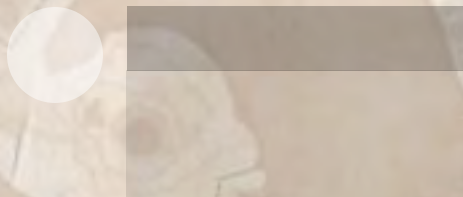
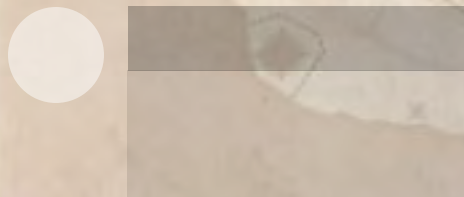
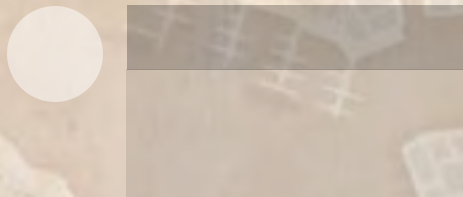
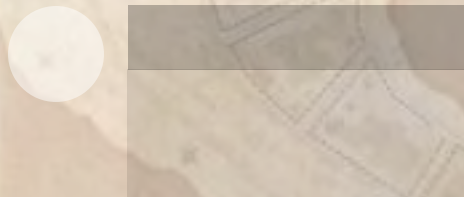
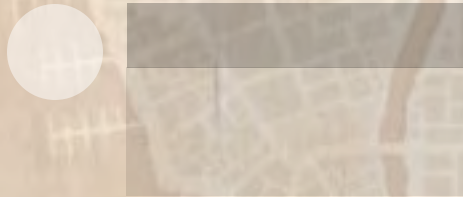
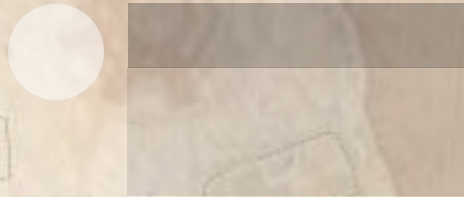
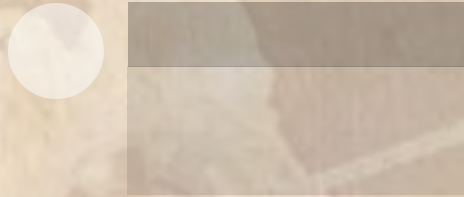
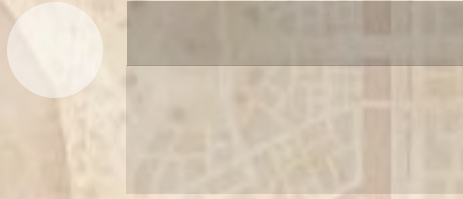
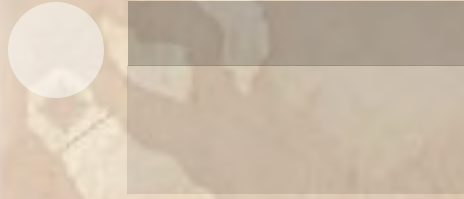
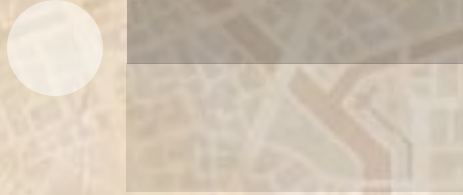
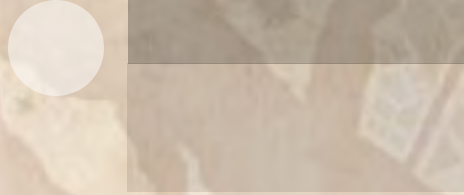
- CHOOSE A PLAN, PROVIDE THE DETAIL. CHOOSE YOUR LOAD LIMIT FOR THE OPERATION
- ASSAULT: POINT OF ATTACK OCCULT: ARCANIC POWER
- DECEPTION: METHOD SOCIAL: CONNECTION
- STEALTH: POINT OF ENTRY TRANSPORT: ROUTE

## 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?

# BLADES IN THE DARK

# LONG-TERM PROJECTS AND NOTES



Lined writing area for notes, consisting of 20 horizontal lines.