

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

YOU HAVE AN INTENSE **NEED**: LIFE ESSENCE. TO SATISFY THIS NEED, POSSESS A LIVING VICTIM AND CONSUME THEIR SPIRIT ENERGY (THIS MAY BE A DOWNTIME ACTION). WHEN YOU DO SO, CLEAR HALF YOUR **DRAIN** (ROUND DOWN).

DRAIN

GLOOM CHAOTIC — DESTRUCTIVE — FURIOUS
OBSESSIVE — TERRITORIAL — SAVAGE

HARM		NEED HELP
3		
2		-1D
1		LESS EFFECT

ARMOR **HEAVY**

OTHER SPECIAL ARMOR

HEALING PROJECT CLOCK

GHOST SPECIAL ABILITIES (FROM ORIGINAL PLAYBOOK)

GHOST

A SPIRIT
WITHOUT A BODY
ADVANCED PLAYBOOK

GHOST TRAITS

- **GHOST FORM**: YOU ARE NOW A CONCENTRATION OF ELECTROPLASMIC VAPOR WHICH RESEMBLES YOUR LIVING BODY AND CLOTHES. YOU MAY WEAKLY INTERACT WITH THE PHYSICAL WORLD AND VICE VERSA. YOU'RE VULNERABLE TO ARCANE POWERS AND ELECTROPLASMIC EFFECTS. YOU MOVE ABOUT BY FLOATING AND MAY FLY SWIFTLY WITHOUT TIRING. YOU MAY SLOWLY FLOW THROUGH SMALL OPENINGS AS A VAPOR. YOU CHILL THE AREA AROUND YOU AND ARE TERRIFYING FOR THE LIVING TO BEHOLD. YOU ARE AFFECTED BY SPIRITBANE CHARMS (TAKE 2 DRAIN TO OVERCOME THE REPULSION). *WHENEVER YOU WOULD TAKE STRESS, TAKE DRAIN INSTEAD. WHEN YOU WOULD TAKE TRAUMA, TAKE GLOOM INSTEAD.*
- **DISSIPATE**: YOU CAN DISPERSE THE ELECTROPLASMIC VAPOR OF YOUR GHOSTLY FORM IN ORDER TO PASS THROUGH SOLID OBJECTS FOR A MOMENT. TAKE 1 DRAIN WHEN YOU DISSIPATE, PLUS 1 DRAIN FOR EACH FEATURE. *IT LASTS LONGER (A MINUTE — AN HOUR — A DAY) — YOU ALSO BECOME INVISIBLE — ANYTHING THAT PASSES THROUGH YOUR FORM BECOMES DANGEROUSLY ELECTRIFIED.*
- **MANIFEST**: TAKE 1 DRAIN TO FLOW THROUGH THE ELECTROPLASMIC PATHWAYS OF THE GHOST FIELD IN ORDER TO INSTANTLY TRAVEL TO ANY PLACE YOU KNEW INTIMATELY IN LIFE, OR TO ANSWER THE SUMMONING CALL OF A **COMPEL**.
- **POLTERGEIST**: TAKE 1 DRAIN TO STRONGLY INTERACT WITH THE PHYSICAL WORLD FOR A FEW MOMENTS (AS IF YOU HAD A NORMAL BODY). EXTEND THE REACH AND MAGNITUDE OF YOUR INTERACTION TO INCLUDE TELEKINETIC FORCE AND ELECTROPLASMIC DISCHARGES BY TAKING MORE DRAIN (2-6).
- **POSSESS**: YOU MAY **ATTUNE** TO THE GHOST FIELD IN ORDER TO TAKE CONTROL OF A LIVING BODY. WHEN YOUR CONTROL IS CHALLENGED, YOU MUST **RE-ATTUNE** (RISKING ELECTROPLASMIC HARM) OR LEAVE THE BODY. YOUR CONTROL IS CHALLENGED WHEN: *YOU CONSUME SPIRIT ENERGY FROM THE HOST — WHEN ARCANE POWERS ACT AGAINST YOU — WHEN THE HOST'S WILL IS DRIVEN TO DESPERATION.* YOU MAY EASILY AND INDEFINITELY POSSESS A **HULL** OR **HOLLOW** WHICH HAS BEEN RITUALLY PREPARED FOR YOU (CHANGE YOUR PLAYBOOK TO HULL OR VAMPIRE, RESPECTIVELY).
- **VETERAN**: CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.

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 EXACTED VENGEANCE UPON THOSE WHOM YOU DEEM DESERVING.
- ◆ YOU EXPRESSED YOUR YOUR OUTRAGE OR ANGER, OR SETTLED SCORES FROM YOUR HERITAGE OR BACKGROUND.
- ◆ YOU STRUGGLED WITH ISSUES FROM YOUR NEED OR GLOOMS 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

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.

ITEMS (WITH YOU IN GHOST FORM)

ENEMIES AND RIVALS

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?

WANTED

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