

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 LIGHT FOCUSED HEAVY

OTHER SPECIAL ARMOR

HEALING PROJECT CLOCK

HOUND

A DEADLY SHARPSHOOTER AND TRACKER

STASH

PLAYBOOK

SPECIAL ABILITIES

- SHARPSHOOTER:** YOU CAN PERFORM PRECISION SHOOTING FROM EXTREME LONG RANGE. YOU CAN QUICKLY DRAW AND RELOAD YOUR WEAPONS. YOUR RANGED ATTACKS GAIN POTENCY.
- TENACIOUS:** PENALTIES FROM HARM ARE ONE LEVEL LESS SEVERE (THOUGH LEVEL 4 HARM IS STILL FATAL).
- GHOST HUNTER:** YOUR HUNTING PET IS IMBUED WITH SPIRIT ENERGY. IT GAINS POTENCY WHEN TRACKING OR FIGHTING THE SUPERNATURAL, AND GAINS AN ARCANIC ABILITY: *GHOST-FORM*, *MIND-LINK*, OR *ARROW-SWIFT*. TAKE THIS ABILITY AGAIN TO CHOOSE AN ADDITIONAL ARCANIC ABILITY FOR YOUR PET.
- SHARP:** WHEN YOU ROLL RESISTANCE WITH **INSIGHT**, YOU GET +1D.
- MARKED TARGET:** WHEN YOU HUNT A TARGET THAT YOU'VE PREVIOUSLY TRACKED OR WOUNDED, YOU GET +1 EFFECT LEVEL.
- FOCUSED:** YOU GET SPECIAL ARMOR VS. MENTAL EFFECTS (FEAR, CONFUSION, ETC). WHEN YOU ROLL A CRITICAL WHILE ENGAGING A TARGET, CLEAR 1 STRESS.
- VENGEFUL:** AFTER YOU FACE A CONSEQUENCE FROM AN ENEMY (SUFFERED OR RESISTED), YOU GET +1D TO YOUR NEXT ROLL AGAINST THAT ENEMY.
- VETERAN:** CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- SKOWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DIE

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

DEADLY FRIENDS

- STEINER, AN ASSASSIN
- CELENE, A SENTINEL
- MELVIR, A PHYSICKER
- VELERIS, A SPY
- CASTA, A BOUNTY HUNTER

ITEMS

- FINE PAIR OF PISTOLS
- FINE LONG RIFLE
- ELECTROPLASMIC AMMUNITION
- A FINE TRAINED HUNTING PET
- SPYGLASS
- 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
- ARCANIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITION TOOLS
- TINKERING TOOLS

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 TRACKING 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
- ASSAULT: POINT OF ATTACK
- DECEPTION: METHOD
- STEALTH: POINT OF ENTRY
- OCCULT: ARCANIC POWER
- SOCIAL: CONNECTION
- TRANSPORT: ROUTE

PLANNING & LOAD

CHOOSE A PLAN, PROVIDE THE DETAIL. CHOOSE YOUR LOAD LIMIT FOR THE OPERATION

GATHER INFORMATION

- WHAT DO THEY INTEND TO DO?
- HOW CAN I GET THEM TO [X]?
- WHAT ARE THEY REALLY FEELING?
- WHERE ARE THEY VULNERABLE?
- WHERE DID [X] GO?
- 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: