

BLADES IN THE DARK

CREW

NAME / IDENTIFYING DESIGNATION

MASTER

LOOK

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

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

MY FUNCTIONS ARE: TO GUARD — TO DESTROY — TO DISCOVER — TO ACQUIRE — TO LABOR AT
...THAT WHICH MY MASTER COMMANDS.

YOUR CLOCKWORK BODY RUNS ON ELECTROPLASM. RECHARGE YOUR CAPACITORS BY CONNECTING TO
AN INDUSTRIAL-GRADE GENERATOR (DOWNTIME ACTION). WHEN YOU DO THIS, CLEAR HALF YOUR
DRAIN (ROUND DOWN).

DRAIN

WEAR CLANKING — LEAKING — FIXATED
SMOKING — SPARKING — UNSTABLE

HARM		NEED HELP
3		
2		-1D
1		LESS EFFECT

GHOST SPECIAL ABILITIES (FROM ORIGINAL PLAYBOOK)

WANTED

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

ARMOR **HEAVY**

PLATING

OTHER SPECIAL ARMOR

REPAIR
PROJECT CLOCK

FRAME FEATURES

- LEVITATION
- REFLEXES
- LIFE-LIKE APPEARANCE
- SPIDER CLIMB
- INTERIOR CHAMBER
- PLATING
- PHONOGRAPH
- SENSORS
- SMOKE PROJECTORS
- SPRING-LEAP PISTONS

YOU MAY SWAP OUT YOUR FEATURES WITH A DOWNTIME ACTIVITY.

HULL

A SPIRIT ANIMATING
A CLOCKWORK BODY
ADVANCED PLAYBOOK

A HULL HAS NO COIN OR STASH OF THEIR OWN, BUT MAY BE GRANTED ACCESS TO THE RESOURCES OF THEIR MASTER.

SPECIAL ABILITIES

- **CLOCKWORK:** YOU ARE A SPIRIT ANIMATING A CLOCKWORK BODY. YOU HAVE HUMAN-LIKE STRENGTH AND SENSES, BY DEFAULT. YOUR HULL HAS NATURAL ARMOR (THIS DOESN'T COUNT FOR YOUR LOAD). YOUR FORMER HUMAN FEELINGS, INTERESTS, AND CONNECTIONS ARE ONLY DIM MEMORIES. YOU NOW EXIST TO FULFILL YOUR FUNCTIONS. CHOOSE THREE (AT LEFT). YOU MAY BE REBUILT IF DAMAGED OR DESTROYED. IF YOUR SOUL VESSEL IS SHATTERED, YOU ARE FREED FROM SERVITUDE AND BECOME A GHOST. *WHENEVER YOU WOULD TAKE STRESS, TAKE DRAIN INSTEAD.*
- **OVERCHARGE:** TAKE 1 DRAIN TO PERFORM A FEAT OF EXTREME STRENGTH OR SPEED (RUN FASTER THAN A HORSE, REND METAL WITH BARE HANDS, ETC.). THIS FACTORS INTO EFFECT.
- **COMPARTMENTS:** YOUR ITEMS ARE BUILT-IN TO YOUR FRAME AND MAY RECESS BENEATH PANELS OUT OF SIGHT. YOUR FRAME CAN NOW CARRY +2 LOAD.
- **ELECTROPLASMIC PROJECTORS:** YOU MAY RELEASE SOME OF YOUR PLASMIC ENERGY AS AN ELECTRICAL SHOCK AROUND YOU OR AS A DIRECTED BEAM. YOU MAY ALSO USE THIS ABILITY TO CREATE A LIGHTNING BARRIER TO REPEL OR TRAP A SPIRIT. TAKE 1 DRAIN FOR EACH LEVEL OF MAGNITUDE.
- **INTERFACE:** YOU MAY ATTUNE TO THE LOCAL ELECTROPLASMIC POWER FIELD TO CONTROL IT OR SOMETHING CONNECTED TO IT (INCLUDING ANOTHER HULL).
- **SECONDARY HULL:** CHOOSE AN ADDITIONAL FRAME AND ITS STARTING FEATURE. YOU MAY TRANSFER YOUR CONSCIOUSNESS BETWEEN YOUR FRAMES AT WILL.
- **FRAME UPGRADE:** CHOOSE AN ADDITIONAL FRAME FEATURE.

FRAME & ITEMS CHOOSE (OR CREATE) FRAME & LOOK. CHOOSE 1 STARTING FEATURE

- SMALL** (CAT SIZE, -1 SCALE): A METAL ORB, A MECHANICAL DOLL, A CLOCKWORK SPIDER. *LEVITATION — REFLEXES*
 - MEDIUM** (HUMAN SIZE): A METAL MANNEQUIN, A CLOCKWORK ANIMAL. *LIFE-LIKE APPEARANCE — SPIDER CLIMB*
 - HEAVY** (WAGON SIZE, +1 SCALE): A HULKING METAL GIANT, A SELF-DRIVING VEHICLE. *INTERIOR CHAMBER — PLATING (SPECIAL ARMOR)*
- FEATURE OPTIONS FOR ANY FRAME: *PHONOGRAPH (RECORD & PLAYBACK) — SENSORS — SMOKE PROJECTORS — SPRING-LEAP PISTONS*

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 FULFILLED YOUR FUNCTIONS DESPITE DIFFICULTY OR DANGER.
- ◆ YOU SUPPRESSED OR IGNORED YOUR FORMER HUMAN BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.
- ◆ YOU STRUGGLED WITH ISSUES FROM YOUR WEAR 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.

◆ 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
-

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?