

# BLADES IN THE DARK

CREW

NAME / IDENTIFYING DESIGNATION

MASTER

LOOK

HERITAGE: AKOROS — THE DAGGER ISLES  
IRUVIA — SEVEROS — SKOVLAN — TYCHEROSBACKGROUND: ACADEMIC — LABOR — LAW  
TRADE — MILITARY — NOBLE — UNDERWORLDMY 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

|   |  |             |
|---|--|-------------|
| 3 |  | NEED HELP   |
| 2 |  | -1D         |
| 1 |  | LESS EFFECT |

GHOST SPECIAL ABILITIES (FROM ORIGINAL PLAYBOOK)

NOTES

# HULL

A SPIRIT ANIMATING  
A CLOCKWORK BODY  
ADVANCED PLAYBOOKA 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 **LOAD**

**■ 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

## INSIGHT

|                       |                       |                       |                       |        |
|-----------------------|-----------------------|-----------------------|-----------------------|--------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | HUNT   |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | STUDY  |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | SURVEY |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | TINKER |

## PROWESS

|                       |                       |                       |                       |          |
|-----------------------|-----------------------|-----------------------|-----------------------|----------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | FINESSE  |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | PROWL    |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | SKIRMISH |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | WRECK    |

## RESOLVE

|                       |                       |                       |                       |         |
|-----------------------|-----------------------|-----------------------|-----------------------|---------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | ATTUNE  |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | COMMAND |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | CONSORT |
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | 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?

ARMOR **HEAVY**

PLATING

OTHER SPECIAL ARMOR

REPAIR

PROJECT CLOCK

## FRAME FEATURES

**SMALL**

LEVITATION  
 REFLEXES

**MEDIUM**

LIFE-LIKE APPEARANCE  
 SPIDER CLIMB

**HEAVY**

INTERIOR CHAMBER  
 PLATING

**GENERAL**

PHONOGRAPH  
 SENSORS  
 SMOKE PROJECTORS  
 SPRING-LEAP PISTONS

YOU MAY SWAP OUT  
YOUR FEATURES WITH A  
DOWNTIME ACTIVITY.