

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		NEED HELP
3		
2		-1D
1		LESS EFFECT

ARMOR **HEAVY**

FORTITUDE

OTHER SPECIAL ARMOR

HEALING
PROJECT CLOCK

ALCHEMICALS

BANDOLIER

BANDOLIER

WHEN YOU USE A BANDOLIER SLOT, CHOOSE AN ALCHEMICAL:

- ◆ ALCAHEST
- ◆ BINDING OIL
- ◆ DRIFT OIL
- ◆ EYEBLIND POISON
- ◆ FIRE / FROST OIL
- ◆ GRENADE
- ◆ QUICKSILVER
- ◆ SKULLFIRE POISON
- ◆ SMOKE BOMB
- ◆ SPARK (DRUG)
- ◆ STANDSTILL POISON
- ◆ DROWN POWDER
- ◆ TRANCE POWDER

WANTED



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

START A PROJECT TO CREATE A NEW FORMULA, AND ANSWER A QUESTION FOR EVERY 2 TICKS:

1. GM ASKS: "WHAT EFFECT DOES THE ALCHEMICAL PRODUCE AND BY WHAT DELIVERY METHOD?" PLAYER ANSWERS.
2. GM ASKS: "HOW LONG DOES IT LAST?" PLAYER ANSWERS.
3. PLAYER ASKS: "HOW IS IT POTENTIALLY HARMFUL TO CONSUME OR DANGEROUS TO HANDLE?" GM ANSWERS.
4. PLAYER ASKS: "HOW LONG DOES IT TAKE TO CREATE A DOSE?" GM CHOOSES SIZE OF CLOCK AND NUMBER OF DOSES.
5. GM ASKS: "WHAT RARE, STRANGE, OR ADVERSE ASPECT OF THIS FORMULA HAS KEPT IT IN OBSCURITY?" PLAYER ANSWERS.

LEECH

A CLEVER
SABOTEUR AND
TINKERER

STASH
COIN

PLAYBOOK

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- 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]?
- ◆ ARE THEY TELLING THE TRUTH?
- ◆ WHAT CAN I TINKER WITH HERE?
- ◆ WHAT MIGHT HAPPEN IF I [X]?
- ◆ HOW CAN I FIND [X]?
- ◆ WHAT'S REALLY GOING ON HERE?

SPECIAL ABILITIES

- **ALCHEMIST:** YOU CAN TINKER WITH CHEMICALS AND ARCANE SUBSTANCES TO DESIGN AND PRODUCE ALCHEMICALS. WHEN YOU USE AN ALCHEMICAL, YOU GET +1D TO RESIST ANY SIDE EFFECTS.
- **ARTIFICER:** WHEN YOU TINKER WITH A DEVICE, TOOL, VEHICLE, OR WEAPON, YOU MAY INCLUDE ADVANCED ALCHEMICAL OR CLOCKWORK FEATURES.
- **ANALYST:** WHEN YOU TAKE EXTRA TIME AND CARE TO GATHER INFORMATION DURING DOWNTIME, YOU GET POTENCY.
- **SABOTEUR:** WHEN YOU WRECK, THE WORK IS MUCH QUIETER THAN IT SHOULD BE AND THE DAMAGE IS HIDDEN FROM CASUAL INSPECTION.
- **GHOST WARD:** YOU KNOW HOW TO WRECK AN AREA WITH ARCANE SUBSTANCES AND METHODS SO IT IS EITHER ANATHEMA OR ENTICING TO SPIRITS (YOUR CHOICE).
- **VENOMOUS:** CHOOSE A DRUG OR POISON (FROM YOUR BANDOLIER STOCK) TO WHICH YOU HAVE BECOME IMMUNE. TAKE 1 STRESS TO SECRETE IT THROUGH YOUR SKIN OR SALIVA OR EXHALE IT AS A VAPOR.
- **FORTITUDE:** YOU GET SPECIAL ARMOR VS. FATIGUE, WEAKNESS, AND CHEMICAL EFFECTS. WHEN YOU ROLL A CRITICAL WHILE TINKERING, CLEAR 1 STRESS.
- **PHYSICKER:** YOU CAN TINKER WITH BONES, BLOOD, AND BODILY HUMOURS TO TREAT WOUNDS, STABILIZE THE DYING, OR STUDY A MALADY OR CORPSE. ALSO, YOUR CREW GETS +1D TO LONG-TERM PROJECT HEALING ROLLS.
- ○ ○ **VETERAN:** CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.

CLEVER FRIENDS

- ▲ ▼ STAZIA, AN APOTHECARY
- ▲ ▼ VELDREN, A PSYCHONAUT
- ▲ ▼ ECKERD, A CORPSE THIEF
- ▲ ▼ JUL, A BLOOD DEALER
- ▲ ▼ MALISTA, A PRIESTESS

ITEMS

- FINE TINKERING TOOLS
- FINE WRECKER TOOLS
- BLOWGUN & DARTS, SYRINGES
- BANDOLIER OF ALCHEMICALS (3)
- BANDOLIER OF ALCHEMICALS (3)
- GADGETS

LOAD

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 TECHNICAL SKILL OR DESTRUCTION.
- ◆ 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: ARCANE POWER

DECEPTION: METHOD

SOCIAL: CONNECTION

STEALTH: POINT OF ENTRY

TRANSPORT: ROUTE