

# BLADES IN THE DARK

CREW

NAME

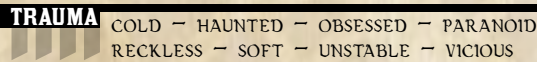
ALIAS

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



HARM		NEED HELP
3		
2		-1D
1		LESS EFFECT

NOTES

## ARMOR USES

- ARMOR
- HEAVY ARMOR
- SPECIAL ARMOR



## ALCHEMICALS

BANDOLIER

BANDOLIER

WHEN YOU USE A BANDOLIER SLOT, CHOOSE AN ALCHEMICAL:

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

# LEECH

A CLEVER  
SABOTEUR AND  
TINKERER



## SPECIAL ABILITIES

- **ALCHEMIST:** WHEN YOU INVENT OR CRAFT A CREATION WITH *ALCHEMICAL* FEATURES, TAKE **+1D** TO YOUR ROLL. YOU BEGIN WITH ONE SPECIAL FORMULA ALREADY KNOWN.
- **ARTIFICER:** WHEN YOU INVENT OR CRAFT A CREATION WITH *SPARK-CRAFT* FEATURES, TAKE **+1D** TO YOUR ROLL. YOU BEGIN WITH ONE SPECIAL DESIGN ALREADY KNOWN.
- **ANALYST:** DURING **DOWNTIME**, YOU GET **TWO TICKS** TO DISTRIBUTE AMONG ANY LONG TERM PROJECT CLOCKS THAT INVOLVE INVESTIGATION OR LEARNING A NEW FORMULA OR DESIGN PLAN.
- **FORTITUDE:** YOU MAY EXPEND YOUR **SPECIAL ARMOR** TO RESIST A CONSEQUENCE OF FATIGUE, WEAKNESS, OR CHEMICAL EFFECTS, OR TO PUSH YOURSELF WHEN WORKING WITH TECHNICAL SKILL.
- **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).
- **PHYSICKER:** YOU CAN **TINKER** WITH BONES, BLOOD, AND BODILY HUMOURS TO TREAT WOUNDS, OR STABILIZE THE DYING. YOU MAY **STUDY** A MALADY OR CORPSE. EVERYONE IN YOUR CREW (INCLUDING YOU) GETS **+1D** TO THEIR HEALING TREATMENT ROLLS.
- **SABOTEUR:** WHEN YOU **WRECK**, THE WORK IS MUCH QUIETER THAN IT SHOULD BE AND THE DAMAGE IS HIDDEN FROM CASUAL INSPECTION.
- **VENOMOUS:** CHOOSE A DRUG OR POISON (FROM YOUR BANDOLIER STOCK) TO WHICH YOU HAVE BECOME IMMUNE. YOU CAN **PUSH YOURSELF** TO SECRETE IT THROUGH YOUR SKIN OR SALIVA OR EXHALE IT AS A VAPOR.
- ○ ○ **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

## 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 MAYHEM.
- ◆ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.
- ◆ YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS DURING THE SESSION.

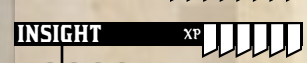
## TEAMWORK

- ASSIST A TEAMMATE
- LEAD A GROUP ACTION
- PROTECT A TEAMMATE
- SET UP A TEAMMATE

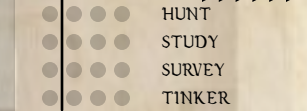
## PLANNING & LOAD

- 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     |

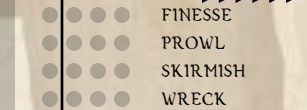
## PLAYBOOK



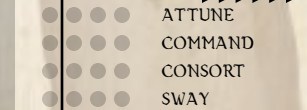
## INSIGHT



## PROWESS



## RESOLVE



## BONUS DIE

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

◆ 3 LIGHT ◆ 5 NORMAL ◆ 6+ HEAVY

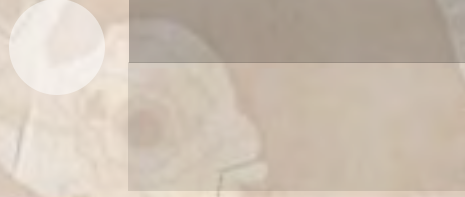
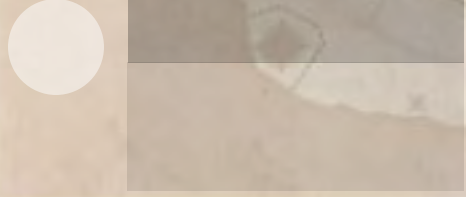
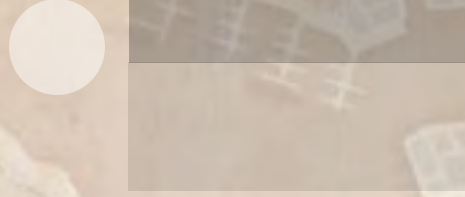
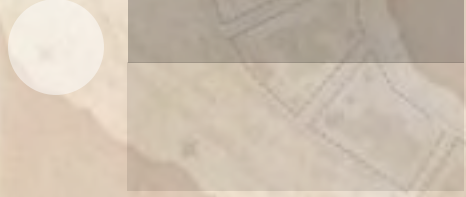
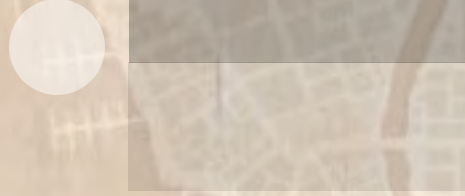
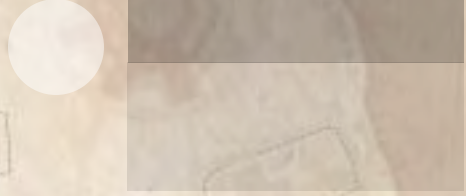
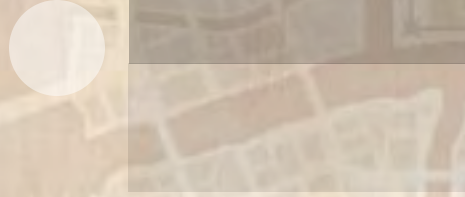
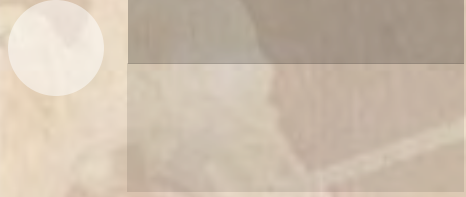
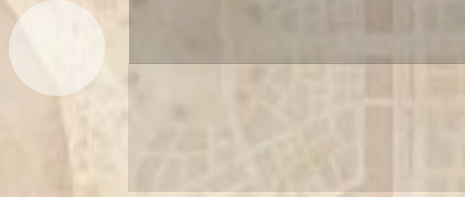
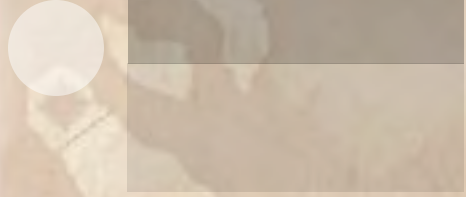
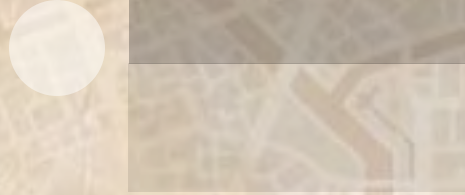
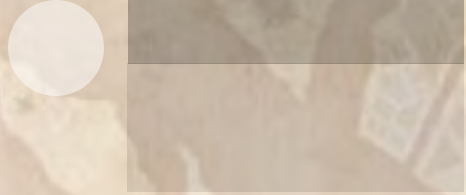
- A BLADE OR TWO
- THROWING KNIVES
- A PISTOL  A 2ND PISTOL
- A LARGE WEAPON
- AN UNUSUAL WEAPON
- ARMOR     +HEAVY
- BURGLARY GEAR
- CLIMBING GEAR
- ARCANE IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITION TOOLS
- TINKERING TOOLS
- LANTERN
- 

## 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?

# BLADES IN THE DARK

# LONG-TERM PROJECTS AND NOTES



A series of horizontal lines for writing notes, spanning the width of the page.