

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	ARMOR	HEAVY
3		SHADOW	
2		OTHER SPECIAL ARMOR	
1		HEALING	PROJECT CLOCK

LURK

A STEALTHY
INFILTRATOR AND
BURGLAR

STASH

COIN

SPECIAL ABILITIES

- **INFILTRATOR:** WHEN YOU GATHER INFO THROUGH CLANDESTINE OBSERVATION OR WHEN YOU BYPASS SECURITY MEASURES, YOU GET +1 EFFECT LEVEL.
- **AMBUSH:** WHEN YOU ATTACK FROM HIDING OR SPRING A TRAP, YOU GET +1D.
- **EXPERTISE:** WHEN YOU LEAD A GROUP ACTION USING YOUR BEST ACTION RATING, YOU CAN SUFFER ONLY 1 STRESS AT MOST FROM ANY FAILED ROLLS.
- **THE DEVIL'S FOOTSTEPS:** TAKE 1 STRESS TO PERFORM AN ATHLETIC FEAT (RUNNING, TUMBLING, BALANCE, CLIMBING, ETC.) THAT VERGES ON THE SUPERHUMAN. YOU MAY STILL HAVE TO MAKE AN ACTION ROLL, BUT YOU CAN ATTEMPT THINGS A HUMAN NORMALLY COULDN'T.
- **GHOST VEIL:** YOU MAY SHIFT PARTIALLY INTO THE GHOST FIELD, BECOMING SHADOWY AND INSUBSTANTIAL FOR A MOMENT. TAKE 1 STRESS WHEN YOU SHIFT, PLUS 1 STRESS FOR EACH EXTRA FEATURE: IT LASTS FOR A FEW MINUTES RATHER THAN A MOMENT—YOU ARE INVISIBLE RATHER THAN SHADOWY—YOU MAY FLOAT THROUGH THE AIR LIKE A GHOST—YOU MAY PASS THROUGH SOLID OBJECTS.
- **SHADOW:** YOU GET SPECIAL ARMOR VS. CONSEQUENCES FROM DETECTION OR SECURITY. WHEN YOU ROLL A CRITICAL ON A FEAT OF ATHLETICS OR STEALTH, CLEAR 1 STRESS.
- **DAREDEVIL:** WHEN YOU MAKE A DESPERATE ROLL, YOU GET +1D.
- **REFLEXES:** WHEN THERE'S A QUESTION ABOUT WHO ACTS FIRST, THE ANSWER IS YOU (TWO CHARACTERS WITH REFLEXES ACT SIMULTANEOUSLY).
- ○ ○ **VETERAN:** CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.

PLAYBOOK

XP

INSIGHT

XP

HUNT

STUDY

SURVEY

TINKER

PROWESS

XP

FINESSE

SKIRMISH

WRECK

RESOLVE

XP

ATTUNE

COMMAND

CONSORT

SWAY

BONUS DIE

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

SHADY FRIENDS

- ▲ ▼ TELDA, A BEGGAR
- ▲ ▼ DARMOT, A BLUECOAT
- ▲ ▼ FRAKE, A LOCKSMITH
- ▲ ▼ ROSLYN KELLIS, A NOBLE
- ▲ ▼ PETRA, A CITY CLERK

ITEMS

- FINE LOCKPICKS
- FINE SHADOW CLOAK
- LIGHT CLIMBING GEAR
- SILENCE POTION VIAL
- DARK-SIGHT MASK
- 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
- ARCANE 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 STEALTH OR EVASION.
- ◆ 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
 - OCULT: ARCANE POWER
 - DECEPTION: METHOD
 - SOCIAL: CONNECTION
 - STEALTH: POINT OF ENTRY
 - TRANSPORT: ROUTE

GATHER INFORMATION

- ◆ WHAT DO THEY INTEND TO DO?
- ◆ HOW CAN I GET THEM TO [X]?
- ◆ WHAT SHOULD I LOOKOUT FOR?
- ◆ WHAT'S THE BEST WAY IN?
- ◆ WHERE CAN I HIDE HERE?
- ◆ 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: