

# BLADES IN THE DARK

CREW

NAME

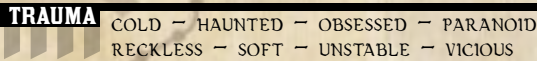
ALIAS

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**

3	NEED HELP
2	-1D
1	LESS EFFECT

**ARMOR**  **HEAVY**

**SUBTERFUGE**

OTHER SPECIAL ARMOR

**HEALING**  
PROJECT CLOCK

# SLIDE

A SUBTLE  
MANIPULATOR  
AND SPY



## SPECIAL ABILITIES

- **ROOK'S GAMBIT:** TAKE 2 STRESS TO ROLL YOUR BEST ACTION RATING WHILE PERFORMING A DIFFERENT ACTION. SAY HOW YOU ADAPT YOUR SKILL TO THIS USE.
- **MESMERISM:** WHEN YOU SWAY SOMEONE, YOU MAY CAUSE THEM TO FORGET THAT IT'S HAPPENED UNTIL THEY NEXT INTERACT WITH YOU.
- **CLOAK & DAGGER:** WHEN YOU USE A DISGUISE OR OTHER FORM OF COVERT MISDIRECTION YOU GET +1 EFFECT. WHEN YOU THROW OFF YOUR DISGUISE, THE RESULTING SURPRISE GIVES YOU THE INITIATIVE IN THE SITUATION.
- **A LITTLE SOMETHING ON THE SIDE:** AT THE END OF EACH DOWNTIME PHASE, YOU EARN +2 STASH.
- **LIKE LOOKING INTO A MIRROR:** YOU CAN ALWAYS TELL WHEN SOMEONE IS LYING TO YOU.
- **TRUST IN ME:** YOU GET +1D VS. A TARGET YOU HAVE A RELATIONSHIP WITH.
- **SUBTERFUGE:** YOU GET SPECIAL ARMOR VS. PERSUASION AND SUSPICION. WHEN YOU ROLL A CRITICAL WHILE USING SUBTERFUGE, CLEAR 1 STRESS.
- **GHOST VOICE:** YOU KNOW THE SECRET METHOD TO INTERACT WITH A GHOST OR DEMON AS IF IT WAS A NORMAL HUMAN, REGARDLESS OF HOW WILD OR FERAL IT APPEARS. YOU GAIN POTENCY WHEN COMMUNICATING WITH THE SUPERNATURAL.
- ● ● **VETERAN:** CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.

## 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.

## SLY FRIENDS

- ▲ ▼ BRYL, A DRUG DEALER
- ▲ ▼ BAZSO BAZ, A GANG LEADER
- ▲ ▼ KLYRA, A TAVERN OWNER
- ▲ ▼ NYRYX, A PROSTITUTE
- ▲ ▼ HARKER, A JAIL-BIRD

## ITEMS

- FINE CLOTHES & JEWELRY
- FINE DISGUISE KIT
- FINE LOADED DICE, TRICK CARDS
- TRANCE POWDER
- A CANE-SWORD
- 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 DECEPTION OR INFLUENCE.
- ◆ 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]?
- ◆ ARE THEY TELLING THE TRUTH?
- ◆ WHAT ARE THEY REALLY FEELING?
- ◆ WHAT DO THEY REALLY CARE ABOUT?
- ◆ HOW CAN I BLEND IN HERE?
- ◆ WHAT'S REALLY GOING ON HERE?

# WANTED



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