

BLADES IN THE DARK

CREW

NAME _____ ALIAS _____

LOOK _____

HERITAGE: AKOROS - THE DAGGER ISLES BACKGROUND: ACADEMIC - LABOR - LAW
 IRUVIA - SEVEROS - SKOVLAN - TYCHEROS 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		MASTERMIND	
2		OTHER SPECIAL ARMOR	
1		HEALING PROJECT CLOCK	

WANTED

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

SPIDER

A DEVIOUS MASTERMIND

STASH COIN

SPECIAL ABILITIES

- WEAVING THE WEB:** YOU GAIN +1D TO THE ENGAGEMENT ROLL IF YOU'VE GATHERED INFO ON THE TARGET OR LOCATION.
- FORESIGHT:** THREE TIMES PER SCORE YOU CAN ASSIST ANOTHER ROGUE WITHOUT PAYING STRESS. TELL US HOW YOU PREPARED THEM FOR THE SITUATION.
- FUNCTIONING VICE:** WHEN YOU INDULGE YOUR VICE, YOU MAY ADJUST THE OUTCOME BY +/-1. AN ALLY WHO JOINS IN YOUR VICE MAY DO THE SAME.
- CALCULATING:** DUE TO YOUR CAREFUL PLANNING, DURING DOWNTIME, YOU MAY GIVE YOURSELF OR ANOTHER CREW MEMBER +1 DOWNTIME ACTION.
- GHOST CONTRACT:** WHEN YOU SHAKE ON A DEAL, YOU AND YOUR PARTNER—HUMAN OR OTHERWISE—BOTH BEAR A MARK OF YOUR OATH. IF EITHER BREAKS THE CONTRACT, THEY TAKE LEVEL 3 HARM (CURSED).
- CONNECTED:** DURING DOWNTIME, YOU GET +1 RESULT LEVEL WHEN YOU MAKE ACQUIRE ASSET, GATHER INFO, OR REDUCE HEAT ROLLS.
- MASTERMIND:** YOU GET SPECIAL ARMOR WHEN PROTECTING A TEAMMATE. HOW DID YOU PLAN FOR THIS? IF A CRITICAL IS ROLLED WHEN YOU COMMAND A GANG OR LEAD A GROUP ACTION, CLEAR 1 STRESS.
- JAIL BIRD:** WHEN INCARCERATED, YOUR WANTED LEVEL COUNTS AS 1 LESS, YOUR TIER AS 1 MORE, AND YOU GAIN +1 FACTION STATUS IN ADDITION TO YOUR ROLL.
- 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.

DEVIOUS FRIENDS

- ▲▼ SALIA, AN INFORMATION BROKER
- ▲▼ AUGUS, A MASTER ARCHITECT
- ▲▼ JENNAH, A SERVANT
- ▲▼ RIVEN, A CHEMIST
- ▲▼ JEREN, A BLUECOAT ARCHIVIST

ITEMS

- FINE COVER IDENTITY
- FINE BOTTLE OF WHISKEY
- BLUEPRINTS
- VIAL OF SLUMBER ESSENCE
- CONCEALED PALM PISTOL
- 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 PREPARATION OR CALCULATION.
- ◆ 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

GATHER INFORMATION

- ◆ WHAT DO THEY WANT MOST?
- ◆ WHAT SHOULD I LOOKOUT FOR?
- ◆ WHERE'S THE LEVERAGE HERE?
- ◆ HOW CAN I DISCOVER [X]?
- ◆ WHAT DO THEY INTEND TO DO?
- ◆ HOW CAN I GET THEM TO [X]?
- ◆ WHAT'S REALLY GOING ON HERE?