

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	ARMOR	HEAVY	NEED HELP
3			WARDERD
2			-1D
1			LESS EFFECT

OTHER SPECIAL ARMOR

HEALING PROJECT CLOCK

WANTED

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

START A PROJECT TO RESEARCH A RITUAL, AND ANSWER A QUESTION FOR EVERY 2 TICKS:

- GM ASKS: "WHAT EFFECT DOES THE RITUAL CREATE AND HOW IS IT WEIRD?" PLAYER ANSWERS.
- PLAYER ASKS: "WHAT MUST I DO TO PERFORM THE RITUAL?" GM ANSWERS.
- PLAYER ASKS: "WHAT IS THE PRICE AND TO WHOM DO I PAY IT?" GM ANSWERS.
- GM ASKS: "WHAT NEW BELIEF, DRIVE, INSTINCT, OR FEAR DOES KNOWLEDGE OF THIS RITUAL AND ITS ATTENDANT OCCULT FORCES INSTILL IN YOU?" PLAYER ANSWERS.

WHISPER

AN ARCANIC ADEPT AND CHANNELER

STASH

COIN

SPECIAL ABILITIES

- COMPEL:** YOU CAN ATTUNE TO THE GHOST FIELD TO FORCE A NEARBY SPIRIT TO APPEAR BEFORE YOU AND OBEY A COMMAND YOU GIVE IT.
- TEMPEST:** CHANNEL ENERGY TO PRODUCE STORM EFFECTS (FOG, FROST, WIND, RAIN, LIGHTNING). COSTS STRESS EQUAL TO THE MAGNITUDE OF THE RESULTS (0-6).
- OCCULTIST:** YOU MAY CONSORT WITH ANCIENT POWERS, FORGOTTEN GODS OR DEMONS. IF YOU HAVE CONTROL OVER THE ENTITY, TAKE +1D.
- RITUAL:** YOU CAN STUDY AN OCCULT RITUAL TO SUMMON A SUPERNATURAL EFFECT OR BEING. COSTS STRESS BASED ON THE MAGNITUDE OF THE RESULTS. ANSWER THE GM'S QUESTIONS TO CREATE THE RITUAL (SEE BELOW).
- IRON WILL:** WHEN YOU ROLL RESISTANCE WITH RESOLVE, YOU GET +1D.
- STRANGE METHODS:** WHEN YOU TINKER WITH A DEVICE, TOOL, OR WEAPON, YOU MAY INCLUDE ELECTROPLASMIC OR ARCANIC FEATURES.
- WARDERD:** YOU GET SPECIAL ARMOR VS. SUPERNATURAL EFFECTS. WHEN YOU ROLL A CRITICAL WHILE DEALING WITH ARCANIC POWERS, CLEAR 1 STRESS.
- GHOST MIND:** YOU KNOW HOW TO FIND THE WEAKNESS IN EACH GHOST, DEMON, OR ARCANIC FORCE. YOU GAIN +1 EFFECT WHEN YOU STUDY THE SUPERNATURAL.
- VETERAN:** CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.

STRANGE FRIENDS

- NYRYX, A POSSESSOR GHOST
- SCURLOCK, A VAMPIRE
- SETARRA, A DEMON
- QUELLYN, A WITCH
- FLINT, A SPIRIT TRAFFICKER

ITEMS

- FINE LIGHTNING HOOK
- FINE SPIRIT MASK
- ELECTROPLASM VIALS
- SPIRIT BOTTLES (2)
- GHOST KEY
- DEMONBANE CHARM

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 KNOWLEDGE OR ARCANIC POWER.
- 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: ARCANIC POWER
 - DECEPTION: METHOD
 - SOCIAL: CONNECTION
 - STEALTH: POINT OF ENTRY
 - TRANSPORT: ROUTE

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.

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
- ARCANIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITION TOOLS
- TINKERING TOOLS
-

GATHER INFORMATION

- WHAT IS ARCANIC OR WEIRD HERE?
- WHAT ECHOES IN THE GHOST FIELD?
- WHAT IS HIDDEN OR LOST HERE?
- WHAT DO THEY INTEND TO DO?
- WHAT DRIVES THEM TO DO THIS?
- HOW CAN I REVEAL [X]?
- WHAT'S REALLY GOING ON HERE?