

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 / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM		HEALING
3	NEED HELP	project clock
2	-1D	ARMOR USES
1	LESS EFFECT	ARMOR <input type="checkbox"/>
		HEAVY <input type="checkbox"/>
		SPECIAL <input type="checkbox"/>

NOTES

WHISPER

AN ARCANIC ADEPT AND CHANNELER

SPECIAL ABILITIES

- **COMPEL:** You can **Attune** to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel (though your allies may be).
- **GHOST MIND:** You're always aware of supernatural entities in your presence. Take +1d when you **gather info** about the supernatural.
- **IRON WILL:** You're immune to the terror that some supernatural entities inflict on sight. Take +1d to resistance rolls with **Resolve**.
- **OCCULTIST:** You know the secret ways to **Consort** with ancient powers, forgotten gods or demons. Once you've consorted with one, you get +1d to **command** cultists who worship it.
- **RITUAL:** You can **Study** an occult ritual (or create a new one) to summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned.
- **STRANGE METHODS:** When you invent or craft a creation with *arcane* features, take +1 **result level** to your roll. You begin with one arcane design already known.
- **TEMPEST:** You can **push yourself** to do one of the following: *unleash a stroke of lightning as a weapon—summon a storm in your immediate vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).*
- **WARDED:** You may expend your **special armor** to resist a supernatural consequence, or to **push yourself** when you deal with arcane forces.
- ○ ○ **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*

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 arcane 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:** *Arcane power*

**Deception:** *Method*

**Social:** *Connection*

**Stealth:** *Entry point*

**Transport:** *Route*

STASH COIN

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 3 light 5 normal 6 heavy

- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol ☐ A 2<sup>nd</sup> 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 is arcane 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?*