

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 HEAVY SPECIAL

NOTES

ALCHEMICALS

Bandolier

Bandolier

When you use a bandolier slot, choose an alchemical:

- ◆ Alcahest
- ◆ Binding Oil
- ◆ Drift Oil
- ◆ Drown Powder
- ◆ Eyebblind Poison
- ◆ Fire Oil
- ◆ Grenade
- ◆ Quicksilver
- ◆ Skullfire Poison
- ◆ Smoke Bomb
- ◆ Spark (drug)
- ◆ Standstill Poison
- ◆ Trance Powder

LEECH

A SABOTEUR AND TECHNICIAN

SPECIAL ABILITIES

- **ALCHEMIST:** When you **invent** or **craft** a creation with *alchemical* features, take +1 **result level** to your roll. You begin with one special formula already known.
- **ANALYST:** During **downtime**, you get **two ticks** to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- **ARTIFICER:** When you **invent** or **craft** a creation with *spark-craft* features, take +1 **result level** to your roll. You begin with one special design already known.
- **FORTITUDE:** You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- **GHOST WARD:** You know how to **Wreck** an area with arcane substances and methods so it is either anathema or enticing to spirits (your choice).
- **PHYSICKER:** You can **Tinker** with bones, blood, and bodily humours to treat wounds or stabilize the dying. You may **study** a malady or corpse. Everyone in your crew gets +1d to their healing treatment rolls.
- **SABOTEUR:** When you **Wreck**, the work is much quieter than it should be and the damage is hidden from casual inspection.
- **VENOMOUS:** Choose a drug or poison (from your bandolier stock) to which you have become immune. You can **push yourself** to secrete it through your skin or saliva or exhale it as a vapor.
- ○ ○ **VETERAN:** Choose a special ability from another source.

CLEVER FRIENDS

- △▽ Stazia, an apothecary
- △▽ Veldren, a psychonaut
- △▽ Eckerd, a corpse thief
- △▽ Jul, a blood dealer
- △▽ Malista, a priestess

ITEMS

- ☐ Fine tinkering tools
- ☐ Fine wrecking tools
- ☐ Blowgun & darts, syringes
- ☐ Bandolier (3 uses)
- ☐ Bandolier (3 uses)
- ☐ Gadgets

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 technical skill or mayhem.
- ◆ 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

Deception: Method

Stealth: Entry point

Occult: Arcane power

Social: Connection

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 do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What can I tinker with here?
- ◆ What might happen if I [X]?
- ◆ How can I find [X]?
- ◆ What's really going on here?