BLADESINTHEDA	RK CREW	MAT	E	Young Offender	COIN
NAME	ATTAG	SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS	O 7 MILLION COIN: In the by only spending 1 st.		ore, you may push yourself	INSIGHT
LOOK	THE WEBSINE AND THE TRANSPORTED TO THE TRANSPORTED	Wanted level will a Ironhook	always be treated as	onder the legal age, your to determine time in Desperate action, all other	HUNT STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS	BACKGROUND: ACADEMIC DROPOUT— USELESS LABOR—EEL MARKET—IGNOBLE	Blades present must select another scound	participate as part of drel to take the stress	fa group action. You may from bad outcomes (1-3).	PROWESS FINESSE
VICE / PURVEYOR: TRUANCY—GAMBLING—LUX	○ <b>WE HAVE THE SAME HAIRCUT</b> : You look just like your crew. You gain <b>potency</b> when passing the blame off to one of them.		• PROWL SKIRMISH		
STRESS TRAUMA CO	O DODGING SERGEANT HEALY: You can always outrun a Bluecoat, but gain +2 Heat when you do.			RESOLVE WRECK	
		○ FAST ON A GOAT: You gain +1d on Finesse actions to ride a goat. You		ATTUNE	
HARM	also get +1 result level on long term projects related to goat travel.			• COMMAND	
3	O BLEEDING: Your Harm does not affect your ability to Sway or Consort. You can do these actions at Level 3 Harm.			O CONSORT	
2	STILL TALKING SHIT: You may expend your special armor to resist a consequence of taking responsibility for your actions, or to push yourself when you deal with parental forces.			BONUS DIE	
1				PUSH YOURSELF (take	
NOTES SPECIAL		OOO BULLSHITTING: Choose a special ability from another source.		+ 2 stress) -OR- accept a <b>DEVIL'S BARGAIN</b> .	
				<del>.</del>	
		DUMB FRIENDS	ITE		AD 🛇 3 light 🛇 5 normal 🛇 6 heavy
		△▽ Mairead, your n		☐ ☐ Jock's Fine stolen goat	☐ A Blade or Two
		△▽ Jock, a stupid m	acc	Not as fine stolen goat	☐ Throwing Knives ☐ A Pistol ☐ A 2 <sup>nd</sup> Pistol
		△▽ Billy, a dick	•	ark-craft nail gun	☐ A Large Weapon
		△ ♥ Fake Billy, Jock in disguise       □ Smoke Bombs         △ ♥ Healy, a shit Serpico       □ Bag of Black Lotus         □ Cigarettes			☐ An Unusual Weapon
				_	☐ Armor ☐ +Heavy☐ Burglary Gear
		XP	XP		
	<ul> <li>◆ Every time you roll a desperate action, mark xp in that action's attribute.</li> <li>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.</li> <li>◆ You addressed a challenge with stupidity or fear.</li> <li>◆ You expressed your beliefs, drives, heritage, or background.</li> <li>◆ You struggled with issues from your vice or traumas during the session.</li> </ul>			☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ Demolition Tools ☐ Tinkering Tools ☐ Lantern	
		TEAMWORK			GATHERINFORMATION
		Assist a teammate  Choose a plan, provide the load limit for the operation		de the <i>detail</i> . Choose your eration.	<ul><li>What is dumb or stupid here?</li><li>What can I get away with?</li></ul>
		Lead a group action	Assault: Point of attac	ck Occult: Arcane power	◆ What is a good prank here?
		Protect a teammate	<b>Deception:</b> Method	Social: Connection	<ul> <li>What do they intend to do?</li> <li>What drives them to do this?</li> </ul>
		Set up a teammate	<b>Stealth:</b> <i>Entry point</i>	<b>Transport:</b> Route	<ul><li>How can I reveal [X]?</li><li>What's really going on here?</li></ul>