BLADE	SINTHEIR	ADK	TEECH	A CLEVER		
DLAUC	JIM THE II	CREW	LEECH	SABOTEUR AND TINKERER	COIN	
		CREW	SPECIAL ABILITIES PLAYBOOK	XP		XP
NAME	1	ALIAS	O ALCHEMIST: WHEN YOU INVENT OR CRAFT A CREATION FEATURES, TAKE +1D TO YOUR ROLL. YOU BEGIN WITH FORMULA ALREADY KNOWN.			HUNT STUDY SURVEY
LOOK	оок		O ARTIFICER: WHEN YOU INVENT OR CRAFT A CREATION WITH SPARK— CRAFT FEATURES, TAKE +ID TO YOUR ROLL. YOU BEGIN WITH ONE SPECIAL DESIGN ALREADY KNOWN.		PROWESS	TINKER
HERITAGE: AKOROS - T IRUVIA - SEVEROS - SK		BACKGROUND: ACADEMIC - LABOR - LAW TRADE - MILITARY - NOBLE - UNDERWORLD	ANALYST: DURING DOWNTIME, YOU GET TWO TICKS TO AMONG ANY LONG TERM PROJECT CLOCKS THAT INVO OR LEARNING A NEW FORMULA OR DESIGN PLAN.	LVE INVESTIGATION	0000	FINESSE PROWL
VICE: FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR - WEIRD			O 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.			SKIRMISH WRECK
STRESS GANDEIN	TRAUMA	COLD - HAUNTED - OBSESSED - PARANOID RECKLESS - SOFT - UNSTABLE - VICIOUS	O GHOST WARD: YOU KNOW HOW TO WRECK AN AREA W SUBSTANCES AND METHODS SO IT IS EITHER ANATHEM SPIRITS (YOUR CHOICE).		RESULVE	ATTUNE
HARM 3		NEED PROJECT CLOCK: FILL TO DROP HELP ALL HARM BY ONE LEVEL	O PHYSICKER: YOU CAN TINKER WITH BONES, BLOOD, AN TO TREAT WOUNDS, OR STABILIZE THE DYING. YOU MAD OR CORPSE. EVERYONE IN YOUR CREW (INCLUDING YOU THEIR HEALING TREATMENT ROLLS.	Y STUDY A MALADY		COMMAND CONSORT SWAY
2		-1D ARMOR USES	O SABOTEUR: WHEN YOU WRECK, THE WORK IS MUCH QUE SHOULD BE AND THE DAMAGE IS HIDDEN FROM CASUA		BONUS DIE	
LESS HEAVY ARMOR SPECIAL ARMOR SPECIAL ARMOR SPECIAL ARMOR			O 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.		PUSH YOURSELF (TAKE 2 STRESS)  ORT  ACCEPT A DEVIL'S BARGAIN	
EARNING XP			VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES	Si .	♦ 3 LIGHT ♦ 5 NORMAL ♦ 6+ HEAVY	
♦ EVERY TIME YOU ROLL A DESPERATE ACTION, MARK XP IN THAT ACTION'S ATTRIBUTE.			0	ALCHEMICALS	EQUIPMENT	
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.			Name and Address of the Owner, when the Owner, which the Owner, when the Owner, when the Owner, when the Owner, which the Owner, whic	BANDOLIERS:	FINE TINKER	ING TOOLS
♦ YOU ADDRESSED A CHALLENGE WITH TECHNICAL SKILL OR MAYHEM.					FINE WRI	
♦ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.					BLOWGUN & DARTS, SYRINGES	
♦ YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS DURING THE SESSION.			WHEN YOU USE A		BANDOLIER OF ALCHEMICALS (3)  BANDOLIER OF ALCHEMICALS (3)	
PLANNING		TEAMWORK		BANDOLIER SLOT,	BANDOLIER O	
CHOOSE A PLAN, THEN PROVI	DE THE MISSING DETAIL	ASSIST A TEAMMATE: PAY 1 STRESS TO GIVE +1D		· CHOOSE AN · ALCHEMICAL:	A BLADE OR	
FOR THE OPERATION:	110	And the state of t	0	Abelietheas.	THROWING KI	
ASSAULT: POINT OF ATTACK	OCCULT: ARCANE POWER	LEAD A GROUP ACTION: EVERYONE ROLLS		◆ ALCAHEST	A PISTOL	_
DECEPTION: METHOD	SOCIAL: CONNECTION	PROTECT A TEAMMATE: TAKE A CONSEQUENCE		♦ BINDING OIL	A LARGE	
STEALTH: POINT OF ENTRY	mn ssionanm n oump	OPT UP A TRANSPORT BARROUS POSITION	The second secon	♦ DRIFT OIL	AN UNUSUAL ARMOR	
STEALTH. POINT OF ENTRI	TRANSPORT: ROUTE	SET UP A TEAMMATE: IMPROVE POSITION	0	◆ DROWN POWDER  ◆ EYEBLIND POISON	BURGLARY GE	AR
CLEVER FRIENDS GATHER INFORMATION		0	FIRE OIL	CLIMBING		
William China	AV	◆ WHAT DO THEY INTEND TO DO?		◆ GRENADE	☐ ARCANE IMPL☐ DOCUMENTS	EMENTS
$\Delta \nabla$	Δ∇	◆ HOW CAN 1 GET THEM TO [x]?		♦ QUICKSILVER	SUBTERFUGE	SUPPLIES
$\Delta \nabla$	Δ∇	◆ ARE THEY TELLING THE TRUTH?	0	♦ SKULLFIRE POISON	DEMOLITION	ON TOOLS
$\Delta \nabla$	Δ∇	◆ what can 1 tinker with here? ◆ what might happen if 1 [x]?	0	. ♦ SMOKE BOMB . ♦ SPARK (DRUG)	TINKERING TO	OOLS
$\Delta \nabla$	Δ∇	◆ WHAT MIGHT HAPPEN IF I [X]? ◆ HOW CAN 1 FIND [X]?		<ul><li>◆ SPARK (DRUG)</li><li>◆ STANDSTILL POISON</li></ul>	LANTERN	
Δ∇	Δ∇	♦ WHAT'S REALLY GOING ON HERE?		◆ TRANCE POWDER	BB	7 20

## BLADESINTHEDARK **LONG-TERM PROJECTS & NOTES** → DEAD, ALIVE, OR OTHERWISE → A SUBSTANTIAL REWARD IS HEREBY OFFERED FOR ANY INFORMATION REGARDING THE NOTORIOUS OUTLAW de WHO IS WANTED BY THE DOSKVOL CITY WATCH FOR

THE FOLLOWING HEINOUS CRIMES AGAINST THE CROWN: