BLADESINTHI	EDARK CREW			CUT!	rer	A DANGEROUS & INTIMIDATING FIGHTER	STASH COIN COIN COIN COIN COIN COIN COIN COIN
NAME	ALIAS			O BATTLEBORN: You n	nay expend your speci on	al armor to reduce harm elf during a fight.	INSIGHT
LOOK					r info to anticipate poss	ake +1d to your resistance ible threats in the current	HUNT STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGGI IRUVIA—SEVEROS—SKOVLAN—TYCH				with spirit energy. Yo		s, melee weapons, or tools bat vs. the supernatural. capture them.	PROWESS FINESSE
	G—LUXURY—OBLIGATION—PLEASURE—			to fight when they v	would otherwise brea l	n combat, they continue (they're not taken out -1 effect and 1 armor.	PROWL SKIRMISH WRECK
	RECKLESS—SOFT—UNSTA			O MULE: Your load lim		•	RESOLVE
HARM 3	NEED HELP	HEALING project clock	\bigoplus	the following: perfo superhuman—engage	rm a feat of physical e a small gang on equa	h yourself to do one of force that verges on the footing in close combat.	• COMMAND CONSORT
2	-1D	ARMOR USES ARMOR			u unleash physical v ou Command a fright	riolence, it's especially ened target, take +1d.	BONUS DIE
1	LESS EFFECT	HEAVY SPECIAL		O Vigorous: You reco	Č	Permanently fill in one of	PUSH YOURSELF (take 2 stress) -OR- accept a
NOTES				OOO VETERAN: Cho	ose a special ability fro		DEVIL'S BARGAIN.
				DANGEROUS FRIENDS	ITEMS		AD 🛇 3 light 🛇 5 normal 🛇 6 heavy
				△		e hand weapon	☐ A Blade or Two ☐ Throwing Knives
				$\triangle \nabla$ Chael, a vicious	□ Scar	ine heavy weapon y weapon or tool	☐ A Pistol ☐ A 2 nd Pistol
				$\triangle \bigtriangledown$ Mercy, a cold kil	ler	ıacles & chain	□ - □ A Large Weapon
				$\triangle \nabla$ Grace, an extort		e essence vial	☐ An Unusual Weapon ☐ Armor ☐ ☐ + Heavy
				$\triangle \nabla$ Sawtooth, a phys	sicker	itbane charm	☐ Burglary Gear
				XP			□ - □ Climbing Gear
				• Every time you roll a de			☐ Arcane Implements
				At the end of each session an attribute) or 2 xp if that		rk 1 xp (in your playbook or times.	☐ Documents ☐ Subterfuge Supplies
				◆ You addressed a challen	•		□ Demolition Tools
				You expressed your belief		· ·	☐ Tinkering Tools
				◆ You struggled with issue	s from your vice or traum	is during the session.	Lantern
				TEAMWORK	PLANNING & LOAD	e the <i>detail</i> . Choose your	GATHER INFORMATION
				Assist a teammate	load limit for the oper	ation.	How can I hurt them?Who's most afraid of me?
				Lead a group action	Assault: Point of attack	Occult: Arcane power	 Who's most dangerous here? What do they intend to do?
				Protect a teammate	Deception: Method	Social: Connection	◆ How can I get them to [X]?
				Set up a teammate	Stealth: Entry point	Transport: Route	Are they telling the truth?What's really going on here?

BLADESINTH	EDARK CREW			HOU	ND	A DEADLY SHARPSHOOTER AND TRACKER	STASH COIN COIN COIN COIN COIN COIN COIN COIN
NAME	ALIAS					to do one of the following: beyond what's normal for	PLAYBOOK INSIGHT
LOOK				O FOCUSED: You may ex	xpend your special ar harm (fear, confusion	re to suppress the enemy. nor to resist a consequence 1, losing track of someone) tracking	HUNT STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGG IRUVIA—SEVEROS—SKOVLAN—TYC				O GHOST HUNTER: It gains potency wh gains an arcane abili	Your hunting pet is it is in the tracking or fight ty: ghost-form, mind	mbued with spirit energy. ng the supernatural, and <i>link</i> , or <i>arrow-swift</i> . Take arcane ability for your pet.	PROWESS FINESSE PROWL
VICE / PURVEYOR: FAITH—GAMBLIN	G—LUXURY—OBLIGATION—PLEASU			○ Scout: When you g	gather info to locate or or u	a target, you get +1 effect. se camouflage, you get +1d	SKIRMISH WRECK
HARM 3	RECKLESS—SOFT—UN		ious	SURVIVOR: From h immune to the poiso subsist on the strangTOUGH AS NAILS:	ard won experience onous miasma of the e flora and fauna the Penalties from harm	or occult ritual, you are deathlands and are able to e. You get +1 stress box. are one level less severe	RESOLVE ATTUNE COMMAND CONSORT SWAY
1	L	ARMOR HEAVY		against someone who	in an additional xp harmed you or some	trigger: You got payback one you care about. If your	BONUS DIE PUSH YOURSELF (take
NOTES	EF	FECT SPECIAL		crew helped you get			+ 2 stress) -OR- accept a DEVIL'S BARGAIN.
				DEADLY FRIENDS	ITE	IS LO.	AD 🔷 3 light 🔷 5 normal 🔷 6 heavy
				△ Steiner, an assas		ne pair of pistols	☐ A Blade or Two
				△ ▽ Celene, a sentine	CI	Fine long rifle	☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
				△ Melvir, a physicl	zer	ectroplasmic ammunition trained hunting pet	☐ A Large Weapon
				△		yglass	☐ An Unusual Weapon
				△ ▽ Casta, a bounty	_	iritbane charm	☐ Armor ☐ +Heavy
				XP			☐ Burglary Gear ☐☐ Climbing Gear
				• Every time you roll a de	esperate action, mark xp	in that action's attribute.	☐ Arcane Implements
				At the end of each session	, for each item below, n	ark 1 xp (in your playbook or	
				an attribute) or 2 xp if tha • You addressed a challen			☐ Subterfuge Supplies ☐ Demolition Tools
				◆ You expressed your belie	0		☐ Tinkering Tools
				◆ You struggled with issue	es from your vice or trau	nas during the session.	☐ Lantern
				TEAMWORK	PLANNING & LOAI		GATHER INFORMATION
				Assist a teammate	Choose a plan, provi load limit for the op	de the <i>detail</i> . Choose your eration.	 ◆ What do they intend to do? ◆ How can I get them to [X]?
				Lead a group action	Assault: Point of atta	ck Occult: Arcane power	◆ What are they really feeling?
				Protect a teammate	Deception: Method	Social: Connection	◆ Where are they vulnerable?◆ Where did [X] go?
				Set up a teammate	Stealth: Entry point	Transport: Route	◆ How can I find [X]?◆ What's really going on here?

BLADESINTHEDARK A SABOTEUR AND TECHNICIAN SPECIAL ABILITIES PLAYBOOK NAME ALIAS O 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. HUNT LOOK O 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. TINKER HERITAGE: AKOROS-THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW • ARTIFICER: When you invent or craft a creation with spark-craft IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE-MILITARY-NOBLE-UNDERWORLD features, take +1 result level to your roll. You begin with one special design already known. FINESSE O FORTITUDE: You may expend your special armor to resist a PROWL consequence of fatigue, weakness, or chemical effects, or to push SKIRMISH VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD yourself when working with technical skill or handling alchemicals. WRECK O GHOST WARD: You know how to Wreck an area with arcane substances RESOLVE and methods so it is either anothema or enticing to spirits (your choice). RECKLESS—SOFT—UNSTABLE—VICIOUS O PHYSICKER: You can Tinker with bones, blood, and bodily humours to ATTUNE treat wounds or stabilize the dying. You may **study** a malady or corpse. COMMAND NEED project clock Everyone in your crew gets +1d to their healing treatment rolls. 3 CONSORT HELP O SABOTEUR: When you Wreck, the work is much quieter than it ARMOR USES • • SWAY should be and the damage is hidden from casual inspection. 2 -1D ARMOR **BONUS DIE** O VENOMOUS: Choose a drug or poison (from your bandolier stock) to HEAVY which you have become immune. You can push yourself to secrete it LESS PUSH YOURSELF (take through your skin or saliva or exhale it as a vapor. SPECIAL 2 stress) -or- accept a DEVIL'S BARGAIN. OOO **VETERAN**: Choose a special ability from another source. NOTES ALCHEMICALS **CLEVER FRIENDS ITEMS LOAD** \Diamond 3 light \Diamond 5 normal \Diamond 6 heavy Bandolier □**-**□**-**□ ☐ Fine tinkering tools ☐ A Blade or Two △ ✓ Stazia, an apothecary Bandolier □-□-□ ☐ Throwing Knives ☐ Fine wrecking tools △ ▽ Veldren, a psychonaut When you use a bandolier ☐ A Pistol ☐ A 2nd Pistol ☐ Blowgun & darts, syringes slot, choose an alchemical: $\triangle \nabla$ Eckerd, a corpse thief ☐ A Large Weapon ☐ Bandolier (3 uses) ◆ Alcahest ☐ An Unusual Weapon △ ▽ Jul, a blood dealer ☐ Bandolier (3 uses) ◆ Binding Oil ☐ Armor ☐ + Heavy ◆ Drift Oil △ ▽ Malista, a priestess ☐ ☐ ☐ Gadgets ☐ Burglary Gear ◆ Drown Powder □**-**□ Climbing Gear ◆ Eveblind Poison ☐ Arcane Implements • Every time you roll a desperate action, mark xp in that action's attribute. ◆ Fire Oil ☐ Documents At the end of each session, for each item below, mark 1 xp (in your playbook or ♦ Grenade an attribute) or 2 xp if that item occurred multiple times. ☐ Subterfuge Supplies ◆ Quicksilver • You addressed a challenge with technical skill or mayhem. **□H**□ Demolition Tools ◆ Skullfire Poison ◆ You expressed your beliefs, drives, heritage, or background. ☐ Tinkering Tools ◆ Smoke Bomb • You struggled with issues from your vice or traumas during the session. □ Lantern Spark (drug) Standstill Poison **TEAMWORK** PLANNING & LOAD **GATHER INFORMATION** ◆ Trance Powder Choose a plan, provide the *detail*. Choose your ◆ What do they intend to do? **Assist** a teammate *load* limit for the operation. \bullet How can I get them to [X]? • Are they telling the truth? **Assault:** Point of attack Lead a group action Occult: Arcane power ◆ What can I tinker with here? Protect a teammate **Deception:** Method **Social:** Connection ◆ What might happen if I [X]? ◆ How can I find [X]? Set up a teammate Stealth: Entry point **Transport:** Route

STUDY

◆ What's really going on here?

SURVEY

BLADESINTH	=UARR			A STEALTHY INFILTRATOR	
	CREW	LUR		AND BURGLAR	
		SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS	○ Infiltrator: You a bypass security measu ○ Ambush: When you a	ures.		INSIGHT HUNT
LOOK		O DAREDEVIL: When y	0 1	on, you get +1d to your	STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGO IRUVIA—SEVEROS—SKOVLAN—TYO			tional benefits: perform nan—maneuver to confi	a feat of athletics that	PROWESS FINESSE PROWL
	NG—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD	EXPERTISE: Choose group action using the regardless of the num	hat action, you can suffe		skirmish WRECK
HARM	COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS HEALING	OGHOST VEIL: You mashadowy and insubstryou shift, plus 1 stress	ay shift partially into the antial for a few momer for each extra feature: <i>I</i>	nts. Take 2 stress when the stress of the st	RESOLVE ATTUNE
3	NEED project clock HELP ARMOR USES	rather than moments may float through the REFLEXES : When the		, ,	COMMAND CONSORT SWAY
2	-1D ARMOR LESS HEAVY	is you (two characters • SHADOW: You may exp	s with Reflexes act simu pend your special armo i	ıltaneously). r to resist a consequence	BONUS DIE
1 NOTES	EFFECT SPECIAL	of athletics or stealth.		·	+ 2 stress) -OR- accept a DEVIL'S BARGAIN .
		SHADY FRIENDS	ITEMS		ND A 37/1/ A 5 1 A 51
		JIIADI TRIENDO	IIEMS	LUA	AU 3 light 55 normal 56 heavy
		△ ▽ Telda, a beggar		lockpicks	AD ♦ 3 light ♦ 5 normal ♦ 6 heavy ☐ A Blade or Two
			☐ Fine l	lockpicks shadow cloak	☐ A Blade or Two ☐ Throwing Knives
		△▽ Telda, a beggar	□ Fine i pat □ Fine : Light	lockpicks shadow cloak climbing gear	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
		$\triangle \bigtriangledown$ Telda, a beggar $\triangle \bigtriangledown$ Darmot, a blueco	□ Fine i □ Fine i □ Light □ Silence	lockpicks shadow cloak	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ H☐ A Large Weapon ☐ An Unusual Weapon
		$\triangle \bigtriangledown$ Telda, a beggar $\triangle \bigtriangledown$ Darmot, a blueco $\triangle \bigtriangledown$ Frake, a locksmit	□ Fine i □ Fine i □ Light □ Silend noble □ Dark	lockpicks shadow cloak climbing gear se potion vial	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ + Heavy
		$\triangle \bigtriangledown$ Telda, a beggar $\triangle \bigtriangledown$ Darmot, a blueco $\triangle \bigtriangledown$ Frake, a locksmit $\triangle \bigtriangledown$ Roslyn Kellis, a n	□ Fine i □ Fine i □ Light □ Silend noble □ Dark	lockpicks shadow cloak climbing gear ce potion vial -sight goggles	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ H A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ H Heavy
		△ ▽ Telda, a beggar △ ▽ Darmot, a bluecc △ ▽ Frake, a locksmit △ ▽ Roslyn Kellis, a n △ ▽ Petra, a city clerk	□ Fine to pat □ Fine to □ Light □ Silend □ Dark □ Spirit	chockpicks shadow cloak climbing gear ce potion vial -sight goggles bane charm	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ + Heavy
		△ ▽ Telda, a beggar	pat Fine to Light Ch Silence Toole Dark Spirit Sperate action, mark xp in the for each item below, mark item occurred multiple times.	lockpicks shadow cloak climbing gear re potion vial -sight goggles bane charm that action's attribute.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ + Heave ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies
		△ ▽ Telda, a beggar △ ▽ Darmot, a bluecc △ ▽ Frake, a locksmit △ ▽ Roslyn Kellis, a n △ ▽ Petra, a city clerk XP ◆ Every time you roll a des At the end of each session, an attribute) or 2 xp if that ◆ You addressed a challeng	pat Fine in Light th Silent toble Dark Spirit sperate action, mark xp in the for each item below, mark item occurred multiple ting with stealth or evasion.	shadow cloak climbing gear ce potion vial -sight goggles bane charm chat action's attribute. 1 xp (in your playbook or mes.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ + Heave ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ ☐ Demolition Tools
		△ ▽ Telda, a beggar	Fine in a special part of the state of the solution of the state of th	shadow cloak climbing gear ce potion vial -sight goggles bane charm that action's attribute. 1 xp (in your playbook or mes.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ + Heave ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies
		△ ▽ Telda, a beggar	pat Fine in Light Light Silence Comble Dark Spirit Spirit Sperate action, mark xp in the for each item below, mark item occurred multiple times with stealth or evasion. If sperate item your vice or traumas PLANNING & LOAD	shadow cloak climbing gear ce potion vial -sight goggles bane charm that action's attribute. class 1 xp (in your playbook or mes. ground. during the session.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ Tinkering Tools
		△ ▽ Telda, a beggar	Fine to at Fine to Light Ch Silence The Si	shadow cloak climbing gear ce potion vial -sight goggles bane charm chat action's attribute. cl 1 xp (in your playbook or mes. ground. during the session.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ Heave ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ Demolition Tools ☐ Tinkering Tools ☐ Lantern GATHER INFORMATION ◆ What do they intend to do?
		△ ▽ Telda, a beggar	pat Fine in Light Silence The	shadow cloak climbing gear ce potion vial -sight goggles bane charm chat action's attribute. cl 1 xp (in your playbook or mes. ground. during the session.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ Heave ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Documents ☐ Demolition Tools ☐ Tinkering Tools ☐ Lantern GATHER INFORMATION ◆ What do they intend to do? ◆ How can I get them to [X]? ◆ What should I look out for?
		△ ▽ Telda, a beggar	Fine in a land in the land in	shadow cloak climbing gear ce potion vial -sight goggles bane charm that action's attribute. cl xp (in your playbook or mes. ground. during the session.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ Heave ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Documents ☐ Demolition Tools ☐ Tinkering Tools ☐ Lantern GATHER INFORMATION ◆ What do they intend to do? ◆ How can I get them to [X]?

STASH

BLADESINTH	DARK		SLID	E	A SUBTLE MANIPULATO	COIN
	CREW			JC	AND SPY	
			SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS				our best action rating while u adapt your skill to this use	
LOOK			misdirection, you go	et +1d to rolls to co f your disguise, the	guise or other form of cover onfuse or deflect suspicion resulting surprise gives you	. STUDY
HERITAGE: AKOROS—THE DAGGI IRUVIA—SEVEROS—SKOVLAN—TYCI			demon as if it was a a appears. You gain pot	normal human, rega ency when commun	od to interact with a ghost or rdless of how wild or feral i icating with the supernatural	FINESSE
VICE / PURVEYOR: FAITH—GAMBLING	G—LUXURY—OBLIGATION—PLEASURE—STUPOR—WE	IRD	O LIKE LOOKING INTO	o a Mirror: You ca	n always tell when someone	SKIRMISH
STRESS	AUMA COLD—HAUNTED—OBSESSED—PARANG RECKLESS—SOFT—UNSTABLE—VICIO		O A LITTLE SOMETHI phase, you earn +2 s	ING ON THE SIDE: A	t the end of each downtime	RESOLVE
HARM 3	NEED project clock	$\overline{\mathbb{H}}$	forget that it's happe	ened until they next	•	ATTUNE COMMAND
2	HELP ARMOR USES -1D ARMOR				special armor to resist a ion, or to push yourself for	• • • SWAY
1	LESS HEAVY				et with whom you have ar	PUSH TOURSELF (take
NOTES	SPECIAL SPECIAL		OOO VETERAN: Cho		from another source.	+ 2 stress) -or- accept a DEVIL'S BARGAIN .
			SLY FRIENDS	IT	EMS 1	LOAD \diamondsuit 3 light \diamondsuit 5 normal \diamondsuit 6 heavy
			△ ▽ Bryl, a drug dea	ıler 🔲 İ	Fine clothes & jewelry	☐ A Blade or Two
			△ ▽ Bazso Baz, a gar	is icadei	Fine disguise kit	☐ Throwing Knives
			△ Klyra, a tavern o	owner	Fine loaded dice, trick cards	☐ A Pistol ☐ A 2 nd Pistol ☐ H☐ A Large Weapon
			△ ▽ Nyryx, a prostit		Trance powder	☐ An Unusual Weapon
			$\triangle \nabla$ Harker, a jail-bi	L -	A cane-sword Spiritbane charm	□ Armor □ + Heavy □ Burglary Gear
			XP			☐ Climbing Gear
				n, for each item below, at item occurred multi age with deception or in lefs, drives, heritage, or	- nfluence. background.	☐ Arcane Implements
			TEAMWORK	PLANNING & LOA		GATHER INFORMATION
			Assist a teammate	Choose a plan, pro <i>load</i> limit for the o		◆ What do they intend to do?◆ How can I get them to [X]?
			Lead a group action	Assault: Point of att	tack Occult: Arcane power	Are they telling the truth?What are they really feeling?
			Protect a teammate	Deception: Method	Social: Connection	◆ What do they really care about?
			Set up a teammate	Stealth: Entry point	t Transport: Route	How can I blend in here?What's really going on here?

BLADESINTHE	DARK	SPIL	1FD	A DEVIOUS	COIN
	CREW		JER	MASTERMIND	
		SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS	paying stress. Tell u	s how you prepared for		INSIGHT
гоок		you may give yourse	elf or another crew memb	ing, during downtime , per +1 downtime action.	• HUNT • STUDY
HERITAGE: AKOROS—THE DAGGE	R ISLES BACKGROUND: ACADEMIC—LABOR—LAW	acquire an asset or	reduce heat.	1 result level when you	SURVEY TINKER
IRUVIA—SEVEROS—SKOVLAN—TYCH	EROS TRADE—MILITARY—NOBLE—UNDERWORLD	the dice outcome by vice may do the sam	y 1 or 2 (up or down). A ne.	our vice, you may adjust n ally who joins in your	PROWESS FINESSE PROWL
VICE / PURVEYOR: FAITH—GAMBLING- STRESS TRAI	—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD	partner—human or		a deal, you and your a mark of your oath. If harm, "Cursed".	SKIRMISH WRECK
HARM	RECKLESS—SOFT—UNSTABLE—VICIOUS	O JAIL BIRD: When it your Tier as 1 more,	ncarcerated, your wante	ed level counts as 1 less, status with a faction you	RESOLVE ATTUNE COMMAND
2	NEED project clock HELP ARMOR USES	O MASTERMIND: You teammate, or to pus on a long-term proj	h yourself when you gat	cial armor to protect a her information or work	• CONSORT SWAY
1	LESS HEAVY	O WEAVING THE WE information on a taroll for that operati	arget for a score. You get	nsort when you gather +1d to the engagement	BONUS DIE PUSH YOURSELF (take
NOTES	SPECIAL	-	oose a special ability fro	m another source.	+ 2 stress) -OR- accept a DEVIL'S BARGAIN .
		SHREWD FRIENDS	ITEMS	LO	AD 🔷 3 light 🔷 5 normal 🔷 6 heavy
		$\triangle abla$ Salia, an inform	ation broker	cover identity	☐ A Blade or Two
		△▽ Augus, a maste	i aiciiilect	bottle of whiskey	☐ Throwing Knives
		△▽ Jennah, a serva	nt Blue	•	☐ A Pistol ☐ A 2 nd Pistol ☐ H☐ A Large Weapon
		△ ▼ Riven, a chemis		of slumber essence cealed palm pistol	☐ An Unusual Weapon
		△▽ Jeren, a bluecoa		itbane charm	☐ Armor ☐ +Heavy☐ Burglary Gear
		XP			□ - □ Climbing Gear
			lesperate action, mark xp in		☐ Arcane Implements ☐ Documents
			n, for each item below, mai at item occurred multiple t	rk 1 xp (in your playbook or times.	☐ Subterfuge Supplies
		_	nge with calculation or con		□ Demolition Tools
			iefs, drives, heritage, or bac	*	☐ Tinkering Tools
		◆ You struggled with issu	es from your vice or trauma	is during the session.	Lantern
		TEAMWORK	PLANNING & LOAD	the <i>detail</i> . Choose your	GATHER INFORMATION
		Assist a teammate	load limit for the opera	ation.	What do they want most?What should I look out for?
		Lead a group action	Assault: Point of attack	Occult: Arcane power	Where's the leverage here?How can I discover [X]?
		Protect a teammate	Deception: Method	Social: Connection	◆ What do they intend to do?
		Set up a teammate	Stealth: Entry point	Transport: Route	How can I get them to [X]?What's really going on here?

BLADESINTHEDARK WHISPER AN ARCANE ADEPT AND CHANNELER PLAYBOOK NAME ALIAS O 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). HUNT LOOK O GHOST MIND: You're always aware of supernatural entities in your STUDY presence. Take +1d when you gather info about the supernatural. SURVEY O IRON WILL: You're immune to the terror that some supernatural TINKER HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW entities inflict on sight. Take +1d to resistance rolls with **Resolve**. IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE-MILITARY-NOBLE-UNDERWORLD OCCULTIST: You know the secret ways to Consort with ancient FINESSE powers, forgotten gods or demons. Once you've consorted with one, you get +1d to command cultists who worship it. PROWL VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD SKIRMISH O RITUAL: You can Study an occult ritual (or create a new one) to WRECK summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned. O STRANGE METHODS: When you invent or craft a creation with ATTUNE arcane features, take +1 result level to your roll. You begin with one COMMAND arcane design already known. NEED project clock 3 CONSORT HELP **TEMPEST**: You can **push yourself** to do one of the following: *unleash* • • SWAY ARMOR USES a stroke of lightning as a weapon—summon a storm in your immediate -1D ARMOR vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.). **BONUS DIE** ○ WARDED: You may expend your special armor to resist a supernatural HEAVY LESS PUSH YOURSELF (take consequence, or to push yourself when you deal with arcane forces. SPECIAL 2 stress) -or- accept a DEVIL'S BARGAIN. OOO **VETERAN**: Choose a special ability from another source. NOTES **LOAD** \Diamond 3 light \Diamond 5 normal \Diamond 6 heavy STRANGE FRIENDS **ITEMS** ☐ Fine lightning hook ☐ A Blade or Two △▽ Nyryx, a possessor ghost ☐ Throwing Knives ☐ Fine spirit mask △ ▼ Scurlock, a vampire ☐ A Pistol ☐ A 2nd Pistol ☐ *Electroplasm vials* △▽ Setarra, a demon ☐ A Large Weapon ☐ Spirit bottles (2) ☐ An Unusual Weapon △▽ Quellyn, a witch ☐ *Ghost key* ☐ Armor ☐ + Heavy △▽ Flint, a spirit trafficker □ Demonbane charm ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements • Every time you roll a desperate action, mark xp in that action's attribute. ☐ Documents 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. ☐ Subterfuge Supplies ◆ You addressed a challenge with knowledge or arcane power. **□H**□ Demolition Tools • You expressed your beliefs, drives, heritage, or background. ☐ Tinkering Tools • You struggled with issues from your vice or traumas during the session. □ Lantern **TEAMWORK** PLANNING & LOAD **GATHER INFORMATION** Choose a plan, provide the detail. Choose your ◆ What is arcane or weird here? **Assist** a teammate load limit for the operation. ◆ What echoes in the ghost field? ◆ What is hidden or lost here? Lead a group action **Assault:** Point of attack Occult: Arcane power ◆ What do they intend to do? Protect a teammate **Deception:** Method **Social:** Connection ◆ What drives them to do this? ◆ How can I reveal [X]? Set up a teammate Stealth: Entry point **Transport:** Route

◆ What's really going on here?

BLADESINTHED						STASH COIN
	CREW		PLAYBOOK			
			SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS					INSIGHT
						HUNT
LOOK						• STUDY
						SURVEY
HERITAGE: AKOROS—THE DAGGER IS						DROWESS TINKER
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS	S TRADE—MILITARY—N	IOBLE—UNDERWORLD				PROWESS FINESSE
						PROWL
VICE / PURVEYOR: FAITH—GAMBLING—LU	XURY—OBLIGATION—PLEASU	JRE—STUPOR—WEIRD				• • • SKIRMISH
STRESS	COLD—HAUNTED—OBS	SESSED—PARANOID				• • • WRECK
	RECKLESS—SOFT—UN	ISTABLE - VICIOUS				RESOLVE
HARM		HEALING				ATTUNE COMMAND
3		EED project clock				• CONSORT
2		ARMOR USES				• • SWAY
		ARMOR				BONUS DIE
1		ESS HEAVY FECT SPECIAL				PUSH YOURSELF (take + 2 stress) -OR- accept a
NOTES		01 20112				DEVIL'S BARGAIN.
			FRIENDS	ITEMS	LOA	AD 🔷 3 light 🔷 5 normal 🔷 6 heavy
			Δ∇			
			Δ∇			
			Δ∇			
			Δ∇			
			Δ∇			
			XP			
				desperate action, mark xp in	that action's attribute.	
			At the end of each sessi	on, for each item below, mar	k 1 xp (in your playbook o	r 🗆 🗆
				hat item occurred multiple ti	mes.	
			◆ You addressed a chall ◆ You expressed your h	enge witheliefs, drives, heritage, or back	coround	-
			1 /	sues from your vice or trauma	O .	
			TEAMWORK	PLANNING & LOAD	-	GATHER INFORMATION
				Choose a plan, provide	the <i>detail</i> . Choose your	◆ What do they intend to do?
			Assist a teammate	load limit for the opera		◆ How can I get them to [X]?
			Lead a group action	Assault: Point of attack	Occult: Arcane power	What are they really feeling?What should I lookout for?
			Protect a teammate	Deception: Method	Social: Connection	◆ Where's the weakness here?
			Set up a teammate	Stealth: Entry point	Transport: Route	How can I find [X]?What's really going on here?

BLADESINTHEDARK CREW SHEET WEAK IMPAIRED BROKEN ARMOR **ASSASSINS** SPECIAL ABILITIES REPUTATION NAME O DEADLY: Each PC may add +1 action rating to Hunt, Prowl, or LAIR **Skirmish** (up to a max rating of 3). Crow's Veil: Due to hard-won experience or occult ritual, your HOLD WEAK TIER STRONG activities are hidden from the notice of the death-seeker crows. WEAK IMPAIRED BROKEN ARMOR You don't take extra heat when killing is involved on a score. **EMBERDEATH**: Due to hard-won experience or occult ritual, you **TRAINING** HAGFISH FARM know the arcane method to destroy a living victim's spirit at the VICE DEN FIXER INFORMANTS ROOMS Body disposal. moment you kill them. Take 3 stress to channel electroplasmic (Tier roll) - Heat = +2 coin for lower-+1d gather info +1 scale for your +1d to reduce heat energy from the ghost field to disintegrate the spirit and dead coin in downtime class targets for scores Skulks cohorts after killing body in a shower of sparking embers. **No Traces**: When you keep an operation quiet or make it look like an accident, you get half the rep value of the target (round up) instead COVER VICTIM of zero. When you end **downtime** with zero heat, take +1 rep. COHORT **TROPHIES** LAIR **OPERATION** TURF TURF WEAK IMPAIRED BROKEN ARMOR **PATRON**: When you advance your **Tier**, it costs **half the coin** it +1 rep per score -2 heat per score normally would. Who is your patron? Why do they help you? **PREDATORS**: When you use stealth or subterfuge to commit murder, take +1d to the engagement roll. PROTECTION LOVER IDENTITIES ENVOY CITY RECORDS INFIRMARY • VIPERS: When you acquire or craft poisons, you get +1 result RACKET +1d engagement level to your roll. When you employ a poison, you are specially +1d to healing +2 coin for high-+1d engagement (Tier roll) - Heat = for deception and prepared to be immune to its effects. for stealth plans rolls class targets coin in downtime social plans • • VETERAN: Choose a special ability from another crew. COHORT VAULTS WEAK IMPAIRED BROKEN ARMOR At the end of each session, for each item below, mark 1 xp (or instead mark Upon crew advance, each PC gets stash = Tier+2. 2xp if that item occurred multiple times). • Execute a successful accident, disappearance, murder, or ransom operation. • Contend with challenges above your current station. • Bolster your crew's reputation or develop a new one. • Express the goals, drives, inner conflict, or essential nature of the crew. CONTACTS CREW UPGRADES LAIR QUALITY Trev, a gang boss ☐ Assassin rigging (2 free load of □□ Carriage weapons or gear) ☐ Documents Lydra, a deal broker □□ Boat ☐ Ironhook Contacts (+1 Tier in ☐ Gear Irimina, a vicious noble □ Hidden prison) ☐ Implements ☐ Quarters Karlos, a bounty hunter ☐ Elite Skulks ☐ Supplies □□ Secure Exeter, a spirit warden ☐ Elite Thugs ☐ Tools □□ Vault Hardened (+1 trauma box) Sevoy, a merchant lord ☐ Workshop ☐ Weapons TRAINING COHORTS HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM Insight UPGRADE COSTS Prowess New Cohort: 2 ☐ Resolve Add Type: 2 ☐ Personal

COHORT

□**-**□**-**□**-**□ Mastery

COHORT BLADESINTHEDARK CREW SHEET WEAK IMPAIRED BROKEN ARMOR BRAVOS MERCENARIES. THUGS & Thugs **KILLERS** SPECIAL ABILITIES NAME REPUTATION DANGEROUS: Each PC may add +1 action rating to Hunt, LAIR **Skirmish,** or **Wreck** (up to a max rating of 3). **BLOOD BROTHERS**: When you fight alongside your cohorts H(I) III WEAK STRONG TIER in combat, they get +1d for teamwork rolls (setup and group WEAK IMPAIRED BROKEN ARMOR actions). All of your cohorts get the Thugs type for free (if they're TERRORIZED PROTECTION already Thugs, add another type). INFORMANTS BARRACKS CITIZENS **BACKET Door Kickers**: When you execute an assault plan, take +1d to TURF +1 scale for your +1d gather info +2 coin for battle (Tier roll) - Heat = the engagement roll. Thug cohorts for scores or extortion coin in downtime • FIENDS: Fear is as good as respect. You may count each wanted level as if it was turf. FIGHTING PITS • Forged in the Fire: Each PC has been toughened by cruel LAIR TURF TURF **TURF** (Tier roll) - Heat = experience. You get +1d to resistance rolls. WEAK IMPAIRED BROKEN ARMOR coin in downtime **PATRON**: When you advance your **Tier**, it costs **half the coin** it normally would. Who is your patron? Why do they help you? BLUECOAT WAREHOUSES WAR DOGS: When you're at war (-3 faction status), your crew BLUECOAT STREET FENCE **INFIRMARY** CONFEDERATES does not suffer -1 hold and PCs still get two downtime activities, Stockpiles give you INTIMIDATION +2 coin for lower-+1d to healing +1d engagement +1d to acquire instead of just one. -2 heat per score rolls class targets for assault plans assets **VETERAN**: Choose a special ability from another crew. COHORT **VAULTS** WEAK IMPAIRED BROKEN ARMOR At the end of each session, for each item below, mark 1 xp (or instead mark *Upon crew advance, each PC gets stash* = Tier+2. 2xp if that item occurred multiple times). • Execute a successful battle, extortion, sabotage, or smash & grab operation. • Contend with challenges above your current station. • Bolster your crew's reputation or develop a new one. • Express the goals, drives, inner conflict, or essential nature of the crew. CONTACTS CREW UPGRADES ☐ Bravos rigging (2 free load of LAIR QUALITY Meg, a pit-fighter weapons or armor) □□ Carriage □ Documents Conway, a bluecoat □□ Boat ☐ Ironhook Contacts (+1 Tier in ☐ Gear Keller, a blacksmith □Hidden prison) ☐ Implements ☐ Quarters >Tomas, a physicker ☐ Elite Rovers ☐ Supplies □□ Secure ▶Walker, a ward boss ☐ Elite Thugs ☐ Tools □□ Vault

Lutes, a tavern owner

Hardened (+1 trauma box)

HUNTING GROUNDS: BATTLE—EXTORTION—SABOTAGE—SMASH & GRAB

☐ Workshop ☐ Weapons

COHORTS

UPGRADE COSTS

New Cohort: 2

Add Type: 2

TRAINING

☐ Insight

Prowess

☐ Resolve

☐ Personal
☐ H☐H☐ Mastery

BLADESINTHEDARK CREW SHEET CITY T

ulau)		DAIUX			LULI	OF A DEITY	Adepts	
NAME			EPUTATION		SPECIAL ABILITIES			
NAME LAIR		KI	EPUTATION		OCHOSEN: Each PC may add - Sway (up to a max rating of 3	-1 action rating to Attune , Study , or 3).		
DEITY			—CRUEL—FEROCI	OUS—MONSTROUS IE—TRANSCENDENT	bound in Darkness: You member, regardless of the o	resistance rolls against supernatural rolls when you have supernatural harm. may use teamwork with any cult distance separating you. By taking		BROKEN ARMOR
CLOISTER +1 scale for your	VICE DEN (Tier roll) - Heat =	OFFERTORY +2 coin for occult	ANCIENT OBELISK -1 stress cost for all arcane powers	ANCIENT TOWER +1d to Consort w/ arcane entities	• CONVICTION: Each PC gains a indulge this vice and bring a pl if you clear excess stress. In ac action roll you make—from r	sage is heard by every cultist. n additional Vice: Worship. When you easing sacrifice, you don't overindulge dition, your deity will assist any one low until you indulge this vice again. deity sometimes manifests in the	COHORT	SANG O EXPERT O
Adept cohorts	coin in downtime	operations	and rituals	on site	physical world. This can be values of a god are not those SEALED IN BLOOD: Each hus	a great boon, but the priorities and of mortals. You have been warned. man sacrifice yields -3 stress cost for	WEAK IMPAIRED	
TURF	TURF	LAIR	TURF	TURF	themselves to the cult. They wil	ve abandoned their reason to devote l undertake any service, no matter how +1d to rolls against enemies of the faith.		
SPIRIT WELL +1d to Attune on site.	ANCIENT GATE Safe passage in the Deathlands	SANCTUARY +1d to Command and Sway on site	SACRED NEXUS +1d to healing rolls	ANCIENT ALTAR +1d engagement for occult plans	CREW XP At the end of each session, for each 2xp if that item occurred multiple to	n item below, mark 1 xp (or instead mark		BROKEN ARMOR
HEAT	U U U U WAN		VAULTS	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	 Advance the agenda of your deity Contend with challenges above you Bolster your crew's reputation or a Express the goals, drives, inner content 	our current station. levelop a new one.		
					CONTACTS	CREW UPGRADES		
					 Gagan, an academic Adikin, an occultist Hutchins, an antiquarian Moriya, a spirit trafficker Mateas Kline, a noble Bennett, an astronomer 	 □ Cult rigging (2 free load of documents or implements) □ Ritual sanctum in lair □ Elite Adepts □ Elite Thugs □ Ordained (+1 trauma box) 	LAIR □□ Carriage □□ Boat □ Hidden □ Quarters □□ Secure □□ Vault □ Workshop	QUALITY Documents Gear Implements Supplies Tools Weapons
					SACRED SITES: ACQUISITION—.	AUGURY—CONSECRATION—SACRIFICE	TRAINING ☐ Insight ☐ Prowess ■ Resolve ☐ Personal ☐ Hersonal	COHORTS UPGRADE COSTS New Cohort: 2 Add Type: 2

WEAK IMPAIRED BROKEN ARMOR

ACOLYTES

BLADESINTHEDARK CREW SHEET HAWKERS

						DEALERS		
NAME			REPUTATION		SPECIAL ABILITIES			
LAIR					OSILVER TONGUES: Each F Command, Consort, or Swa	PC may add +1 action rating to ay (up to a max rating of 3).		
REP		TURF HOLD W	YEAK STRONG TIL			s are as good as territory. You may statuses you hold as if they are turf.		BROKEN ARMOR
TURF	PERSONAL CLOTHIER +1d engagement roll for social plans	+2 coin for show of force or socialize	LOOKOUTS +1d to Survey or Hunt on your turf	INFORMANTS +1d gather info for scores	quality is equal to your Ties	erchandise is exquisite. The product e+2. When you deal with a crew or who among them is hooked on your all).		
				LUXURY VENUE	you have discovered how to pr	rcane ritual or hard-won experience, repare your product for sale to ghosts bay in coin. What do they pay with?	C. M. M.	GANG O EXPERT O
TURF	TURF	LAIR	TURF	+1d to Consort and Sway on site	O HIGH SOCIETY: It's all about downtime and +1d to gather	who you know. Take -1 heat during r info about the city's elite.	WEAK IMPAIRED	BROKEN ARMOR
	U WEET DEN			LOVER IDENTITIES		rs use your product. Add the <i>savage</i> , ur gangs to give them +1 quality .		
FOREIGN MARKET (Tier roll) - Heat = coin in downtime	VICE DEN (Tier roll) - Heat = coin in downtime	+2 coin for product sale or supply	COVER OPERATION -2 heat per score	+1d engagement for deception and transport plans	normally would. Who is your	e your Tier , it costs half the coin it r patron? Why do they help you?		
					OVETERAN: Choose a specia	al ability from another crew.	COHORT G	GANG O EXPERT O
			□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□		2xp if that item occurred multiple t	ndestine/covert sales, or secure new territory. our current station. levelop a new one. nflict, or essential nature of the crew.		
					CONTACTS	CREW UPGRADES		
					Rolan Wott, a magistrate Laroze, a bluecoat	☐ Hawker's rigging (1 carried item is concealed and has no load)	LAIR □□ Carriage	QUALITY ☐ Documents
					⊳Lydra, a deal broker	☐ Ironhook Contacts (+1 Tier in prison)	□□ Boat □ Hidden	☐ Gear ☐ Implements
					>Hoxley, a smuggler	☐ Elite Rooks	☐ Quarters ☐ Secure	☐ Supplies
					>Anya, a dillettante	☐ Elite Thugs	□□ Vault	□ Tools
					⊳Marlo, a gang boss	Composed (+1 stress box)	□Workshop	☐ Weapons
					SALES TERRITORY: SALE—SUPP	LY—SHOW OF FORCE—SOCIALIZE	TRAINING ☐ Insight ☐ Prowess	COHORTS UPGRADE COSTS New Cohort: 2
							■ Resolve □ Personal	Add Type: 2
							 Ma	stery

WEAK IMPAIRED BROKEN ARMOR

COHORT BLADESINTHEDARK CREW SHEET WEAK IMPAIRED BROKEN ARMOR SHADOWS THIEVES, SPIES, AND **SABOTEURS** SPECIAL ABILITIES REPUTATION NAME • EVERYONE STEALS: Each PC may add +1 action rating to Prowl, LAIR **Finesse,** or **Tinker** (up to a max rating of 3). H(I) II WEAK STRONG TIER **GHOST ECHOES:** From weird experience or occult ritual, all crew members gain the ability to see and interact with the ghostly WEAK IMPAIRED BROKEN ARMOR structures, streets, and objects within the echo of Doskvol that NTERROGATION exists in the ghost field. LOYAL FENCE GAMBLING DEN TAVERN CHAMBER TURF **PACK RATS**: Your lair is a jumble of stolen items. When you roll +2 coin for burglary (Tier roll) - Heat = +1d to Consort +1d to Command or robbery coin in downtime and Sway on site to acquire an asset, take +1d. and Sway on site O PATRON: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you? DRUG DEN INFORMANTS LOOKOUTS **SECOND STORY:** When you execute a clandestine infiltration, you LAIR TURF (Tier roll) - Heat = +1d gather info +1d to Survey or WEAK | IMPAIRED | BROKEN | JARMOR get +1d to the engagement roll. coin in downtime Hunt on your turf for scores **SLIPPERY**: When you roll **entanglements**, roll twice and keep the one you want. When you reduce heat on the crew, take +1d. HAGFISH FARM SECRET **COVERT DROPS** INFIRMARY **PATHWAYS** • SYNCHRONIZED: When you perform a group action, you may Body disposal, TURF +1d to healing +2 coin for espionage count multiple 6s from different rolls as a critical success. +1d to reduce heat +1d engagement rolls or sabotage after killing for stealth plans **VETERAN**: Choose a special ability from another crew. COHORT WEAK IMPAIRED BROKEN ARMOR At the end of each session, for each item below, mark 1 xp (or instead mark Upon crew advance, each PC gets stash = Tier+2. 2xp if that item occurred multiple times). • Execute a successful espionage, sabotage, or theft operation. • Contend with challenges above your current station. • Bolster your crew's reputation or develop a new one. • Express the goals, drives, inner conflict, or essential nature of the crew. CONTACTS CREW UPGRADES Dowler, an explorer LAIR QUALITY ☐ Thief Rigging (2 free load of □□ Carriage tools or gear) ☐ Documents Laroze, a bluecoat □□ Boat ☐ Gear ☐ Underground maps & passkeys >Amancio, a deal broker ■ Hidden ☐ Implements ☐ Elite Rooks ☐ Quarters Fitz, a collector ☐ Supplies □□ Secure ☐ Elite Skulks Adelaide Phroaig, a noble ☐ Tools □□ Vault Steady (+1 stress box) Rigney, a tavern owner ☐ Workshop ☐ Weapons TRAINING **COHORTS** HUNTING GROUNDS: BURGLARY—ESPIONAGE—ROBBERY—SABOTAGE ☐ Insight UPGRADE COSTS Prowess New Cohort: 2

☐ Resolve

☐ Personal
☐ H☐H☐ Mastery

Add Type: 2

BLADESINTHEDARK CREWSHEET SMITCHIERS OF ILLICIT

						GOODS		
NAME			REPUTATION		SPECIAL ABILITIES			
LAIR					cohort (use the vehicle edges	r: Create one of your vehicles as a and flaws, below). Its quality is equal		
REP		TURF HOLD W	VEAK STRONG	TIER OOOO	a downtime activity for the cr	ne, one of your cohorts may perform ew to acquire an asset, reduce heat,	COHORT G WEAK IMPAIRED	BROKEN ARMOR
TURF	SIDE BUSINESS (Tier roll) - Heat = coin in downtime	LUXURY FENCE +2 coin for high- class targets	VICE DEN (Tier roll) - Hea coin in downtin		members become immune to	ect. n experience or occult ritual, all crew possession by spirits, but may choose passenger within their body.		
ANCIENT GATE		LAUD				arring downtime , take -1 heat . When -1d to deceive people when you pass izens.		GANG O EXPERT O
Safe passage in the Deathlands	TURF	LAIR	TURF	TURF		es contraband for other factions. Your nenever you gain rep, gain +1 rep.	WEAK IMPAIRED	BROKEN ARMOR
SECRET ROUTES	INFORMANTS		COVER	□ WAREHOUSE	REAVERS: When you go into +1 effect for vehicle damage a	o conflict aboard a vehicle, you gain and speed. Your vehicle gains armor .		
+1d engagement for transport plans	+1d gather info	FLEET Your cohorts have their own vehicles	OPERATION -2 heat per score	+1d to acquire	• RENEGADES: Each PC may ac or Skirmish (up to a max rat	ld +1 action rating to Finesse , Prowl , ing of 3).		
				assets	VETERAN : Choose a specia	l ability from another crew.	COHORT G	SANG O EXPERT O
HEAT DE S			crew advance, each	PC gets stash = Tier+2. VEHICLE EDGES Nimble: The vehicle handles easily. Consider this an assist for tricky maneuvers.	2xp if that item occurred multiple t	n item below, mark 1 xp (or instead mark imes). acquire new clients or contraband sources. our current station. levelop a new one.	WEAK IMPAIRED	BROKEN ARMOR
				Simple: The vehicle is easy	CONTACTS	CREW UPGRADES		
				to repair. Remove all of its harm during downtime. Sturdy: The vehicle keeps operating even when broken. VEHICLE FLAWS Costly: The vehicle costs 1 coin per downtime to keep in operation. Distinct: The vehicle has	 ▷ Elynn, a dock worker ▷ Rolan, a drug dealer ▷ Sera, an arms dealer ▷ Nyelle, a spirit trafficker ▷ Decker, an anarchist ▷ Esme, a tavern owner 	□ Smuggler's rigging (2 items carried are perfectly concealed) □ Camouflage (vehicles are perfectly concealed at rest) □ Elite Rovers □ Barge (+mobility for lair) □ □ □ □ Steady (+1 stress box)	LAIR □□ Vehicle □□ Hidden □ Quarters □□ Secure □□ Vault □ Workshop	QUALITY Documents Gear Implements Supplies Tools Weapons
				memorable features. Take +1 heat when you use it on a score.	CARGO TYPES: ARCANE/WEIRD-	—ARMS—CONTRABAND—PASSENGERS	□Insight	COHORTS UPGRADE COSTS
				Finicky : The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.			■ Prowess □ Resolve □ Personal □ □ Phi	New Cohort: 2 Add Type: 2

WEAK IMPAIRED BROKEN ARMOR

BL	ADESINTHEDA	RK CREV	V SHEET	SPECIAL ABILITIES			GANG O EXPERT O BROKEN ARMOR
NAME		REPUTATION					
LAIR						_	
REP	TURF	HOLLO WEAK STRONG	TIER OOOO				GANG O EXPERT O BROKEN ARMOR
		LAIR					GANG O EXPERT O BROKEN ARMOR
НЕАТ	WANTED LEV		1 □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	2xp if that item occurred ◆ Execute a successful	on, for each item below, mark 1 xp (or instead and multiple times). operates above your current station.	weak IMPAIRED mark	BROKEN ARMOR
				◆ Bolster your crew's rep	utation or develop a new one.		
					es, inner conflict, or essential nature of the crew.		
				CONTACTS	CREW UPGRADES	LAIR	QUALITY
				D		□□ Carriage □□ Boat □ Hidden □ Quarters	☐ Gear ☐ Implements
				▷▷		□□ Secure □□ Vault □ Workshop	☐ Supplies ☐ Tools ☐ Weapons
				HUNTING GROUNDS:		TRAINING ☐ Insight ☐ Prowess ☐ Resolve ☐ Personal ☐ □ □ □ □ □ □ □	COHORTS UPGRADE COSTS New Cohort: 2 Add Type: 2

			A A H O A CONTROL OF		
BLADESINT	HEDARK			CREW:	
	LA	AIR			
PRISON CLAIMS				Every time a member of your crew goes to claim. See Incarceration , page 148.	prison, you have a chance to gain a prison
PAROLE INFLUENCE Your prison terms are one level shorter GUARD PAYOFF	SMUGGLING +2 load while incarcerated	ALLIED CLAIM Take a non-turf claim from a different crew type GUARD PAYOFF	CELL BLOCK CONTROL You don't take trauma from incarceration ALLIED CLAIM Take a non-turf claim	ALLIED CLAIM One of your allies on the inside arranges for their faction to grant you a boon. Take a claim for your crew from a different crew type. You can't take turf with this claim. CELL BLOCK CONTROL Your crew has a cell block under their total control—guards and all. You never take trauma from incarceration.	PAROLE INFLUENCE Political pressures of various sorts can be applied to the magistrates and warden who oversee sentences for crimes. With this claim, you're always able to arrange for a shorter prison stay—as if your wanted level was 1 lower. So, if your wanted level was 3 when you went in, you'd spend only several months behind bars (equivalent to level 2) instead of a full year.
Take +1d to incarceration rolls	PRISON	Take +1d to incarceration rolls	from a different crew	GUARD PAYOFF You claim several Ironhook prison	SMUGGLING

ALLIED CLAIM

Take a non-turf claim

from a different crew

type

ALLIED CLAIM

Take a non-turf claim

from a different crew

type

HARDCASE

-2 coin cost to advance

Tier

SMUGGLING

+2 load while

incarcerated

guards on your payroll. Take +1d to your Tier roll when a member of your crew is incarcerated.

HARDCASE

Your reputation as a tough inmate bolsters your crew's image in Duskwall. When your crew advances Tier, it costs 2 fewer coins than it normally would.

You arrange smuggling channels inside. You have +2 load while incarcerated, (starting from zero as a prisoner). If you take this claim twice, you'll have 4 load while you're serving time in Ironhook. Also, you may choose to have 1 coin in place of a load item for purposes of bribes or acquiring assets while in prison. You may reset your prison load whenever your crew has downtime.

FACTIONS OF DOSKVOL

UNDERWORLD	TIER	HOLD	STATUS	INSTITUTIONS	TIER	HOLD	STAT
The Unseen	IV	s		Imperial Military	VI	s	
The Hive	IV	s		City Council	v	s	
The Circle of Flame	III	s		Ministry of Preservation	v	s	
The Silver Nails	III	s		Leviathan Hunters	v	s	
Lord Scurlock	III	s		Ironhook Prison	IV	s	
The Crows	II	w		Sparkwrights	IV	s	
The Lampblacks	II	w		Spirit Wardens	IV	s	
The Red Sashes	II	w		Bluecoats	III	s	
The Dimmer Sisters	II	s		Inspectors	III	s	
The Grinders	II	w		Iruvian Consulate	III	s	
The Billhooks	II	w		Skovlan Consulate	III	w	
The Wraiths	II	w		The Brigade	II	s	
The Gray Cloaks	II	s		Severosi Consulate	I	s	
Ulf Ironborn	I	s		Dagger Isles Consulate	I	s	
The Fog Hounds	I	w					
The Lost	I	w					

LABOR & TRADE	TIER	HOLD	STATU
The Foundation	IV	s	
Dockers	III	s	
Gondoliers	III	s	
Sailors	III	w	
Laborers	III	w	
Cabbies	II	w	
Cyphers	II	s	
Ink Rakes	II	w	
Rail Jacks	II	w	
Servants	II	w	

THE FRINGE	TIER	HOLD
The Church of Ecstasy	IV	s
The Horde	III	s
The Path of Echoes	III	s
The Forgotten Gods	III	w
The Reconciled	III	s
Skovlander Refugees	III	w
The Weeping Lady	II	s
Deathlands Scavengers	II	w

CITIZENRY	TIER	HOLD	STATUS
Whitecrown	v	s	
Brightstone	IV	s	
Charterhall	IV	s	
Six Towers	III	w	
Silkshore	II	s	
Nightmarket	II	s	
Crow's Foot	II	s	
The Docks	II	s	
Barrowcleft	II	s	
Coalridge	II	w	
Charhollow	I	s	
Dunslough	I	w	

WAR

When you're at war with any number of factions (status -3), the following penalties apply:

- ◆ Lose 1 hold (temporarily, while the war persists). This may knock you down a Tier.
- ◆ PCs get only one free downtime action instead of two.
- ◆ Take +1 heat from each score.
- ◆ Your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).

BLADESINTHEDARK A spirit without a body SPIRIT PLAYBOOK **GHOST TRAITS** STUDY NAME ALIAS ● **GHOST FORM**: You are now a concentration of electroplasmic vapor SURVEY which resembles your living body and clothes. You may weakly interact TINKER with the physical world and vice versa. You're vulnerable to arcane LOOK powers and electroplasmic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small FINESSE openings as a vapor. You chill the area around you and are terrifying PROWL for the living to behold. You are affected by spiritbane charms (take 2 HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW SKIRMISH drain to overcome the repulsion). Whenever you would take stress, take IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD WRECK drain instead. When you would take trauma, take gloom instead. You have an intense **NEED**: life essence. To satisfy this need, possess a living victim and consume their O DISSIPATE: You can disperse the electroplasmic vapor of your ghostly spirit energy (this may be a downtime action). When you do so, clear half your **DRAIN** (round down). form in order to pass through solid objects for a moment. Take ATTUNE 1 drain when you dissipate, plus 1 drain for each feature: It lasts COMMAND longer (a minute—an hour—a day)—you also become invisible— CONSORT CHAOTIC — DESTRUCTIVE — FURIOUS anything that passes through your form becomes dangerously electrified • • • SWAY OBSESSIVE — TERRITORIAL — SAVAGE or frozen. **BONUS DIE** ○ MANIFEST: Take 1 drain to flow through the electroplasmic pathways NEED project clock of the ghost field in order to instantly travel to any place you knew 3 PUSH YOURSELF (take HELP intimately in life, or to answer the summoning call of a **compel**. 2 drain) -OR- accept a ARMOR USES DEVIL'S BARGAIN. O POLTERGEIST: Take 1 drain to strongly interact with the physical -1D ARMOR world for a few moments (as if you had a normal body). Extend the HEAVY LESS reach and magnitude of your interaction to include telekinetic force ITEMS (With you in ghost form) SPECIAL and electroplasmic discharges by taking more drain (2-6). NOTES O Possess: You may attune to the ghost field in order to take control of a living body. When your control is challenged, you must re-attune (risking electroplasmic harm) or leave the body. Your control is challenged when: you consume spirit energy from the host—when arcane powers act against you—when the host's will is driven to desperation. You may easily and indefinitely possess a hull or hollow which has been ritually prepared for you (change your playbook to **ENEMIES & RIVALS** Hull or Vampire, respectively). OOO VETERAN: Choose a special ability from another source. • 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 occured multiple times. • You exacted vengeance upon those whom you deem deserving. ◆ You expressed your your outrage or anger, or settled scores from your heritage or background. • You struggled with issues from your need or glooms during the session.

TEAMWORK

Assist a teammate

Lead a group action

Protect a teammate

Set up a teammate

PLANNING & LOAD

load limit for the operation.

Assault: Point of attack

Deception: Method

Stealth: Entry point

Choose a plan, provide the *detail*. Choose your

Occult: Arcane power

Social: Connection

Transport: Route

GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What are they really feeling?
- ◆ What should I lookout for?
- ◆ Where's the weakness here?
- ◆ How can I find [X]?
- ◆ What's really going on here?

BLADESINTHEDARK

NAME

LOOK					
HERITAGE: AKOROS—THE DAGG		BACKGROUND TRADE—MILIT			
MY FUNCTIONS ARE: TO GUARD—T that which my master commands		—TO DISCOVER—	-TO ACQUIR	E—TO LABOR A	
Your clockwork body runs on ELEC ndustrial-grade generator (downtim	TROPLASM . e action). W	Recharge your c hen you do this, c	apacitors by lear 5 drain	connecting to	
DRAIN OR		L A N K I N G — L M O K I N G — S F			
HARM		WORTNG 51		HEALING	
3			NEED HELP	project clock ARMOR USES	
2			-1D	ARMOR	
1			LESS EFFECT	HEAVY SPECIAL	
GHOST SPECIAL ABILITIES (TRANSF	ERRED FROM	4 ORIGINAL PLAY	O LE O RE O LII O SP	WE FEATURES VITATION EFLEXES FE-LIKE APPEARAN IDER CLIMB TERIOR CHAMBER ATING	
			O SE O SM	O PHONOGRAPH O SENSORS O SMOKE PROJECTORS O SPRING-LEAP PISTON	
			featur	You may swap out your features with a downtime activity.	

ALIAS

HULL

This factors into effect.

A spirit animating a clockwork frame SPIRIT PLAYBOOK

A hull has no **COIN** or **STASH** of their own, but might be granted access to the resources of their **master**.

PLAYBOOK

INSIGHT

- HUNT STUDY
- • SURVEY
- ● ■ TINKER

PROWESS

- FINESSE PROWL
- SKIRMISH
 WRECK

RESULVE

VE

- ATTUNE COMMAND
- CONSORT
- • SWAY

BONUS DIE

PUSH YOURSELF (take 2 drain) -OR- accept a **DEVIL'S BARGAIN**.

☐ A Blade or Two

☐ Throwing Knives

☐ A Pistol ☐ A 2nd Pistol

☐ A Large Weapon

☐ Burglary Gear

☐ Documents

☐ Climbing Gear☐ Arcane Implements

☐ Subterfuge Supplies

□**⊢**□ Demolition Tools

☐ Tinkering Tools

☐ An Unusual Weapon

■ Armor □+□+□+Heavy

FRAME & ITEMS Choose your frame & look (or create one). Choose a starting feature. LOAD \bigcirc 3 small \bigcirc 5 medium \bigcirc 7 heavy

■ SMALL (cat size, -1 scale): A metal orb, a mechanical doll, a clockwork spider. Levitation—Reflexes

AUTOMATON: You are a spirit animating a clockwork body. You have

human-like strength and senses, by default. Your hull has natural armor

(this doesn't count for your load). Your former human feelings, interests,

and connections are only dim memories. You now exist to fulfill your

functions. Choose three (at left). You may be rebuilt if damaged or

destroyed. If your soul vessel is shattered, you are freed from servitude and become a Ghost. Whenever you would take stress, take drain instead.

OVERCHARGE: Take 1 drain to perform a feat of extreme strength

or speed (run faster than a horse, rend metal with bare hands, etc.).

recess beneath panels out of sight. Your frame can now carry +2 load.

• ELECTROPLASMIC PROJECTORS: You may release some of your

plasmic energy as an electrical shock around you or as a directed

beam. You may also use this ability to create a lightning barrier to

repel or trap a spirit. Take 1 drain for each level of magnitude.

 INTERFACE: You may attune to the local electroplasmic power field to control it or something connected to it (including another hull).

O SECONDARY HULL: Choose an additional frame and its starting feature.

You may transfer your consciousness between your frames at will.

○ ○ ○ ○ **FRAME UPGRADE**: Choose an additional frame *feature*.

O COMPARTMENTS: Your items are built-in to your frame and may

- ☐ **MEDIUM** (human size): A metal mannequin, a clockwork animal. Life-Like Appearance—Spider Climb
- ☐ **HEAVY** (wagon size, +1 scale): A hulking metal giant, a self-driving vehicle. *Interior Chamber—Plating (special armor)*

Feature options for any frame: Phonograph (Record & Playback)— Sensors—Smoke Projectors—Spring-Leap Pistons

ХP

- ◆ 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 occured multiple times.
- You fulfilled your functions despite difficulty or danger.
- ◆ You suppressed or ignored your former human beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your wear during the session.

GATHER INFORMATION

◆ What do they intend to do?

☐ Lantern

- \bullet How can I get them to [X]?
- What are they really feeling?
- What should I lookout for?Where's the weakness here?
- ◆ How can I find [X]?
- ◆ What's really going on here?

TEAMWORK PLANNING & LOAD

Assist a teammate

Choose a plan, provide the *detail*. Choose your *load* limit for the operation.

Lead a group action

Assault: Point of attack

Occult: Arcane power

Protect a teammate Deception: Method

Set up a teammate **Stealth:** *Ent*

Stealth: Entry point

ntry point **Transport:** Route

Social: Connection

BLADESINTHEDARK

on your healing clo	ock. This is the	
HAUNTED—OBSE	SSED—PARAN	
		\bigoplus
-1D	ARMURUSES	
(except veteran), O SLUMBER: In a spend one activation silent place (or or o	add a stricture downtime, you wity resting in a stellar suffer 3 st. You cannot desidence without the owner. Spiritbane chat bay. (Take 2 stellar) when you so or overindulge ody twists in	must dark, ress). enter hout arms stress uffer your nto a
O BOUND: Your	spirit must re	main
,	NEED HELP: STRICTURES When you gain (except veteran), O SLUMBER: In o spend one activilent place (on O Forbital) For permission from the company of the com	NEED project clock HELP -1D LESS EFFECT SPECIAL

VAMPII

A spirit animating an undead body SPIRIT PLAYBOOK

• • • • STUDY

• • • • SURVEY

O TINKER

PROWL

O CONSORT

PUSH YOURSELF (take

2 stress) -or- accept a DEVIL'S BARGAIN.

☐ A Blade or Two ☐ Throwing Knives

☐ A Pistol ☐ A 2nd Pistol

☐ Armor ☐ + Heavy

☐ A Large Weapon ☐ An Unusual Weapon

☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements

☐ Documents

SWAY

• • • • • WRECK

SKIRMISH

lacktriangle

BONUS DIE

RESOLVE

O HUNT

FINESSE

O ATTUNE

COMMAND

PLAYBOOK

VAMPIRE TRAITS

- UNDEAD: You are a spirit which animates an undead body. Your trauma is maxed out. Choose four trauma conditions which reflect your vampiric nature. Arcane attacks are potent against you. If you suffer fatal harm or trauma, your undead spirit is overwhelmed. You take level 3 harm: "Incapacitated" until you feed enough to recover. If you suffer arcane harm while in this state, you are destroyed utterly. Your XP tracks are longer (you now advance more slowly). You have more stress boxes.
- O TERRIBLE POWER: Take 1 stress to perform a feat of superhuman strength or speed (run faster than a carriage, break stone with bare hands, leap onto the roof of a building, etc.). This factors into effect.
- O ARCANE SIGHT: Take 1 stress to sense beyond human limits. "Hear" a subject's true thoughts or feelings, see in pitch darkness, sense the presence of invisible things, intuit the location of a hidden object, etc.
- O A VOID IN THE ECHO: You are invisible to spirits and may not be harmed by them. Take 2 stress to cause living things to avert their gaze and fail to observe you for a few moments.
- O DARK TALENT: Choose Insight, Prowess, or Resolve. Your max rating for actions under that attribute becomes 5. When you take this ability, add +1 dot to the resistance rating of the attribute you've chosen.
- O SINISTER GUILE: During downtime, choose one: Get a free additional downtime activity, or take +1d to all downtime activity rolls.
- OOOO VETERAN: Choose a special ability from another source.

LOAD 🔷 3 light 🔷 5 normal 🔷 6 hea	avy

☐ Fine clothes and accoutrements

 Lylandra, a consort. ☐ Fine personal weapon

O Kira, a bodyguard. ☐ Fine shadow cloak

Otto, a coachman. ☐ Demonbane charm O Edrik, an envoy. ☐ *Spiritbane charm*

- 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 occured multiple times.
- ◆ You displayed your dominance or slayed without mercy.

DARK SERVANTS (You start with two)

O Rutherford, a butler.

- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice, traumas, or strictures during the session.

☐ Lantern **GATHER INFORMATION**

☐ Tinkering Tools

☐ Subterfuge Supplies

□**-**□ Demolition Tools

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
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- ◆ What should I lookout for? ◆ Where's the weakness here?
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- ◆ What's really going on here?

PLANNING & LOAD

Choose a plan, provide the detail. Choose your *load* limit for the operation.

Lead a group action **Assault:** Point of attack

Protect a teammate

Set up a teammate

TEAMWORK

Assist a teammate

Deception: Method

Stealth: Entry point

Social: Connection **Transport:** Route

Occult: Arcane power