

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS — THE DAGGER ISLES
IRUVIA — SEVEROS — SKOVLAN — TYCHEROS

BACKGROUND: ACADEMIC — LABOR — LAW
TRADE — MILITARY — NOBLE — UNDERWORLD

VICE: FAITH — GAMBLING — LUXURY — OBLIGATION — PLEASURE — STUPOR — WEIRD

STRESS

TRAUMA

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

HARM

3

NEED
HELP

PROJECT CLOCK:
FILL TO DROP
ALL HARM BY
ONE LEVEL

2

—1D

ARMOR USES

ARMOR

HEAVY ARMOR

SPECIAL ARMOR

LESS
EFFECT

EARNING 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 ARCANES POWER.

◆ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.

◆ YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS DURING THE SESSION.

PLANNING

CHOOSE A PLAN, THEN PROVIDE THE MISSING DETAIL
FOR THE OPERATION:

ASSAULT: POINT OF ATTACK

OCCULT: ARCANES POWER

DECEPTION: METHOD

SOCIAL: CONNECTION

STEALTH: POINT OF ENTRY

TRANSPORT: ROUTE

TEAMWORK

ASSIST A TEAMMATE: PAY 1 STRESS TO GIVE +1D

LEAD A GROUP ACTION: EVERYONE ROLLS

PROTECT A TEAMMATE: TAKE A CONSEQUENCE

SET UP A TEAMMATE: IMPROVE POSITION

STRANGE FRIENDS

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GATHER INFORMATION

◆ WHAT IS ARCANES 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?

WHISPER

AN ARCANES
ADEPT AND
CHANNELER

COIN
STASH

STASH

SPECIAL ABILITIES

PLAYBOOK

XP

- **COMPEL:** YOU CAN ATTUNE TO THE GHOST FIELD TO FORCE A NEARBY SPIRIT TO APPEAR AND OBEY A COMMAND YOU GIVE IT. YOU ARE NOT SUPERNATURALLY TERRIFIED BY A SPIRIT 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 ARCANES METHODS TO PERFORM RITUAL SORCERY. YOU BEGIN WITH ONE RITUAL ALREADY LEARNED.
- **STRANGE METHODS:** WHEN YOU INVENT OR CRAFT A CREATION WITH ARCANES FEATURES, TAKE +1D TO YOUR ROLL. YOU BEGIN WITH ONE ARCANES 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 ARCANES FORCES.

VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES.

INSIGHT

XP

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

XP

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

XP

- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DIE

PUSH YOURSELF (TAKE 2 STRESS)

—OR—

ACCEPT A DEVIL'S BARGAIN

LOAD

◆ 3 LIGHT ◆ 5 NORMAL ◆ 6+ HEAVY

EQUIPMENT

- FINE LIGHTNING HOOK
- FINE SPIRIT MASK
- ELECTROPLASM VIALS
- SPIRIT BOTTLES (2)
- GHOST KEY
- DEMONBANE CHARM
- A BLADE OR TWO
- THROWING KNIVES
- A PISTOL □ A 2ND PISTOL
- A LARGE WEAPON
- AN UNUSUAL WEAPON
- ARMOR □ □ □ +HEAVY
- BURGLARY GEAR
- CLIMBING GEAR
- ARCANES IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITION TOOLS
- TINKERING TOOLS
- LANTERN
- □
- □

BLADES IN THE DARK

WANTED

☛ DEAD, ALIVE, OR OTHERWISE ☛

A SUBSTANTIAL REWARD IS HEREBY OFFERED FOR ANY
INFORMATION REGARDING THE NOTORIOUS OUTLAW



WHO IS WANTED BY THE DOSKVOL CITY WATCH FOR
THE FOLLOWING HEINOUS CRIMES AGAINST THE CROWN:

LONG-TERM PROJECTS & NOTES

The background features a large-scale, textured map of the United States. The map is composed of several distinct patterns: a grid of squares representing landmasses, horizontal stripes representing water bodies or political boundaries, and scattered five-pointed stars. Overlaid on this map is a grid of white circles, which are arranged in a way that suggests they might represent major cities or specific geographical locations. The overall color palette is muted, consisting of earthy browns, tans, and greys, giving it a vintage or historical feel.[illegible]