

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

This image shows a single sheet of white paper with horizontal black ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.