

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

MY FUNCTIONS ARE: TO GUARD — TO DESTROY — TO DISCOVER — TO ACQUIRE — TO LABOR AT
...THAT WHICH MY MASTER COMMANDS.

YOUR CLOCKWORK BODY RUNS ON **ELECTROPLASM**. RECHARGE YOUR CAPACITORS BY CONNECTING TO AN
INDUSTRIAL-GRADE GENERATOR (DOWNTIME ACTION). WHEN YOU DO THIS, CLEAR HALF YOUR **DRAIN** (ROUND DOWN).

DRAIN

WEAR

CLANKING — LEAKING — FIXATED
SMOKING — SPARKING — UNSTABLE

HARM

3

NEED
HELP

2

-1d

1

LESS
EFFECT

REPAIR

PROJECT CLOCK:
FILL TO DROP
ALL HARM BY
ONE LEVEL

ARMOR USES

ARMOR

HEAVY ARMOR

SPECIAL ARMOR

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 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.

PLANNING

TEAMWORK

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

ASSAULT: POINT OF ATTACK

OCCULT: ARCANE POWER

DECEPTION: METHOD

SOCIAL: CONNECTION

STEALTH: POINT OF ENTRY

TRANSPORT: ROUTE

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

FRAME FEATURES

SWAP OUT WITH A DOWNTIME ACTIVITY

GATHER INFORMATION

—SMALL ONLY—

☐ LEVITATION

☐ REFLEXES

—MEDIUM ONLY—

☐ LIFE-LIKE APPEARANCE

☐ SPIDER CLIMB

—LARGE ONLY—

☐ INTERIOR CHAMBER

☐ PLATING

—ANY SIZE—

☐ PHONOGRAPH

☐ SENSORS

☐ SMOKE PROJECTORS

☐ SPRING-LEAP PISTONS

◆ 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?

HULL

A SPIRIT ANIMATING
A CLOCKWORK BODY
ADVANCED PLAYBOOK

A HULL HAS NO COIN OR STASH
OF THEIR OWN, BUT MAY BE
GRANTED ACCESS TO THE
RESOURCES OF THEIR MASTER.

HULL TRAITS

PLAYBOOK

XP

☐ **CLOCKWORK:** 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.). THIS FACTORS INTO EFFECT.

☐ **COMPARTMENTS:** YOUR ITEMS ARE BUILT-IN TO YOUR FRAME AND MAY
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).

☐ **SECONDARY HULL:** CHOOSE AN ADDITIONAL FRAME AND ITS STARTING
FEATURE. YOU MAY TRANSFER YOUR CONSCIOUSNESS BETWEEN YOUR
FRAMES AT WILL.

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

FRAME AND EQUIPMENT

☐ **SMALL:** CAT SIZE,
-1 SCALE

☐ **MEDIUM:** HUMAN SIZE,
NORMAL SCALE

☐ **HEAVY:** WAGON SIZE,
+1 SCALE

☐ A BLADE OR TWO

☐ THROWING KNIVES

☐ A PISTOL ☐ A 2ND PISTOL

☐ A LARGE WEAPON

☐ AN UNUSUAL WEAPON

☐ ☐ ARMOR ☐ ☐ ☐ +HEAVY

☐ BURGLARY GEAR

☐ CLIMBING GEAR

☐ ARCANE 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

[illegible]