

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	NEED HELP	HEALING
3		PROJECT CLOCK: FILL TO DROP ALL HARM BY ONE LEVEL
2	-1d	ARMOR USES
1	LESS EFFECT	ARMOR <input type="checkbox"/> HEAVY ARMOR <input type="checkbox"/> SPECIAL ARMOR <input type="checkbox"/>

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 VIOLENCE OR COERCION.
- ◆ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.
- ◆ YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS DURING THE SESSION.

PLANNING TEAMWORK

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

ASSAULT: POINT OF ATTACK	OCCULT: ARCANE POWER	ASSIST A TEAMMATE: PAY 1 STRESS TO GIVE +1d
DECEPTION: METHOD	SOCIAL: CONNECTION	LEAD A GROUP ACTION: EVERYONE ROLLS
STEALTH: POINT OF ENTRY	TRANSPORT: ROUTE	PROTECT A TEAMMATE: TAKE A CONSEQUENCE
		SET UP A TEAMMATE: IMPROVE POSITION

DANGEROUS FRIENDS GATHER INFORMATION

▲▼	▲▼	◆ HOW CAN I HURT THEM?
▲▼	▲▼	◆ WHO'S MOST AFRAID OF ME?
▲▼	▲▼	◆ WHO'S MOST DANGEROUS HERE?
▲▼	▲▼	◆ WHAT DO THEY INTEND TO DO?
▲▼	▲▼	◆ HOW CAN I GET THEM TO [X]?
▲▼	▲▼	◆ ARE THEY TELLING THE TRUTH?
▲▼	▲▼	◆ WHAT'S REALLY GOING ON HERE?

CUTTER

A DANGEROUS & INTIMIDATING FIGHTER

COIN STASH

SPECIAL ABILITIES PLAYBOOK XP

- **BATTLEBORN:** YOU MAY EXPEND YOUR SPECIAL ARMOR TO REDUCE HARM FROM AN ATTACK IN COMBAT OR TO PUSH YOURSELF DURING A FIGHT.
- **BODYGUARD:** WHEN YOU PROTECT A TEAMMATE, TAKE +1d TO YOUR RESISTANCE ROLL. WHEN YOU GATHER INFO TO ANTICIPATE POSSIBLE THREATS IN THE CURRENT SITUATION, YOU GET +1 EFFECT.
- **GHOST FIGHTER:** YOU MAY IMBUE YOUR HANDS, MELEE WEAPONS, OR TOOLS WITH SPIRIT ENERGY. YOU GAIN POTENCY IN COMBAT VS. THE SUPERNATURAL. YOU MAY GRAPPLE WITH SPIRITS TO RESTRAIN AND CAPTURE THEM.
- **LEADER:** WHEN YOU COMMAND A COHORT IN COMBAT, THEY CONTINUE TO FIGHT WHEN THEY WOULD OTHERWISE BREAK (THEY'RE NOT TAKEN OUT WHEN THEY SUFFER LEVEL 3 HARM). THEY GAIN POTENCY AND 1 ARMOR.
- **MULE:** YOUR LOAD LIMITS ARE HIGHER. LIGHT: 5. NORMAL: 7. HEAVY: 8.
- **NOT TO BE TRIFLED WITH:** YOU CAN PUSH YOURSELF TO DO ONE OF THE FOLLOWING: PERFORM A FEAT OF PHYSICAL FORCE THAT VERGES ON THE SUPERHUMAN — ENGAGE A SMALL GANG ON EQUAL FOOTING IN CLOSE COMBAT.
- **SAVAGE:** WHEN YOU UNLEASH PHYSICAL VIOLENCE, IT'S ESPECIALLY FRIGHTENING. WHEN YOU COMMAND A FRIGHTENED TARGET, TAKE +1d.
- **VIGOROUS:** YOU RECOVER FROM HARM FASTER. PERMANENTLY FILL IN ONE OF YOUR HEALING CLOCK SEGMENTS. TAKE +1d TO HEALING TREATMENT ROLLS.

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 HAND WEAPON
- FINE HEAVY WEAPON
- SCARY WEAPON OR TOOL
- MANACLES & CHAIN
- RAGE ESSENCE VIAL
- SPIRITBANE CHARM
- 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
- SUBTERRANEAN SUPPLIES
- DEMOLITION TOOLS
- TINKERING TOOLS
- LANTERN

