

BLADES IN THE DARK

CREW

NAME	ALIAS
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LOOK	
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HERITAGE: AKOROS — THE DAGGER ISLES IRUVIA — SEVEROS — SKOVLAN — TYCHEROS	BACKGROUND: ACADEMIC — LABOR — LAW TRADE — MILITARY — NOBLE — UNDERWORLD
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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	REPAIR
3	NEED HELP
2	-1D
1	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 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

ASSAULT: POINT OF ATTACK	OCCULT: ARCANIC 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

FRAME FEATURES SWAP OUT WITH A DOWNTIME ACTIVITY GATHER INFORMATION

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| <p>—SMALL ONLY—</p> <ul style="list-style-type: none"> <input type="radio"/> LEVITATION <input type="radio"/> REFLEXES <p>—MEDIUM ONLY—</p> <ul style="list-style-type: none"> <input type="radio"/> LIFE-LIKE APPEARANCE <input type="radio"/> SPIDER CLIMB | <p>—LARGE ONLY—</p> <ul style="list-style-type: none"> <input type="radio"/> INTERIOR CHAMBER <input type="radio"/> PLATING <p>—ANY SIZE—</p> <ul style="list-style-type: none"> <input type="radio"/> PHONOGRAPH <input type="radio"/> SENSORS <input type="radio"/> SMOKE PROJECTORS <input type="radio"/> SPRING-LEAP PISTONS | <ul style="list-style-type: none"> ◆ 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? |
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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

- 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:

PLAYBOOK

XP

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

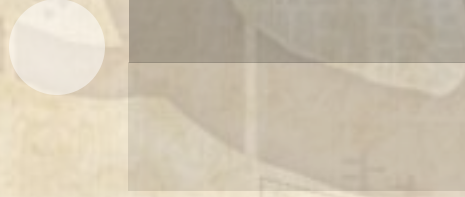
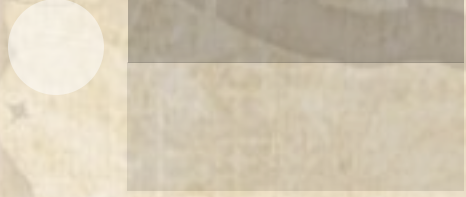
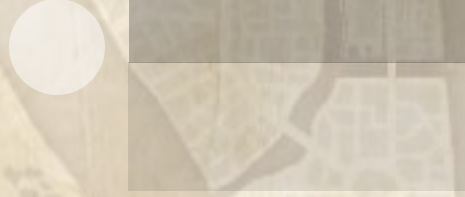
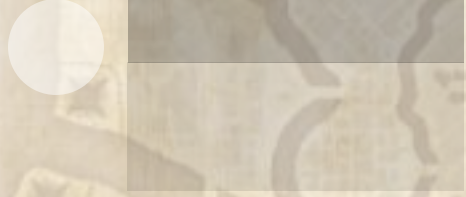
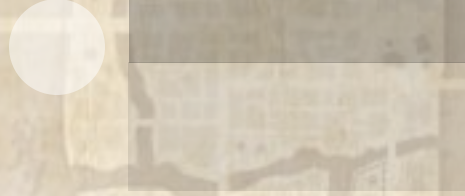
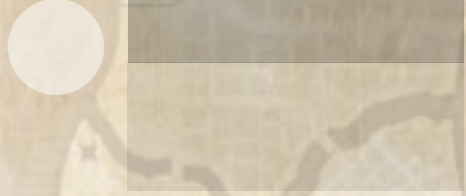
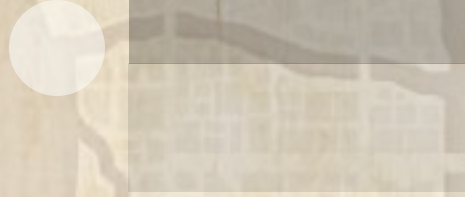
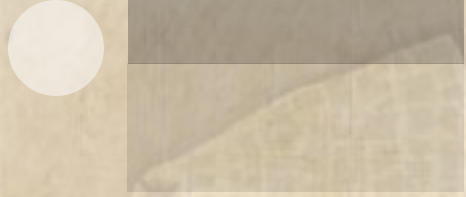
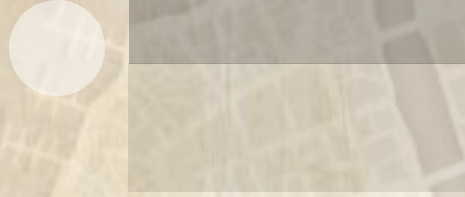
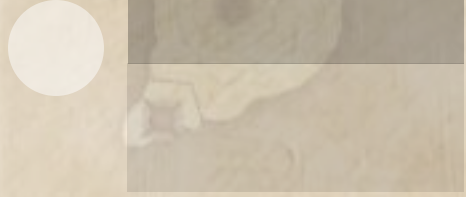
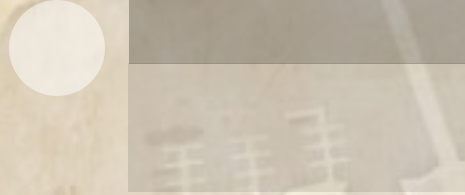
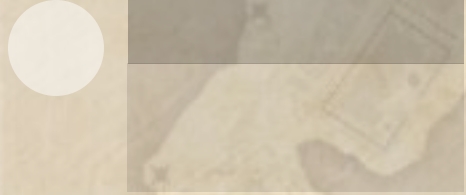
◆ 3 LIGHT ◆ 5 NORMAL ◆ 6+ HEAVY

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
- ARCANIC IMPLEMENTS
- DOCUMENTS
- SUBTERRANEAN SUPPLIES
- DEMOLITION TOOLS
- TINKERING TOOLS
- LANTERN

BLADES IN THE DARK

LONG-TERM PROJECTS AND NOTES



Lined writing area for notes, consisting of 20 horizontal lines.