BLADESIN	THEM	ADK	IEECH	A CLEVER	ZDE	
DLAUEST		CREW	LEECH	SABOTEUR AND TINKERER	COIN	
		Cite	SPECIAL ABILITIES PLAYBOOK	112 111 11 111		XP
NAME	17	ALIAS	O ALCHEMIST: WHEN YOU INVENT OR CRAFT A CREATI FEATURES, TAKE +10 TO YOUR ROLL. YOU BEGIN WI FORMULA ALREADY KNOWN.	ON WITH ALCHEMICAL		HUNT STUDY SURVEY
LOOK			ARTIFICER: WHEN YOU INVENT OR CRAFT A CREATION WITH SPARK— CRAFT FEATURES, TAKE +10 TO YOUR ROLL. YOU BEGIN WITH ONE SPECIAL DESIGN ALREADY KNOWN.		PROWESS	TINKER
HERITAGE: AKOROS - THE DAG IRUVIA - SEVEROS - SKOVLAN		BACKGROUND: ACADEMIC - LABOR - LAW TRADE - MILITARY - NOBLE - UNDERWORLD	O ANALYST: DURING DOWNTIME, YOU GET TWO TICKS 'AMONG ANY LONG TERM PROJECT CLOCKS THAT IN OR LEARNING A NEW FORMULA OR DESIGN PLAN.	VOLVE INVESTIGATION	0000	FINESSE
VICE: FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR - WEIRD			O FORTITUDE: YOU MAY EXPEND YOUR SPECIAL ARMOR TO RESIST A CONSEQUENCE OF FATIGUE, WEAKNESS, OR CHEMICAL EFFECTS, OR TO PUSH YOURSELF WHEN WORKING WITH TECHNICAL SKILL.			SKIRMISH WRECK
STRESS	TRAUMA C	OLD — HAUNTED — OBSESSED — PARANOID ECKLESS — SOFT — UNSTABLE — VICIOUS	O GHOST WARD: YOU KNOW HOW TO WRECK AN AREA SUBSTANCES AND METHODS SO IT IS EITHER ANATHE SPIRITS (YOUR CHOICE).		RESOLVE	ATTUNE
HARM 3		NEED PROJECT CLOCK: PROJECT CLOCK: FILL TO DROP HELP ALL HARM BY ONE LEVEL	O PHYSICKER: YOU CAN TINKER WITH BONES, BLOOD, A TO TREAT WOUNDS, OR STABILIZE THE DYING. YOU OR CORPSE. EVERYONE IN YOUR CREW (INCLUDING Y THEIR HEALING TREATMENT ROLLS.	MAY STUDY A MALADY		COMMAND CONSORT SWAY
2		-ld ARMOR USES	O SABOTEUR: WHEN YOU WRECK, THE WORK IS MUCH SHOULD BE AND THE DAMAGE IS HIDDEN FROM CAS		BONUS DIE	
LESS HEAVY ARMOR EFFECT SPECIAL ARMOR SPECIAL ARMOR			O VENOMOUS: CHOOSE A DRUG OR POISON (FROM YOUR BANDOLIER STOCK) TO WHICH YOU HAVE BECOME IMMUNE. YOU CAN PUSH YOURSELF TO SECRETE IT THROUGH YOUR SKIN OR SALIVA OR EXHALE IT AS A VAPOR.		PUSH YOURSELF (TAKE 2 STRESS) OR- ACCEPT A DEVIL'S BARGAIN	
EARNING XP			VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCE	CES:	♦ 3 LIGHT ♦ 5 NORMAL ♦ 6+ HEAVY	
♦ EVERY TIME YOU ROLL A DESPERATE ACTION, MARK XP IN THAT ACTION'S ATTRIBUTE.			0	ALCHEMICALS	EQUIPMENT	
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.				BANDOLIERS:	FINE TINKER	ING TOOLS
◆ YOU ADDRESSED A CHALLENGE WITH TECHNICAL SKILL OR MAYHEM.					FINE WR	ECKER TOOLS
♦ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.					BLOWGUN & DARTS, SYRINGES	
♦ YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS DURING THE SESSION.			WHEN YOU USE A		BANDOLIER OF ALCHEMICALS (3) BANDOLIER OF ALCHEMICALS (3)	
PLANNING	A STATE OF THE STA	TEAMWORK		BANDOLIER SLOT,	BANDOLIER O	
CHOOSE A PLAN, THEN PROVIDE THE 1	MISSING DETAIL	ASSIST A TEAMMATE: PAY 1 STRESS TO GIVE +1D		— CHOOSE AN — ALCHEMICAL:	A BLADE OR	
FOR THE OPERATION:		A CONTROL OF THE CONT	0	— Abenemeas.	THROWING K	
ASSAULT: POINT OF ATTACK OCCULT:	: ARCANE POWER	LEAD A GROUP ACTION: EVERYONE ROLLS		◆ ALCAHEST		A 2ND PISTOL
DECEPTION: METHOD SOCIAL:	CONNECTION	PROTECT A TEAMMATE: TAKE A CONSEQUENCE		♦ BINDING OIL	AN UNUSUAL	
STEALTH: POINT OF ENTRY TRANSPO	ORT: ROUTE	SET UP A TEAMMATE: IMPROVE POSITION	The second secon	♦ DRIFT OIL		+HEAVY
STEALTH. POINT OF ENTRE	ORI. ROUTE	SET OF A TEAPMATE. IMPROVE POSITION	0	◆ DROWN POWDER ◆ EYEBLIND POISON	BURGLARY GI	EAR
CLEVER FRIENDS GATHER INFORMATION		0	◆ FIRE OIL	CLIMBING		
William Charles and the	Δ∇	♦ WHAT DO THEY INTEND TO DO?		◆ GRENADE	ARCANE IMPI	LEMENTS
$\Delta \nabla$	47 2	◆ HOW CAN 1 GET THEM TO [x]?		◆ QUICKSILVER	SUBTERFUGE	SUPPLIES
$\Delta \nabla$	Δ∇	◆ ARE THEY TELLING THE TRUTH?	0	♦ SKULLFIRE POISON	DEMOLIT	ION TOOLS
$\Delta \nabla$	Δ∇	◆ what can 1 tinker with here? ◆ what might happen if 1 [x]?	0	→ SMOKE BOMB → SPARK (DRUG)	TINKERING T	COOLS
$\Delta \nabla$	Δ∇			→ SPARK (DRUG) → STANDSTILL POISON	LANTERN	
Δ∇	Δ∇	♦ WHAT'S REALLY GOING ON HERE?		→ TRANCE POWDER	88	

BLADESINTHEDARK **LONG-TERM PROJECTS & NOTES** → 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: