

BLADES IN THE DARK

CREW

NAME

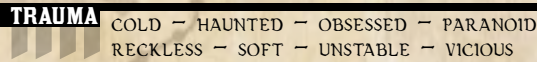
ALIAS

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



HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

HEALING

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 ADDRESSED A CHALLENGE WITH DECEPTION OR INFLUENCE.
- ◆ 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: ARCANE 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

SLY FRIENDS

△▽	△▽	
△▽	△▽	
△▽	△▽	
△▽	△▽	
△▽	△▽	
△▽	△▽	

GATHER INFORMATION

- ◆ WHAT DO THEY INTEND TO DO?
- ◆ HOW CAN I GET THEM TO [X]?
- ◆ ARE THEY TELLING THE TRUTH?
- ◆ WHAT ARE THEY REALLY FEELING?
- ◆ WHAT DO THEY REALLY CARE ABOUT?
- ◆ HOW CAN I BLEND IN HERE?
- ◆ WHAT'S REALLY GOING ON HERE?

SLIDE

A SUBTLE
MANIPULATOR
AND SPY

COIN

STASH

SPECIAL ABILITIES

PLAYBOOK XP

INSIGHT XP

- **ROOK'S GAMBIT:** TAKE 2 STRESS TO ROLL YOUR BEST ACTION RATING WHILE PERFORMING A DIFFERENT ACTION. SAY HOW YOU ADAPT YOUR SKILL TO THIS USE.
 - **CLOAK & DAGGER:** WHEN YOU USE A DISGUISE OR OTHER FORM OF COVERT MISDIRECTION, YOU GET +1D TO ROLLS TO CONFUSE OR DEFLECT SUSPICION. WHEN YOU THROW OFF YOUR DISGUISE, THE RESULTING SURPRISE GIVES YOU THE INITIATIVE IN THE SITUATION.
 - **GHOST VOICE:** YOU KNOW THE SECRET METHOD TO INTERACT WITH A GHOST OR DEMON AS IF IT WAS A NORMAL HUMAN, REGARDLESS OF HOW WILD OR FERAL IT APPEARS. YOU GAIN POTENCY WHEN COMMUNICATING WITH THE SUPERNATURAL.
 - **A LITTLE SOMETHING ON THE SIDE:** AT THE END OF EACH DOWNTIME PHASE, YOU EARN +2 STASH.
 - **LIKE LOOKING INTO A MIRROR:** YOU CAN ALWAYS TELL WHEN SOMEONE IS LYING TO YOU.
 - **MESMERISM:** WHEN YOU SWAY SOMEONE, YOU MAY CAUSE THEM TO FORGET THAT IT'S HAPPENED UNTIL THEY NEXT INTERACT WITH YOU.
 - **SUBTERFUGE:** YOU MAY EXPEND YOUR SPECIAL ARMOR TO RESIST A CONSEQUENCE FROM SUSPICION OR PERSUASION, OR TO PUSH YOURSELF FOR SUBTERFUGE.
 - **TRUST IN ME:** YOU GET +1D VS. A TARGET WITH WHOM YOU HAVE AN INTIMATE RELATIONSHIP.
- VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:

●●●●	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

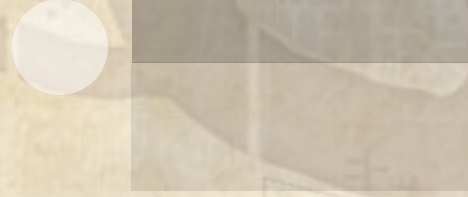
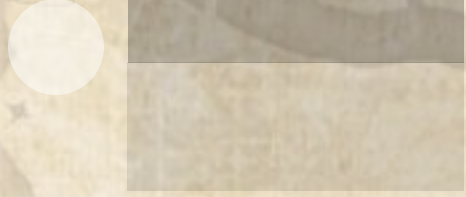
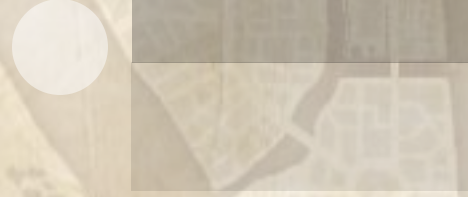
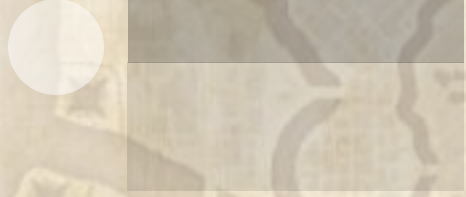
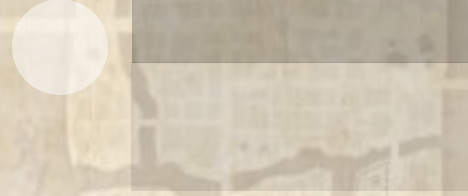
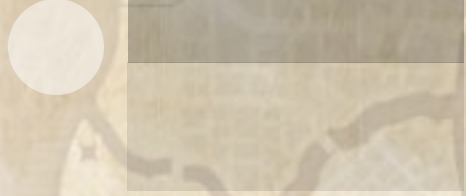
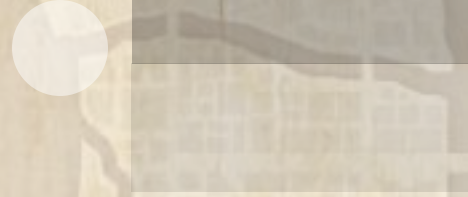
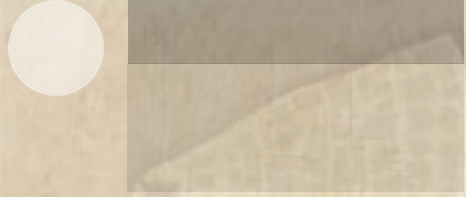
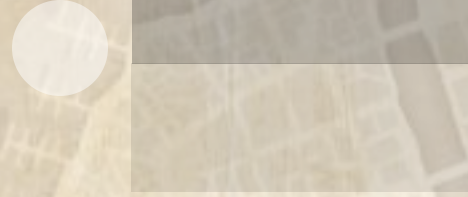
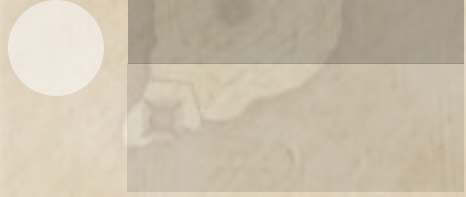
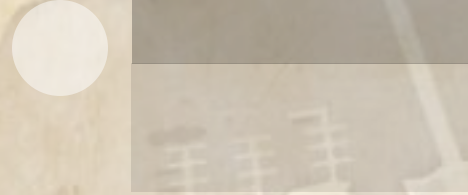
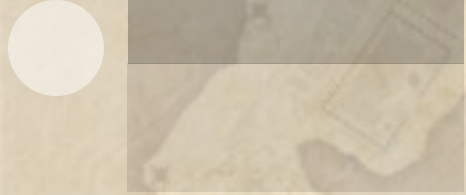
◆ 3 LIGHT ◆ 5 NORMAL ◆ 6+ HEAVY

EQUIPMENT

- FINE CLOTHES & JEWELRY
- FINE DISGUISE KIT
- FINE LOADED DICE, TRICK CARDS
- TRANCE POWDER
- A CANE—SWORD
- 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
- SUBTERFUGE 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.