

# 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
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VICE: FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR - WEIRD

STRESS	TRAUMA	COLD - HAUNTED - OBSESSED - PARANOID RECKLESS - SOFT - UNSTABLE - VICIOUS
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HARM	HEALING
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 ADDRESSED A CHALLENGE WITH TECHNICAL SKILL OR MAYHEM.
- ◆ 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:	ASSIST A TEAMMATE: PAY 1 STRESS TO GIVE +1D
ASSAULT: POINT OF ATTACK	OCCULT: ARCANE POWER
DECEPTION: METHOD	SOCIAL: CONNECTION
STEALTH: POINT OF ENTRY	TRANSPORT: ROUTE
	LEAD A GROUP ACTION: EVERYONE ROLLS
	PROTECT A TEAMMATE: TAKE A CONSEQUENCE
	SET UP A TEAMMATE: IMPROVE POSITION

## CLEVER FRIENDS GATHER INFORMATION

▲▼	▲▼	◆ WHAT DO THEY INTEND TO DO?
▲▼	▲▼	◆ HOW CAN I GET THEM TO [X]?
▲▼	▲▼	◆ ARE THEY TELLING THE TRUTH?
▲▼	▲▼	◆ WHAT CAN I TINKER WITH HERE?
▲▼	▲▼	◆ WHAT MIGHT HAPPEN IF I [X]?
▲▼	▲▼	◆ HOW CAN I FIND [X]?
▲▼	▲▼	◆ WHAT'S REALLY GOING ON HERE?

# LEECH

A CLEVER SABOTEUR AND TINKERER

COIN	STASH

## SPECIAL ABILITIES PLAYBOOK XP

- **ALCHEMIST:** WHEN YOU INVENT OR CRAFT A CREATION WITH *ALCHEMICAL* FEATURES, TAKE +1D TO YOUR ROLL. YOU BEGIN WITH ONE SPECIAL FORMULA ALREADY KNOWN.
- **ARTIFICER:** WHEN YOU INVENT OR CRAFT A CREATION WITH *SPARK*-CRAFT FEATURES, TAKE +1D TO YOUR ROLL. YOU BEGIN WITH ONE SPECIAL DESIGN ALREADY KNOWN.
- **ANALYST:** DURING DOWNTIME, YOU GET TWO TICKS TO DISTRIBUTE AMONG ANY LONG TERM PROJECT CLOCKS THAT INVOLVE INVESTIGATION OR LEARNING A NEW FORMULA OR DESIGN PLAN.
- **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.
- **GHOST WARD:** YOU KNOW HOW TO WRECK AN AREA WITH ARCANE SUBSTANCES AND METHODS SO IT IS EITHER ANATHEMA OR ENTICING TO SPIRITS (YOUR CHOICE).
- **PHYSICKER:** YOU CAN TINKER WITH BONES, BLOOD, AND BODILY HUMOURS TO TREAT WOUNDS, OR STABILIZE THE DYING. YOU MAY STUDY A MALADY OR CORPSE. EVERYONE IN YOUR CREW (INCLUDING YOU) GETS +1D TO THEIR HEALING TREATMENT ROLLS.
- **SABOTEUR:** WHEN YOU WRECK, THE WORK IS MUCH QUIETER THAN IT SHOULD BE AND THE DAMAGE IS HIDDEN FROM CASUAL INSPECTION.
- **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.

## VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:

○		ALCHEMICALS
○		
○		BANDOLIERS:
○		
○		WHEN YOU USE A BANDOLIER SLOT, CHOOSE AN ALCHEMICAL:
○		
○		<ul style="list-style-type: none"> <li>◆ ALCAHEST</li> <li>◆ BINDING OIL</li> <li>◆ DRIFT OIL</li> <li>◆ DROWN POWDER</li> <li>◆ EYEBLIND POISON</li> <li>◆ FIRE OIL</li> <li>◆ GRENADE</li> <li>◆ QUICKSILVER</li> <li>◆ SKULLFIRE POISON</li> <li>◆ SMOKE BOMB</li> <li>◆ SPARK (DRUG)</li> <li>◆ STANDSTILL POISON</li> <li>◆ TRANCE POWDER</li> </ul>
○		

## 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

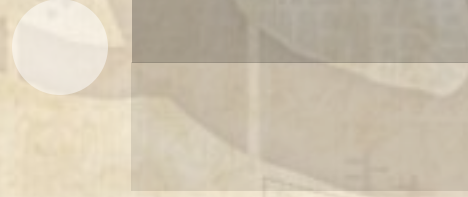
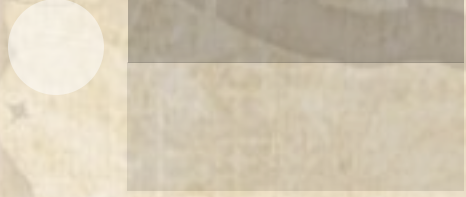
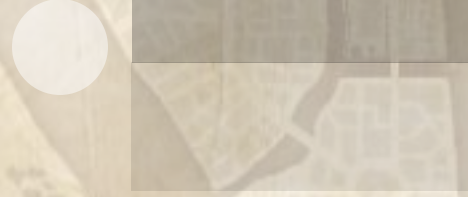
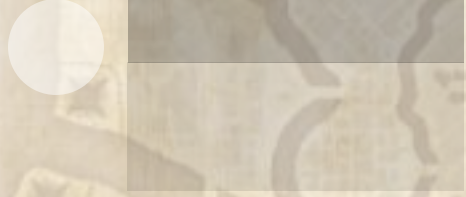
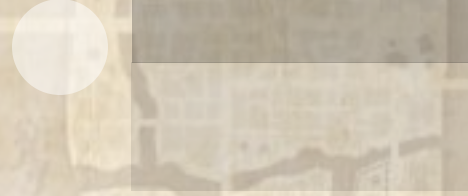
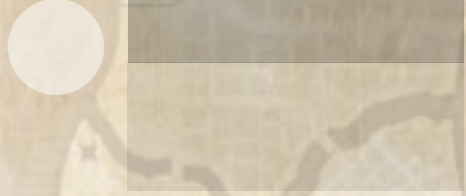
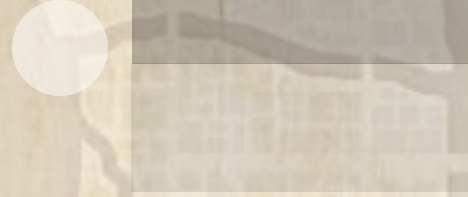
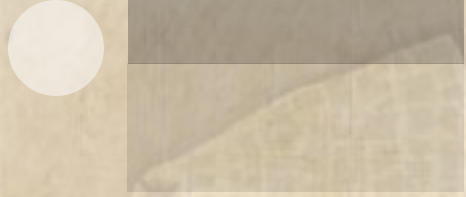
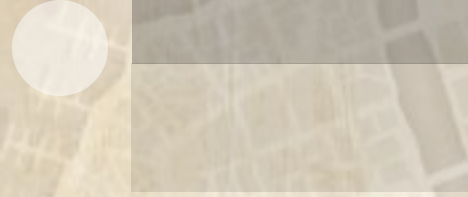
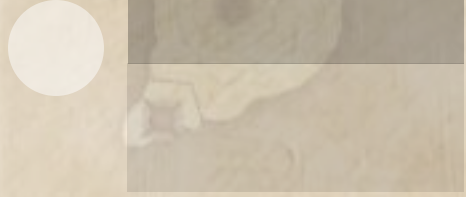
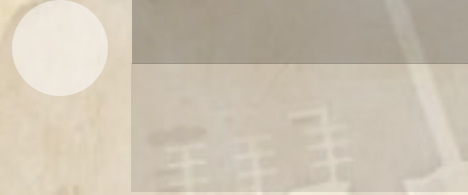
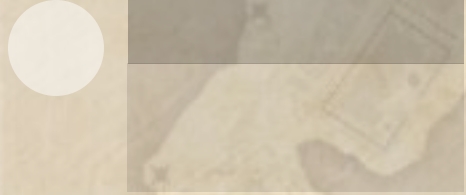
## EQUIPMENT

	FINE TINKERING TOOLS
	FINE WRECKER TOOLS
	BLOWGUN & DARTS, SYRINGES
	BANDOLIER OF ALCHEMICALS (3)
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	GADGETS
	A BLADE OR TWO
	THROWING KNIVES
	A PISTOL
	A 2ND PISTOL
	A LARGE WEAPON
	AN UNUSUAL WEAPON
	ARMOR
	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.