

# 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

YOUR VICE IS LIFE ESSENCE, CONSUMED FROM A LIVING HUMAN. USE 1 DOWNTIME ACTIVITY TO HUNT PREY AND INDULGE YOUR VICE. ALSO, WHEN YOU FEED, MARK 4 TICKS ON YOUR HEALING CLOCK. THIS IS THE ONLY WAY YOU CAN HEAL. HOW DO YOU FEED? WHAT TELLTALE SIGN DO YOU LEAVE ON YOUR VICTIMS?

STRESS TRAUMA COLD — HAUNTED — OBSESSED — PARANOID RUTHLESS — SECRETIVE — UNSTABLE — VICIOUS

HARM	HEALING
3	PROJECT CLOCK: FILL TO DROP ALL HARM BY ONE LEVEL
2	NEED HELP
1	LESS EFFECT

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 DISPLAYED YOUR DOMINANCE WITH \_\_\_\_\_.
- ◆ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.
- ◆ YOU STRUGGLED WITH ISSUES FROM YOUR VICE, TRAUMAS, OR STRUCTURES 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

## SERVANTS (START WITH ONE) GATHER INFORMATION

<input type="checkbox"/>	<input type="checkbox"/>	◆ WHAT DO THEY INTEND TO DO?
<input type="checkbox"/>	<input type="checkbox"/>	◆ HOW CAN I GET THEM TO [X]?
<input type="checkbox"/>	<input type="checkbox"/>	◆ WHAT ARE THEY REALLY FEELING?
<input type="checkbox"/>	<input type="checkbox"/>	◆ WHAT SHOULD I LOOKOUT FOR?
<input type="checkbox"/>	<input type="checkbox"/>	◆ WHERE'S THE WEAKNESS HERE?
<input type="checkbox"/>	<input type="checkbox"/>	◆ HOW CAN I FIND [X]?
<input type="checkbox"/>	<input type="checkbox"/>	◆ WHAT'S REALLY GOING ON HERE?

# VAMPIRE

A SPIRIT ANIMATING AN UNDEAD BODY  
ADVANCED PLAYBOOK

COIN  STASH

## VAMPIRE TRAITS PLAYBOOK XP

- **UNDEAD:** YOU ARE A SPIRIT WHICH ANIMATES AN UNDEAD BODY. YOUR TRAUMA IS MAXED OUT. CHOOSE FOUR TRAUMA CONDITIONS WHICH REFLECT YOUR VAMPIRIC NATURE. ARCANE ATTACKS ARE *POTENT* AGAINST YOU. IF YOU SUFFER FATAL HARM OR TRAUMA, YOUR UNDEAD SPIRIT IS OVERWHELMED. YOU TAKE LEVEL 3 HARM: *INCAPACITATED* UNTIL YOU FEED ENOUGH TO RECOVER. IF YOU SUFFER ARCANE HARM WHILE IN THIS STATE, YOU ARE DESTROYED UTTERLY. YOUR XP TRACKS ARE LONGER (YOU NOW ADVANCE MORE SLOWLY). YOU HAVE MORE STRESS BOXES.
- **TERRIBLE POWER:** TAKE 1 STRESS TO PERFORM A FEAT OF SUPERHUMAN STRENGTH OR SPEED (RUN FASTER THAN A CARRIAGE, BREAK STONE WITH BARE HANDS, LEAP ONTO THE ROOF OF A BUILDING, ETC.). THIS FACTORS INTO EFFECT.
- **ARCANE SIGHT:** TAKE 1 STRESS TO SENSE BEYOND HUMAN LIMITS. "HEAR" A SUBJECT'S TRUE THOUGHTS OR FEELINGS, SEE IN PITCH DARKNESS, SENSE THE PRESENCE OF INVISIBLE THINGS, INTUIT THE LOCATION OF A HIDDEN OBJECT, ETC.
- **A VOID IN THE ECHO:** YOU ARE INVISIBLE TO SPIRITS AND MAY NOT BE HARMED BY THEM. TAKE 1 STRESS TO CAUSE LIVING THINGS TO AVERT THEIR GAZE AND FAIL TO OBSERVE YOU FOR A FEW MOMENTS.
- **DARK TALENT:** CHOOSE INSIGHT, PROWESS, OR RESOLVE. YOUR MAX RATING FOR ACTIONS UNDER THAT ATTRIBUTE BECOMES 5. WHEN YOU TAKE THIS ABILITY, ADD +1 DOT TO THE RESISTANCE RATING OF THE ATTRIBUTE YOU'VE CHOSEN.
- **SINISTER GULE:** TAKE +1D TO ALL DOWNTIME ROLLS.

VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:

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- STRICTURES**  
WHEN YOU GAIN A NEW VAMPIRE TRAIT (EXCEPT VETERAN), ADD A STRICTURE.
- **SUMBER:** IN DOWNTIME, YOU MUST SPEND ONE ACTIVITY RESTING IN A DARK, SILENT PLACE (OR ELSE SUFFER 3 STRESS).
  - **FORBIDDEN:** YOU CANNOT ENTER A PRIVATE RESIDENCE WITHOUT PERMISSION FROM THE OWNER.
  - **REPELLED:** SPIRITBANE CHARMS CAN HOLD YOU AT BAY. (TAKE 2 STRESS TO RESIST THE REPULSION.)
  - **BESTIAL:** WHEN YOU SUFFER PHYSICAL HARM OR OVERINDULGE YOUR VICE, YOUR BODY TWISTS INTO A HORRIFIC BESTIAL FORM UNTIL YOU NEXT FEED WITHOUT OVERINDULGING.
  - **BOUND:** YOUR SPIRIT MUST REMAIN IN THIS BODY, OR BE DESTROYED.

## 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 CLOTHES & ACCOUTREMENTS

FINE PERSONAL WEAPON

FINE SHADOW CLOAK

DEMONBANE CHARM

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

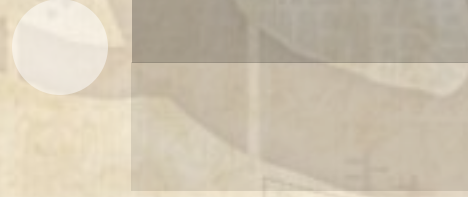
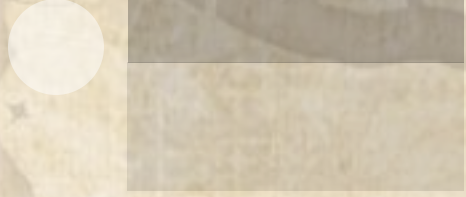
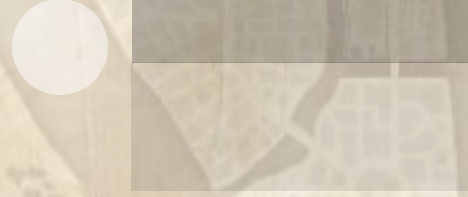
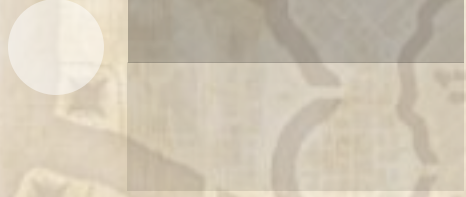
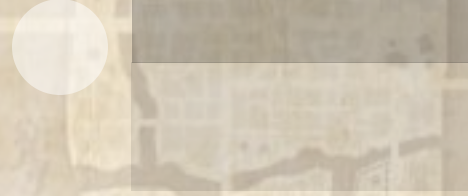
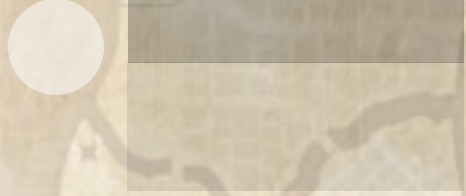
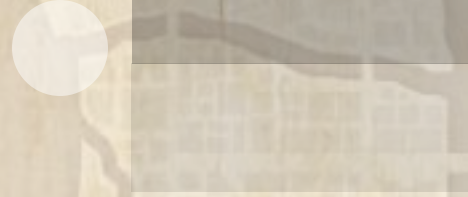
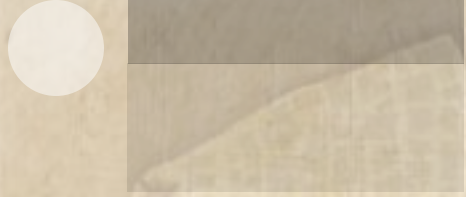
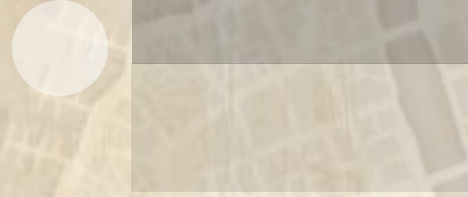
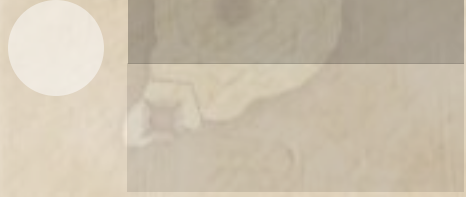
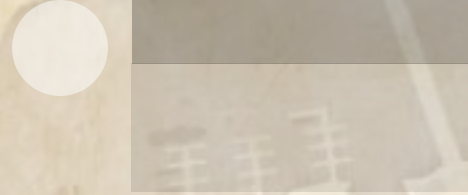
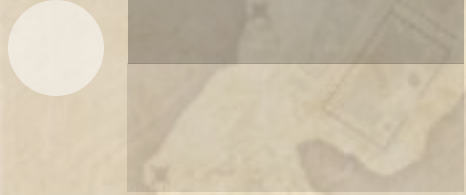
TINKERING TOOLS

LANTERN



# BLADES IN THE DARK

# LONG-TERM PROJECTS AND NOTES



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