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 / PURVEYOR: FAITH — GAMBLING — LUXURY — OBLIGATION — PLEASURE — STUPOR — WEIRD

STRESS **TRAUMA** COLD — HAUNTED — OBSESSED — PARANOID — RECKLESS — SOFT — UNSTABLE — VICIOUS

HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *project clock*

ARMOR USES

- ARMOR ☐
- HEAVY ☐
- SPECIAL ☐

NOTES

SLEUTH

A PEERLESS DETECTIVE & MENTALIST

STASH
COIN
☐☐
☐☐

SPECIAL ABILITIES

- ○ **Prescience:** You needn't spend Stress to flashback and track a mark or uncover evidence perfect for the current situation. *How did you know it would lead to this?*
- ○ **Backstabber:** When you catch someone by surprise with damning information or a knife in the back they will be momentarily unable to respond to your assault.
- ○ **Dream Logic:** When you touch the spirit of another you experience flashes of memory relevant to their current state of being. **Also**: You may **ATTUNE** to the living in order to explore their memories in this way or treat injuries of the mind. *How do you join your consciousness to another?*
- ○ **Driven:** You gain a custom **Vice: Obsession**. Each downtime you may declare your obsession with a grand mystery or plot.When you **push yourself** in pursuit of your obsession it costs only a single Stress. **Also**: when you **Indulge in your obsession** during downtime you may tick one segment of a relevant project clock. *How does the mystery drive you onward?*
- ○ **Ghost Sense:** One of your senses is deeply connected to the **Ghost Echo** allowing you to **flashback** to events you did not personally witness. *Is your trigger the touch of a hand, a pinch of dirt on the tongue, or the inhalation of a lingering fragrance.*
- ○ **Guile:** When you make an **action roll** you may also **gather info** as though you'd rolled the same result. *How does your action inform you?*
- ○ **Mimicry:** When you **push yourself** you may spend an additional point of **Stress** in order to copy the technique of an enemy or activate the special ability of an ally. *How do you imitate their movements or mannerisms?*
- ○ **Vigilance:** You may expend your **special armor** to reduce consequences of surprise or misdirection **or** to **add +1 result level to gather info roll**, be it yours or that of an ally.*What additional details do you provide?*
- ○○○ **VETERAN:** Choose a special ability from another source.

CURIOUS FRIENDS

- △▽ Skinner, an informant
- △▽ Grace, an heiress
- △▽ Ingerwood, a parapsychologist
- △▽ Templeton, a persistent echo
- △▽ Hallow, an inspector

ITEMS

LOAD ◇ 3 *light* ◇ 5 *normal* ◇ 6 *heavy*

- ☐ *Fine lens*
- ☐ *Fine dirt*
- ☐ Trusty pistol
- ☐ Concealing coat
- ☐ A humble timepiece
- ☐ Pipe and matches

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 curiosity or keen observation.*
- *You expressed your beliefs, drives, heritage, or background.*
- *You struggled with issues from your vice or traumas during the session.*

PLAYBOOK

INSIGHT

- ○○○ HUNT
- ●● STUDY
- ● SURVEY
- ○○○ TINKER

PROWESS

- ○○○ FINESSE
- ○○○ PROWL
- ○○○ SKIRMISH
- ○○○ WRECK

RESOLVE

- ○○○ ATTUNE
- ○○○ COMMAND
- ○○○ CONSORT
- ○○○ SWAY

BONUS DIE

\+ **PUSH YOURSELF** (take 2 stress) -or - accept a **DEVIL'S BARGAIN**.

- ☐ 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

TEAMWORK

- **Assist** a teammate
- Lead a **group action**
- **Protect** a teammate
- **Set up** a teammate

PLANNING & LOAD

Choose a plan, provide the ***detail***. Choose your ***load*** limit for the operation.

- **Assault:** *Point of attack*
- **Deception:** *Method*
- **Stealth:** *Entry point*
- **Occult:** *Arcane power*
- **Social:** *Connection*
- **Transport:** *Route*

GATHER INFORMATION

- *What do they intend to do?*
- *How can I get them to [X]?*
- *How can I make them sweat?*
- *Where are they vulnerable?*
- *Where has [X] been?*
- *How can I find [X]?*
- *What's really going on here?*