

BLADES IN THE DARK

CREW

NAME _____ ALIAS _____

LOOK _____

HERITAGE: AKOROS — THE DAGGER ISLES BACKGROUND: ACADEMIC — LABOR — LAW
 IRUVIA — SEVEROS — SKOVLAN — TYCHEROS TRADE — MILITARY — NOBLE — UNDERWORLD

VICE: FAITH — GAMBLING — LUXURY — OBLIGATION — PLEASURE — STUPOR — WEIRD

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

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

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 KNOWLEDGE OR ARCANE POWER.
- ♦ 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	LEAD A GROUP ACTION: EVERYONE ROLLS
DECEPTION: METHOD	SOCIAL: CONNECTION	PROTECT A TEAMMATE: TAKE A CONSEQUENCE
STEALTH: POINT OF ENTRY	TRANSPORT: ROUTE	SET UP A TEAMMATE: IMPROVE POSITION

STRANGE FRIENDS GATHER INFORMATION

▲▼	▲▼	♦ WHAT IS ARCANE OR WEIRD HERE?
▲▼	▲▼	♦ WHAT ECHOES IN THE GHOST FIELD?
▲▼	▲▼	♦ WHAT IS HIDDEN OR LOST HERE?
▲▼	▲▼	♦ WHAT DO THEY INTEND TO DO?
▲▼	▲▼	♦ WHAT DRIVES THEM TO DO THIS?
▲▼	▲▼	♦ HOW CAN I REVEAL [X]?
▲▼	▲▼	♦ WHAT'S REALLY GOING ON HERE?

WHISPER

AN ARCANE ADEPT AND CHANNELER

COIN STASH

SPECIAL ABILITIES PLAYBOOK XP

- **COMPEL:** YOU CAN ATTUNE TO THE GHOST FIELD TO FORCE A NEARBY SPIRIT TO APPEAR AND OBEY A COMMAND YOU GIVE IT. YOU ARE NOT SUPERNATURALLY TERRIFIED BY A SPIRIT YOU SUMMON OR COMPEL (THOUGH YOUR ALLIES MAY BE).
- **GHOST MIND:** YOU'RE ALWAYS AWARE OF SUPERNATURAL ENTITIES IN YOUR PRESENCE. TAKE +1D WHEN YOU GATHER INFO ABOUT THE SUPERNATURAL.
- **IRON WILL:** YOU'RE IMMUNE TO THE TERROR THAT SOME SUPERNATURAL ENTITIES INFLECT ON SIGHT. TAKE +1D TO RESISTANCE ROLLS WITH RESOLVE.
- **OCCULTIST:** YOU KNOW THE SECRET WAYS TO CONSORT WITH ANCIENT POWERS, FORGOTTEN GODS OR DEMONS. ONCE YOU'VE CONSORTED WITH ONE, YOU GET +1D TO COMMAND CULTISTS WHO WORSHIP IT.
- **RITUAL:** YOU CAN STUDY AN OCCULT RITUAL (OR CREATE A NEW ONE) TO SUMMON A SUPERNATURAL EFFECT OR BEING. YOU KNOW THE ARCANE METHODS TO PERFORM RITUAL SORCERY. YOU BEGIN WITH ONE RITUAL ALREADY LEARNED.
- **STRANGE METHODS:** WHEN YOU INVENT OR CRAFT A CREATION WITH ARCANE FEATURES, TAKE +1D TO YOUR ROLL. YOU BEGIN WITH ONE ARCANE DESIGN ALREADY KNOWN.
- **TEMPEST:** YOU CAN PUSH YOURSELF TO DO ONE OF THE FOLLOWING: UNLEASH A STROKE OF LIGHTNING AS A WEAPON — SUMMON A STORM IN YOUR IMMEDIATE VICINITY (TORRENTIAL RAIN, ROARING WINDS, HEAVY FOG, CHILLING FROST/SNOW, ETC.).
- **WARDED:** YOU MAY EXPEND YOUR SPECIAL ARMOR TO RESIST A SUPERNATURAL CONSEQUENCE, OR TO PUSH YOURSELF WHEN YOU DEAL WITH ARCANE FORCES.

VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

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

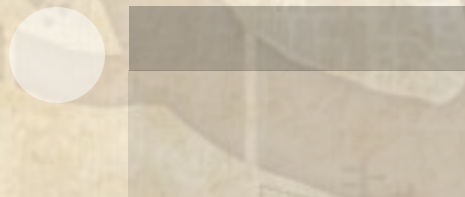
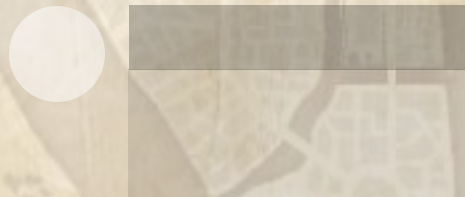
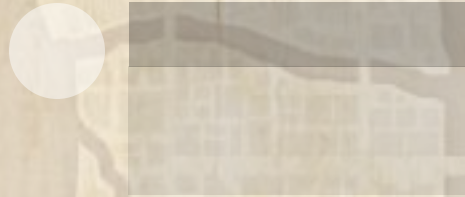
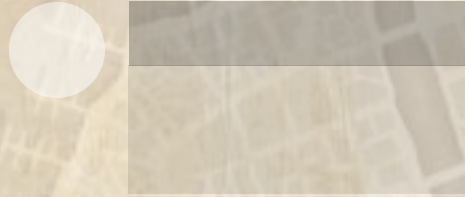
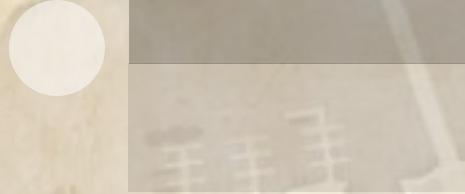
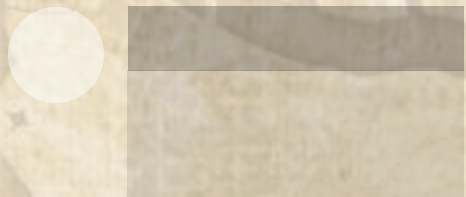
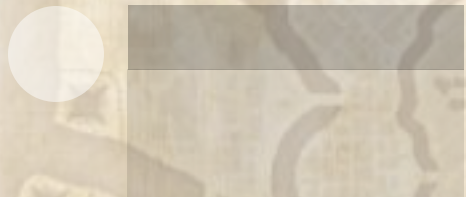
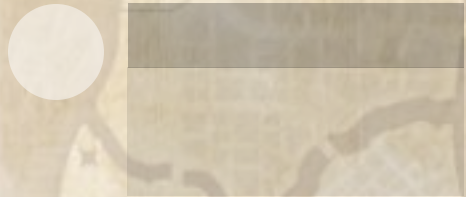
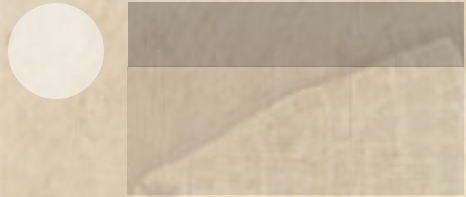
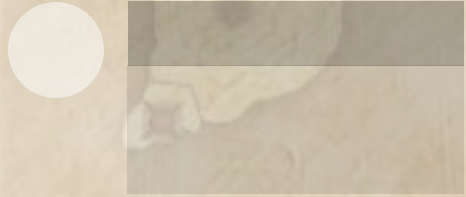
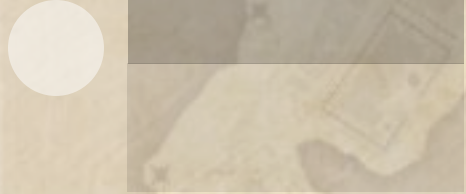
♦ 3 LIGHT ♦ 5 NORMAL ♦ 6+ HEAVY

EQUIPMENT

- FINE LIGHTNING HOOK
- FINE SPIRIT MASK
- ELECTROPLASM VIALS
- SPIRIT BOTTLES (2)
- GHOST KEY
- DEMONBANE 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.