

MINX

NAME
 Ellie
 A.K.A
 The Magpies (*Vigilantes*)
 CREW

Fancy girl! Lace, corsets, trim dueling gear

LOOK
 Street Urchin
 HERITAGE: AKOROS — THE DAGGER ISLES
 IRUVIA — SEVEROS — SKOVLAND — TYCHEROS
 BACKGROUND: ACADEMIC — LABOR — LAW
 TRADE — MILITARY — NOBLE — UNDERWORLD
 Thief and Con Artist

Underground Swordfighting (*Stupor*) / The Weeping Lady (*Obligation*)
 VICE / PURVEYOR: FAITH — GAMBLING — LUXURY — OBLIGATION — PLEASURE — STUPOR — WEIRD

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

HEALTH	NEED HELP	HEARING
3		project clock
2	-1D	ARMOR
1	LESS EFFECT	HEAVY SPECIAL

NOTES:
 Formerly a street urchin, Minx is now obsessed with luxury and getting rich. After a falling out with Baszo Baz, she is determined to not live on the streets anymore and live a life of comfort. She's friendly and jovial, but rarely lets anyone see any "unseemly" side of her or "lets anyone in" emotionally. The one exception is Nyryx, who she's on-again off-again with. Casual with Kay. Conversational in Imperial Sign Language.

PATCH THINGS UP WITH BASZO (Consort): 1/8
 INFORMANTS AGAINST SALIA (Sway): 3/8

SLIDE

A SUBTLE MANIPULATOR
 AND SPY

CON	STASH
<input type="checkbox"/>	<input type="checkbox"/>

SPECIAL ABILITIES

- **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 increased effect when communicating with the supernatural.
- **A LITTLE SOMETHING ON THE SIDE:** At the end of each downtime phase, you earn +2 stash.
- **LIKE LOOKING IN 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.

- **BODYGUARD:** When you protect a teammate, take +1D to your resistance roll. When you gather info to anticipate possible threats in the current situation, you get +1 effect.
- **NOT TO BE TRIFLED WITH:** You can push yourself to do one of these: Perform a feat of physical force that borders on superhuman -- or engage a small gang on equal footing in combat (no reduced effect). You also gain the normal benefits of pushing yourself.

SHAREND FRIENDS

- △ ▽ Bryl, a drug dealer
- ▽ Baszo Baz, a gang leader
- △ ▽ Klyra, a tavern owner
- △ ▽ Nyryx, a prostitute
- △ ▽ Harker, a jail-bird

ITEM

- Fine clothes & jewelry
- Fine disguise kit
- Fine loaded dice, trick cards
- Trance powder
- A cane-sword
- Spiritbane charm

ROAD 3 light 5 normal 6+ heavy

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 and influence*.
- You expressed your *beliefs, drives, heritage, or background*.
- You struggled with issues from your *vice or traumas* during the session.
- You got *payback* against someone who hurt you or someone you care about. If your crew helped you get payback, also mark crew xp.

TEAMWORK

	PLANNING & ROAD
Assist a teammate.	Choose plan, detail, and load limit.
Lead a group action.	Assault: Point Occult: Arcane power
Protect a teammate.	Deception: Method Social: Connection
Setup a teammate.	Stealth: Entry point Transport: Route

playbook for Blades in the Dark by John Harper
 adapted for Google Sheets by @mynaminnarr

PLAYBOOK

+1D Gather Information

INSIGHT

•	○	○	○	HUNT
○	○	○	○	STUDY
•	○	○	○	SURVEY
○	○	○	○	TINKER

PROMISE

•	○	○	○	FINESSE
•	○	○	○	PROWL
•	•	•	○	SKIRMISH
•	•	○	○	WRECK

RESOLVE

○	○	○	○	ATTUNE
•	○	○	○	COMMAND
•	○	○	○	CONSORT
•	•	○	○	SWAY

Conversational in Imperial Sign

BONUS DIE

* PUSH YOURSELF (take 2 stress) -
 * OR- accept a DEVIL'S BARGAIN

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	A Blade or Two
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Throwing Knives
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	A Pistol <input type="checkbox"/> A 2nd Pistol
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	A Large Weapon
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	An Unusual Weapon
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Armor
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+Heavy
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Burglary Gear
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Climbing Gear
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Arcane Implements
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Documents
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Subterfuge Supplies
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Demolition Tools
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tinkering Tools
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Lantern

GATHER INFORMATION (+1D)

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?