

# MYRA KEEL

NAME

N/A The Magpies

ALIAS CREW

Calm, Shirt & Blouse, Vest

LOOK

Single mother, workhouse, orphan Runner for Salia

HERITAGE: AKOROS — THE DAGGER ISLES BACKGROUND: ACADEMIC — LABOR — LAW

IRUVIA — SEVEROS — SKOVLAND — TYCHEROS TRADE — MILITARY — NOBLE — UNDERWORLD

[drugs] need new purveyor / [Jeren Clermont] not rn he's mad?

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

STRESS		TRAUMA		COLD — HAUNTED — OBSESSED — PARANOID
[Progress Bar]		[Progress Bar]		RECKLESS — SOFT — UNSTABLE — VICIOUS

			HEALING
3		NEED HELP	project clock [Progress Bar]
2		-ID	ARMOR USES
1		LESS EFFECT	HEAVY SPECIAL

### NOTES:

To strangers, seems fairly calm and genial, if a bit distant. Some might tread wrong and see something sharper beneath. Definitely a seed of anger burning inside against the upper classes. Wants to claw her way up so she doesn't have to rely on the whims of whoever's above her - she will never be safe until she is the one in control of her own fate. She may never be, but she will probably die trying. | Attune from Heritage, Survey from Background. Finesse for one of the free points. Command for the other. | For all her control and distance from most, she cares deeply about a few people (probably in the crew) and where she's loyal, she is extremely loyal, potentially to the point of rare self-sacrifice. | Salia has complicated backstory with Myra. Jeren is a useful contact, but also Myra's oldest friend.

+1 ON GATHER INFORMATION ROLLS FROM INFORMANTS

LONG-TERM PROJECTS	
LOCATE THE HAND OF KOTAR	[Progress Bar]
Study	[Progress Bar]

# SPIDER

A DEVIUS MASTERMIND

COIN STASH

[Progress Bar]	[Progress Bar]
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SPECIAL ABILITIES PLAYBOOK

- **FORESIGHT:** Two times per score you can assist a teammate without paying stress. Tell us how you prepared for this.
- **CALCULATING:** Due to your careful planning, during downtime, you may give yourself or another crew member +1 downtime action.
- **CONNECTED:** During downtime, you get +1 result level when you acquire an asset or reduce heat.
- **FUNCTIONING VICE:** When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.
- **GHOST CONTRACT:** When you shake on a deal, you and your partner—human or otherwise—both bear a mark of your oath. If either breaks the contract, they take level 3 harm, "Cursed".
- **JAIL BIRD:** When incarcerated, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).
- **MASTERMIND:** You may expend your special armor to protect a teammate, or to push yourself when you gather information or work on a long-term project.
- **WEAVING THE WEB:** You gain +1d to Consort when you gather information on a target for a score. You get +1d to the engagement roll for that operation.
- ○ ○ **VETERAN:** Choose a special ability from another source.

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

SHREWD FRIENDS ITEM LOAD 3 light 5 normal 6+ heavy

△	▽	Salia, an information broker	○	Fine cover identity	□	A Blade or Two
△	▽	Augus, a master architect	○	Fine bottle of whiskey	□	Throwing Knives
△	▽	Jennah, a servant	○	Blueprints	□	A Pistol □ A 2nd Pistol
△	▽	Riven, a chemist	○	Vial of slumber essence	□	□ A Large Weapon
△	▽	Jeren, a Bluecoat archivist	○	Concealed palm pistol	□	□ An Unusual Weapon (baton)
			○	Spiritbane charm	□	□ Armor
				* Burned until I Acquire Asset	↳	□ □ □ +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 calculation or conspiracy.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

TEAMWORK	PLANNING & LOAD
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

### GATHER INFORMATION

- What do they want most?
- What should I look out for?
- Where's the leverage here?
- How can I discover [X]?
- What do they intend to do?
- How can I get them to [X]?
- What's really going on here?

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