

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

MY FUNCTIONS ARE: TO GUARD—TO DESTROY—TO DISCOVER—TO ACQUIRE—TO LABOR AT
...that which my **master** commands.

Your clockwork body runs on **ELECTROPLASM**. Recharge your capacitors by connecting to an industrial-grade generator (downtime action). When you do this, clear **5 drain**.

DRAIN  **WEAR**  **CLANKING** — **LEAKING** — **FIXATED** —
SMOKING — **SPARKING** — **UNSTABLE**

HARM	HEALING	NEED HELP	ARMOR USES
3	project clock 		ARMOR <input type="checkbox"/>
2		-1D	HEAVY <input type="checkbox"/>
1		LESS EFFECT	SPECIAL <input type="checkbox"/>

GHOST SPECIAL ABILITIES (TRANSFERRED FROM ORIGINAL PLAYBOOK)

FRAME FEATURES

- LEVITATION
- REFLEXES
- LIFE-LIKE APPEARANCE
- SPIDER CLIMB
- INTERIOR CHAMBER
- PLATING
- PHONOGRAPH
- SENSORS
- SMOKE PROJECTORS
- SPRING-LEAP PISTONS


You may swap out your features with a downtime activity.

HULL

A spirit animating a clockwork frame
SPIRIT PLAYBOOK

HULL TRAITS

- **AUTOMATON:** You are a spirit animating a clockwork body. You have human-like strength and senses, by default. Your hull has natural **armor** (this doesn't count for your **load**). Your former human feelings, interests, and connections are only dim memories. You now exist to fulfill your **functions**. Choose three (at left). You may be rebuilt if damaged or destroyed. If your soul vessel is shattered, you are freed from servitude and become a Ghost. *Whenever you would take stress, take drain instead.*
- **OVERCHARGE:** Take **1 drain** to perform a feat of extreme strength or speed (run faster than a horse, rend metal with bare hands, etc.). *This factors into effect.*
- **COMPARTMENTS:** Your **items** are built-in to your frame and may recess beneath panels out of sight. Your frame can now carry +2 load.
- **ELECTROPLASMIC PROJECTORS:** You may release some of your plasmic energy as an electrical shock around you or as a directed beam. You may also use this ability to create a lightning barrier to repel or trap a spirit. Take **1 drain** for each level of **magnitude**.
- **INTERFACE:** You may **attune** to the local electroplasmic power field to control it or something connected to it (including another hull).
- **SECONDARY HULL:** Choose an additional frame and its starting feature.
- ○ ○ ○ **FRAME UPGRADE:** Choose an additional frame **feature**.

FRAME & ITEMS Choose your **frame** & look (or create one). Choose a starting **feature**. **LOAD**  **3 small**  **5 medium**  **7 heavy**

- SMALL** (cat size, **-1 scale**): A metal orb, a mechanical doll, a clockwork spider. *Levitation—Reflexes*
- MEDIUM** (human size): A metal mannequin, a clockwork animal. *Life-Like Appearance—Spider Climb*
- HEAVY** (wagon size, **+1 scale**): A hulking metal giant, a self-driving vehicle. *Interior Chamber—Plating (special armor)*

Feature options for any frame: *Phonograph (Record & Playback)—Sensors—Smoke Projectors—Spring-Leap Pistons*

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 fulfilled your functions despite difficulty or danger.*
- ◆ *You suppressed or ignored your former human beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your wear during the session.*

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

Occult: Arcane power

Deception: Method

Social: Connection

Stealth: Entry point

Transport: Route

A hull has no **COIN** or **STASH** of their own, but might be granted access to the resources of their master.

PLAYBOOK

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DIE

PUSH YOURSELF (take +2 drain) -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

GATHER INFORMATION

- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *What are they really feeling?*
- ◆ *What should I lookout for?*
- ◆ *Where's the weakness here?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*