

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

NOTES _____

LURK

A STEALTHY INFILTRATOR AND BURGLAR

STASH
COIN

SPECIAL ABILITIES

- INFILTRATOR:** You are not affected by **quality** or **Tier** when you bypass security measures.
- AMBUSH:** When you attack from hiding or spring a trap, you get +1d.
- DAREDEVIL:** When you roll a desperate action, you get +1d to your roll if you also take -1d to any resistance rolls against consequences from your action.
- THE DEVIL'S FOOTSTEPS:** When you **push yourself**, choose one of the following additional benefits: *perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.*
- EXPERTISE:** Choose one of your action ratings. When you lead a **group action** using that action, you can suffer only 1 stress at most regardless of the number of failed rolls.
- GHOST VEIL:** You may shift partially into the ghost field, becoming shadowy and insubstantial for a few moments. Take 2 stress when you shift, plus 1 stress for each extra feature: *It lasts for a few minutes rather than moments—you are invisible rather than shadowy—you may float through the air like a ghost*
- REFLEXES:** When there's a question about who acts first, the answer is you (two characters with Reflexes act simultaneously).
- SHADOW:** You may expend your **special armor** to resist a consequence from detection or security measures, or to **push yourself** for a feat of athletics or stealth.
- VETERAN:** Choose a special ability from another source.

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.**

SHADY FRIENDS

- Telda, a beggar
- Darmot, a bluecoat
- Frake, a locksmith
- Roslyn Kellis, a noble
- Petra, a city clerk

ITEMS

- Fine lockpicks*
- Fine shadow cloak
- Light climbing gear
- Silence potion vial*
- Dark-sight goggles
- Spiritbane charm*

LOAD

3 light 5 normal 6 heavy

- 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

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 stealth or evasion.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas 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*

GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What should I look out for?
- ◆ What's the best way in?
- ◆ Where can I hide here?
- ◆ How can I find [X]?
- ◆ What's really going on here?