

# 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  <i>project clock</i>
2	-1D ARMOR <input type="checkbox"/>
1	LESS EFFECT HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES

# CUTTER

A DANGEROUS & INTIMIDATING FIGHTER

STASH   
COIN   
FIGHTER 

## SPECIAL ABILITIES

- BATTLEBORN:** You may expend your **special armor** to reduce harm from an attack in combat or to **push yourself** during a fight.
- 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.
- GHOST FIGHTER:** You may imbue your hands, melee weapons, or tools with spirit energy. You gain **potency** in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.
- LEADER:** When you **Command** a **cohort** in combat, they continue to fight when they would otherwise **break** (they're not taken out when they suffer level 3 harm). They gain +1 effect and 1 armor.
- MULE:** Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- NOT TO BE TRIFLED WITH:** You can **push yourself** to do one of the following: *perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.*
- SAVAGE:** When you unleash physical violence, it's especially frightening. When you **Command** a frightened target, take +1d.
- VIGOROUS:** You recover from harm faster. Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls.
- VETERAN:** Choose a special ability from another source.

## DANGEROUS FRIENDS

- Marlane, a pugilist
- Chael, a vicious thug
- Mercy, a cold killer
- Grace, an extortionist
- Sawtooth, a physicker

## ITEMS

- Fine hand weapon
- Fine heavy weapon
- Scary weapon or tool
- Manacles & chain*
- Rage essence vial*
- Spiritbane charm*

LOAD  3 light  5 normal  6 heavy

- A Blade or Two
- Throwing Knives
- A Pistol  A 2<sup>nd</sup> 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 violence or coercion.*
- ◆ *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

- ◆ *How can I hurt them?*
- ◆ *Who's most afraid of me?*
- ◆ *Who's most dangerous here?*
- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *Are they telling the truth?*
- ◆ *What's really going on here?*

## 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**.