BLADES IN THE DARK

	CREW				TECHNICIAN	
			SPECIAL ABILITIES			
AME ALIAS		• ALCHEMIST: When you invent or craft a creation with <i>alchemical</i> features, take +1 result level to your roll. You begin with one special formula already known.				
LOOK			O ANALYST: During do	owntime, you get two tic t clocks that involve invo	ks to distribute among estigation or learning a	
HERITAGE: AKOROS—THE DAGGER ISLESBACKGROUND: ACADEMIC—LABOR—LAWIRUVIA—SEVEROS—SKOVLAN—TYCHEROSTRADE—MILITARY—NOBLE—UNDERWORLD			• ARTIFICER: When you invent or craft a creation with <i>spark-craft</i> features, take +1 result level to your roll. You begin with one special design already known.			
VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD			• FORTITUDE: You may expend your special armor to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.			
STRESS	RAUMA COLD—HAUNTED—OBSESSED RECKLESS—SOFT—UNSTABI			now how to Wreck an area ther anathema or enticing		
HARM 3	H NEED pro	EALING oject clock	• PHYSICKER: You can ' treat wounds or stabil	Tinker with bones, blood ize the dying. You may st w gets +1d to their healin	l, and bodily humours to udy a malady or corpse.	
2	10	RMOR USES		you Wreck , the work is image is hidden from ca		
1	LESS H	ARMOR IEAVY PECIAL	which you have become	a drug or poison (from y me immune. You can pu saliva or exhale it as a va	sh yourself to secrete it	
NOTES	ALCHI	EMICALS	○ ○ ○ VETERAN: Cho	ose a special ability from	n another source.	
		ier 🗖 🗖 🗖	CLEVER FRIENDS	ITEMS	I	
	Bandoli	ier []-[]-[]	$\Delta abla$ Stazia, an apothe	•	tinkering tools	
		ou use a bandolier	$\Delta \bigtriangledown$ Veldren, a psych	lonuut	ne wrecking tools	
		ose an alchemical:	$\Delta abla$ Eckerd, a corpse	e thief	g <i>un & darts, syringes</i> lolier (3 uses)	
	◆ Alcal ◆ Bind		$\Delta abla$ Jul, a blood deal		lolier (3 uses)	
	◆ Drift	•	$\Delta ar{ abla}$ Malista, a prieste	ess 🛛 🗖 🗖	Gadgets	
		vn Powder	ХР			
	◆ Eyeb ◆ Fire (lind Poison Oil	• Every time you roll a de	sperate action, mark xp in t	that action's attribute.	
	◆ Gren			, for each item below, mark		
	◆ Quic		· •	t item occurred multiple til ge with technical skill or ma		
		fire Poison ke Bomb		efs, drives, heritage, or back	·	
		k (drug)	• You struggled with issues from your vice or traumas during the session.			
	1	dstill Poison	TEAMWORK	PLANNING & LOAD		
	→ Tran	Trance Powder		Choose a plan, provide the <i>detail</i> . Choose your <i>load</i> limit for the operation.		
			Lead a group action	Assault: Point of attack	Occult: Arcane power	
			Protect a teammate	Deception: Method	Social: Connection	
			Set up a teammate	Stealth: Entry point	Transport: Route	

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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**. LOAD 🕎 3 light 🔷 5 normal 🔷 6 heavy □ A Blade or Two □ Throwing Knives \Box A Pistol \Box A 2nd Pistol □ A Large Weapon □ An Unusual Weapon $\square \square$ Armor $\square \square \square$ +Heavy □ Burglary Gear □**-**□ Climbing Gear □ Arcane Implements Documents or □ Subterfuge Supplies Demolition Tools □ Tinkering Tools □ Lantern GATHER INFORMATION • What do they intend to do? ◆ How can I get them to [X]?

Are they telling the truth?
What can I tinker with here?
What might happen if I [X]?
How can I find [X]?

• What's really going on here?

STASH

COIN

A SABOTEUR AND