

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS — DAGGER
ISLES — IRUVIA — SEVEROS —
SKOVLAN — TYCHEROS

BACKGROUND: ACADEMIC — LABOR
— LAW — 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. When you do this, clear 5 drain.*

TEAMWORK

- Assist a teammate
- Lead a **group action**
- Protect a teammate
- Set up a teammate

PLANNING & choose *load*

- Assault:** *Point of attack*
- Deception:** *Method*
- Stealth:** *Entry point*
- Occult:** *Arcane power*
- Social:** *Connection*
- Transport:** *Route*

DRAIN



WEAR



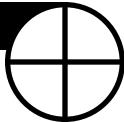
CLANKING — LEAKING — FIXATED — SMOKING —
SPARKING — UNSTABLE

HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

HEALING

project clock



ARMOR USES

- ARMOR ☐
- HEAVY ☐
- SPECIAL ☐

HULL

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?

"GHOST" ABILITIES FROM ORIGINAL PLAYBOOK

HULL TRAITS

1

● **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.

HULL

HULL TRAITS

2

- **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 field to control it or something connected to it (including another hull).
- **SECONDARY HULL:** Choose an additional frame and its starting feature. You may transfer your consciousness between your frames at will.
- ○ ○ ○ **FRAME UPGRADE:** Choose an additional frame feature.

Choose your **frame** & look (or create one).
Choose a starting *feature*.

FRAME

FRAME FEATURES

☐ **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 metal giant, a self-driving vehicle. *Interior Chamber — Plating (special armor)*

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

○ Levitation

○ Reflexes

○ Life-like Appearance

○ Spider Climb

○ Interior Chamber

○ Plating

○ Phonograph

○ Sensors

○ Smoke Projectors

○ Spring-Leap Pistons

Swap out features with a downtime activity.

NOTES/RECOVERED MEMORIES

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

HULL 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.*

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 stress) -OR- accept a **DEVIL'S BARGAIN**.