

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

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

BACKGROUND: ACADEMIC — LABOR — LAW — TRADE — MILITARY — NOBLE — UNDERWORLD

VICE/PURVEYOR: FAITH — GAMBLING — LUXURY — OBLIGATION — PLEASURE — STUPOR — WEIRD

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*

STRESS



TRAUMA

COLD — HAUNTED — OBSESSED — PARANOID
RECKLESS — SOFT — UNSTABLE — VICIOUS

HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

HEALING

project clock



ARMOR USES

ARMOR
HEAVY
SPECIAL

CUTTER

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?

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.

