

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

SPIDER

GATHER INFORMATION
*What do they want most?
What should I look out for?
Where's the leverage here?*

*How can I discover [X]?
What do they intend to do?
How can I get them to [X]?
What's really going on here?*

SPECIAL ABILITIES

- **FORESIGHT:** Two times per score you can **assist** a teammate without paying stress. Tell us how you prepared for this.
- **CALCULATING:** Due to your careful planning, during **downtime**, you may give yourself or another crew member +1 downtime action.
- **CONNECTED:** During downtime, you get +1 **result level** when you **acquire an asset** or **reduce heat**.
- **FUNCTIONING VICE:** When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.
- **GHOST CONTRACT:** When you shake on a deal, you and your partner—human or otherwise—both bear a mark of your oath. If either breaks the contract, they take level 3 harm, “Cursed”.
- **JAIL BIRD:** When **incarcerated**, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).
- **MASTERMIND:** You may expend your **special armor** to protect a teammate, or to **push yourself** when you gather information or work on a long-term project.
- **WEAVING THE WEB:** You gain +1d to **Consort** when you **gather information** on a target for a score. You get +1d to the **engagement roll** for that operation.
- ○ ○ **VETERAN:** Choose a special ability from another source.

