

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

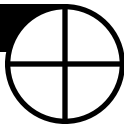
COLD — HAUNTED — OBSESSED — PARANOID
RECKLESS — SOFT — UNSTABLE — VICIOUS

HARM

3	NEED HELP
2	-1D
1	LESS EFFECT

HEALING

project clock



ARMOR USES

ARMOR ☐
HEAVY ☐
SPECIAL ☐

SLIDE

GATHER INFORMATION
What do they intend to do?
How can I get them to [X]?
Are they telling the truth?

What are they really feeling?
What do they really care about?
How can I blend in here?
What's really going on here?

SPECIAL ABILITIES

- **ROOK'S GAMBIT:** Take 2 **stress** to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- **CLOAK & DAGGER:** When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- **GHOST VOICE:** You know the secret method to interact with a ghost or demon as if it was a normal human, regardless of how wild or feral it appears. You gain **potency** when communicating with the supernatural.
- **LIKE LOOKING INTO A MIRROR:** You can always tell when someone is lying to you.
- **A LITTLE SOMETHING ON THE SIDE:** At the end of each downtime phase, you earn +2 **stash**.
- **MESMERISM:** When you **Sway** someone, you may cause them to forget that it's happened until they next interact with you.
- **SUBTERFUGE:** You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** for subterfuge.
- **TRUST IN ME:** You get +1d vs. a target with whom you have an intimate relationship.
- **VETERAN:** Choose a special ability from another source.

SLIDE ITEMS

LOAD  **3** *light*  **5** *normal*  **6** *heavy*

- ☐ *Fine clothes & jewelry*
- ☐ Fine disguise kit
- ☐ *Fine loaded dice, trick cards*
- ☐ *Trance powder*
- ☐ A cane-sword
- ☐ *Spiritbane charm*

- ☐ 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

SLY FRIENDS

- △▽ Bryl, a drug dealer
- △▽ Bazso Baz, a gang leader
- △▽ Klyra, a tavern owner
- △▽ Nyryx, a prostitute
- △▽ Harker, a jail-bird

SLIDE 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 deception or influence.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

STASH

COIN

Diagram illustrating a memory layout with 4 rows and 10 columns. The first two columns are grouped by a vertical line. The last column in each row is shaded gray.

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.**