

# 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

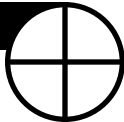
COLD — HAUNTED — OBSESSED — PARANOID  
RECKLESS — SOFT — UNSTABLE — VICIOUS

## HARM

3	NEED HELP
2	-1D
1	LESS EFFECT

## HEALING

*project clock*



## ARMOR USES

ARMOR ☐  
HEAVY ☐  
SPECIAL ☐

# LURK

## GATHER INFORMATION

*What do they intend to do?*

*How can I get them to [X]?*

*What should I look out for?*

*What's the best way in?*

*Where can I hide here?*

*How can I find [X]?*

*What's really going on here?*

## SPECIAL ABILITIES

- **INFILTRATOR:** You are not affected by **quality** or **Tier** when you bypass security measures.
- **AMBUSH:** When you attack from hiding or spring a trap, you get +1d.
- **DAREDEVIL:** When you roll a desperate action, you get +1d to your roll if you also take -1d to any resistance rolls against consequences from your action.
- **THE DEVIL'S FOOTSTEPS:** When you **push yourself**, choose one of the following additional benefits: *perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.*
- **EXPERTISE:** Choose one of your action ratings. When you lead a **group action** using that action, you can suffer only 1 stress at most regardless of the number of failed rolls.
- **GHOST VEIL:** You may shift partially into the ghost field, becoming shadowy and insubstantial for a few moments. Take 2 stress when you shift, plus 1 stress for each extra feature: *It lasts for a few minutes—you're invisible—you float through the air like a ghost.*
- **REFLEXES:** When there's a question about who acts first, the answer is you (two characters with Reflexes act simultaneously).
- **SHADOW:** You may expend your **special armor** to resist a consequence from detection or security measures, or to **push yourself** for a feat of athletics or stealth.
- **VETERAN:** Choose a special ability from another source.


## LURK ITEMS

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

- ☐ *Fine lockpicks*
- ☐ Fine shadow cloak
- ☐ Light climbing gear
- ☐ *Silence potion vial*
- ☐ Dark-sight goggles
- ☐ *Spiritbane charm*

- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol   ☐ A 2<sup>nd</sup> Pistol
- ☐ ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐ ☐ Armor   ☐ ☐ ☐ +Heavy
- ☐ Burglary Gear
- ☐ ☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern


## SHADY FRIENDS


- |    |                        |
|----|------------------------|
| △▽ | Telda, a beggar        |
| △▽ | Darmot, a bluecoat     |
| △▽ | Frake, a locksmith     |
| △▽ | Roslyn Kellis, a noble |
| △▽ | Petra, a city clerk    |

## LURK 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 stealth or evasion.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

**STASH** 

**COIN** 

## 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.**