

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

WHISPER

GATHER INFORMATION

*What is arcane or weird here?
What echoes in the ghost field?
What is hidden or lost here?*

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

SPECIAL ABILITIES

- **COMPEL:** You can **Attune** to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel.
- **GHOST MIND:** You're always aware of supernatural entities in your presence. Take +1d when you **gather info** about the supernatural.
- **IRON WILL:** You're immune to the terror that some supernatural entities inflict on sight. Take +1d to resistance rolls with **Resolve**.
- **OCCULTIST:** You know the secret ways to **Consort** with ancient powers, forgotten gods or demons. Once you've consorted with one, you get +1d to **command** cultists who worship it.
- **WARDED:** You may expend your **special armor** to resist a supernatural consequence, or to **push yourself** when you deal with arcane forces.
- **RITUAL:** You can **Study** an occult ritual (or create one) to summon a supernatural effect or being. You know the methods to perform ritual sorcery. You begin with one ritual already known.
- **STRANGE METHODS:** When you invent or craft a creation with *arcane* features, take +1 **result level** to your roll. You begin with one arcane design already known.
- **TEMPEST:** You can **push yourself** to do one of the following: *unleash a stroke of lightning as a weapon—summon a storm in your immediate vicinity (rain, winds, fog, chilling snow, etc.).*
- ○ ○ **VETERAN:** Choose a special ability from another source.
