

# 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

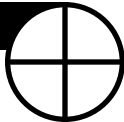
COLD — HAUNTED — OBSESSED — PARANOID  
RECKLESS — SOFT — UNSTABLE — VICIOUS

## 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.


## CUTTER ITEMS

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

- ☐ Fine hand weapon
- ☒ ☐ Fine heavy weapon
- ☐ Scary weapon or tool
- ☐ *Manacles & chain*
- ☐ *Rage essence vial*
- ☐ *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

## DANGEROUS FRIENDS

- |    |                        |
|----|------------------------|
| △▽ | Marlane, a pugilist    |
| △▽ | Chael, a vicious thug  |
| △▽ | Mercy, a cold killer   |
| △▽ | Grace, an extortionist |
| △▽ | Sawtooth, a physicker  |

## CUTTER 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 violence or coercion.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

STASH

COIN

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.**