

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS — DAGGER ISLES — IRUVIA — SEVEROS — SKOVLAN — TYCHEROS

BACKGROUND: ACADEMIC — LABOR — LAW — TRADE — MILITARY — NOBLE — UNDERWORLD

MY FUNCTIONS ARE: TO GUARD — TO DESTROY — TO DISCOVER — TO ACQUIRE — TO LABOR AT ...*that which my master commands.*

Your clockwork body runs on ELECTROPLASM. Recharge your capacitors by connecting to an industrial-grade generator. When you do this, clear 5 drain.

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*

DRAIN



WEAR



CLANKING — LEAKING — FIXATED — SMOKING — SPARKING — UNSTABLE

HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

HEALING

project clock



ARMOR USES

- ARMOR
- HEAVY
- SPECIAL

HULL

HULL TRAITS

2

- **ELECTROPLASMIC PROJECTORS:** You may release some of your plasmic energy as an electrical shock around you or as a directed beam. You may also use this ability to create a lightning barrier to repel or trap a spirit. Take **1 drain** for each level of **magnitude**.
- **INTERFACE:** You may **attune** to the local electroplasmic field to control it or something connected to it (including another hull).
- **SECONDARY HULL:** Choose an additional frame and its starting feature. You may transfer your consciousness between your frames at will.
- ○ ○ ○ **FRAME UPGRADE:** Choose an additional frame feature.

Choose your **frame** & look (or create one).
Choose a starting *feature*.

FRAME

- SMALL** (cat size, **-1 scale**): A metal orb, a mechanical doll, a clockwork spider. *Levitation — Reflexes*
 - MEDIUM** (human size): A metal mannequin, a clockwork animal. *Life-Like Appearance — Spider Climb*
 - HEAVY** (wagon size, **+1 scale**): A metal giant, a self-driving vehicle. *Interior Chamber — Plating (special armor)*
- Options for any frame: *Phonograph (Record & Playback) — Sensors — Smoke Projectors — Spring-Leap Pistons*

FRAME FEATURES

- Levitation
 - Reflexes

 - Life-like Appearance
 - Spider Climb

 - Interior Chamber
 - Plating

 - Phonograph
 - Sensors
 - Smoke Projectors
 - Spring-Leap Pistons
- Swap out features with a downtime activity.*

NOTES/RECOVERED MEMORIES

LOAD 3 light 5 normal 6 heavy

- 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

HULL 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 fulfilled your functions despite difficulty or danger.*
- ◆ *You suppressed or ignored your former human beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your wear during the session.*

A hull has no **COIN** or **STASH** of their own, but might be granted access to the resources of their *master*.

PLAYBOOK

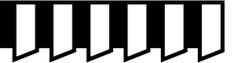


INSIGHT



- | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | HUNT |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | STUDY |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SURVEY |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | TINKER |

PROWESS



- | | | | | |
|-------------------------------------|--------------------------|--------------------------|--------------------------|----------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | FINESSE |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | PROWL |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SKIRMISH |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | WRECK |

RESOLVE



- | | | | | |
|-------------------------------------|--------------------------|--------------------------|--------------------------|---------|
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ATTUNE |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | COMMAND |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | CONSORT |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SWAY |

BONUS DIE

+ **PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN**.