

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

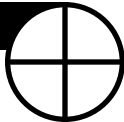
COLD — HAUNTED — OBSESSED — PARANOID
RECKLESS — SOFT — UNSTABLE — VICIOUS

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.

WHISPER ITEMS

LOAD  3 light  5 normal  6 heavy

- ☐ ☐ Fine lightning hook
- ☐ Fine spirit mask
- ☐ *Electroplasm vials*
- ☐ Spirit bottles (2)
- ☐ *Ghost key*
- ☐ *Demonbane charm*











STRANGE FRIENDS














-   Nyryx, a possessor ghost
-   Scurlock, a vampire
-   Setarra, a demon
-   Quellyn, a witch
-   Flint, a spirit trafficker














WHISPER 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 knowledge or arcane power.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

- ☐ 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

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**.