

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

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

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

*You have an intense **NEED**: life essence. To satisfy this need, possess a living victim and consume their spirit energy (this may be a downtime action). When you do so, clear half your **DRAIN** (round down).*

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



GLOOM



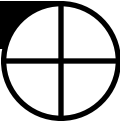
CHAOTIC — DESTRUCTIVE — FURIOUS — OBSESSIVE
— TERRITORIAL — SAVAGE

HARM

3	NEED HELP
2	-1D
1	LESS EFFECT

HEALING

project clock



ARMOR USES

ARMOR ☐
HEAVY ☐
SPECIAL ☐

GHOST

GATHER INFORMATION

What do they intend to do?

How can I get them to [X]?

What are they really feeling?

What should I lookout for?

Where's the weakness here?

How can I find [X]?

What's really going on here?

"GHOST" SPECIAL ABILITIES FROM ORIGINAL PLAYBOOK

GHOST TRAITS

1

- **GHOST FORM:** You are now a concentration of electroplasmic vapor which resembles your living body and clothes. You may weakly interact with the physical world and vice versa. You're vulnerable to arcane powers and electroplasmic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small openings as a vapor. You chill the area around you and are terrifying for the living to behold. You are affected by spiritbane charms (take 2 drain to overcome the repulsion). *Whenever you would take stress, take **drain** instead. When you would take trauma, take **gloom** instead.*

GHOST

GHOST TRAITS

2

- **DISSIPATE:** You can disperse the electroplasmic vapor of your ghostly form in order to pass through solid objects for a moment. Take 1 drain when you dissipate, plus 1 drain for each feature: *It lasts longer (a minute—an hour—a day)—you also become invisible—anything that passes through your form becomes dangerously electrified or frozen.*
- **MANIFEST:** Take 1 drain to flow through the electroplasmic pathways of the ghost field in order to instantly travel to any place you knew intimately in life, or to answer the summoning call of a **compel**.
- **POLTERGEIST:** Take 1 drain to strongly interact with the physical world for a few moments (as if you had a normal body). Extend the reach and magnitude of your interaction to include telekinetic force and electroplasmic discharges by taking more drain (2-6).
- **POSSESS:** You may **attune** to the ghost field in order to take control of a living body. When your control is challenged, you must re-attune (risking electroplasmic harm) or leave the body. Your control is challenged when: *you consume spirit energy from the host—when arcane powers act against you—when the host's will is driven to desperation.* You may easily and indefinitely possess a **hull** or **hollow** which has been ritually prepared for you (change your playbook to Hull or Vampire, respectively).
- **VETERAN:** Choose a special ability from another source.

GHOST ITEMS	

ENEMIES AND RIVALS	

GHOST 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 exacted vengeance upon those whom you deem deserving.*
 - ◆ *You expressed your your outrage or anger, or settled scores from your heritage or background.*
 - ◆ *You struggled with issues from your need or glooms during the session.*

[illegible]

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.**