

# 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

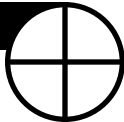
COLD — HAUNTED — OBSESSED — PARANOID  
RECKLESS — SOFT — UNSTABLE — VICIOUS

## HARM

3	NEED HELP
2	-1D
1	LESS EFFECT

## HEALING

*project clock*



## ARMOR USES

ARMOR ☐  
HEAVY ☐  
SPECIAL ☐

# LEECH

**GATHER INFORMATION**  
*What do they intend to do?*  
*How can I get them to [X]?*  
*Are they telling the truth?*

*What can I tinker with here?*  
*What might happen if I [X]?*  
*How can I find [X]?*  
*What's really going on here?*

## SPECIAL ABILITIES

- **ALCHEMIST:** When you **invent** or **craft** a creation with *alchemical* features, take +1 **result level** to your roll. You begin with one special formula already known.
- **ANALYST:** During **downtime**, you get **two ticks** to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- **ARTIFICER:** When you **invent** or **craft** a creation with *spark-craft* features, take +1 **result level** to your roll. You begin with one special design already known.
- **PHYSICKER:** You can **Tinker** to treat wounds or stabilize the dying. You may **study** a malady or corpse. Your crew gets +1d to healing rolls.
- **GHOST WARD:** You know how to **Wreck** an area with arcane substances and methods so it is either anathema or enticing to spirits (your choice).
- **FORTITUDE:** You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- **SABOTEUR:** When you **Wreck**, the work is much quieter than it should be and the damage is hidden from casual inspection.
- **VENOMOUS:** Choose a drug or poison (from your bandolier stock) to which you have become immune. You can **push yourself** to secrete it through your skin or saliva or exhale it as a vapor.
- **VETERAN:** Choose a special ability from another source.


## LEECH ITEMS

- ☐ Fine tinkering tools
- ☐ ☐ Fine wrecking tools
- ☐ *Blowgun & darts, syringes*
- ☐ Bandolier. Uses: ○○○
- ☐ Bandolier. Uses: ○○○
- ☐ ☐ Gadgets

## CLEVER FRIENDS

- △▽ Stazia, an apothecary
- △▽ Veldren, a psychonaut
- △▽ Eckerd, a corpse thief
- △▽ Jul, a blood dealer
- △▽ Malista, a priestess

## LEECH 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 technical skill or mayhem.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

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

## BANDOLIER ITEMS

- Alcahest
- Binding Oil
- Drift Oil
- Drown Powder
- Eyeblind Poison
- Fire Oil
- Grenade
- Quicksilver
- Skullfire Poison
- Smoke Bomb
- Spark (drug)
- Standstill Poison
- Trance Powder
- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol ☐ A 2<sup>nd</sup> Pistol
- ☐ ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐ ☐ Armor ☐ ☐ ☐ +Hvy
- ☐ 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**.