

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

HOUND

GATHER INFORMATION
What do they intend to do?
How can I get them to [X]?
What are they really feeling?

Where are they vulnerable?
Where did [X] go?
How can I find [X]?
What's really going on here?

SPECIAL ABILITIES

- **SHARPSHOOTER:** You can **push yourself** to do one of the following: *make a ranged attack at extreme distance beyond what's normal for the weapon—unleash a barrage of rapid fire to suppress the enemy.*
- **FOCUSED:** You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** for ranged combat or tracking.
- **SCOUT:** When you **gather info** to locate a target, you get **+1 effect**. When you hide in a prepared position or use camouflage, you get **+1d** to rolls to avoid detection.
- **SURVIVOR:** From hard won experience or occult ritual, you're immune to the poisonous miasma of the deathlands and can subsist on the flora and fauna there. Add **+1 stress box**.
- ○ **GHOST HUNTER:** Your hunting pet is imbued with spirit energy. It gains **potency** when tracking or fighting the supernatural, and gains an arcane ability: *ghost-form*, *mind-link*, or *arrow-swift*. Take this ability again to choose an additional arcane ability for your pet.
- **TOUGH AS NAILS:** Penalties from harm are one level less severe (level 4 harm is still fatal).
- **VENGEFUL:** You gain an additional **xp trigger**: *You got payback against someone who harmed you or someone you care about.* If your crew helped you get payback, also mark crew xp.
- ○ ○ **VETERAN:** Choose a special ability from another source.

