

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

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

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

Your **VICE** is life essence, consumed from a living human. Use 1 downtime activity to *hunt* prey and indulge your *vice*. Also, when you feed, erase all level 1 harm and mark 4 ticks on your healing clock. This is the only way you can heal. How do you feed? What telltale sign do you leave on your victims?

STRESS



TRAUMA

COLD — HAUNTED — OBSESSED — PARANOID
RUTHLESS — SECRETIVE — UNSTABLE — VICIOUS

TEAMWORK

- Assist a teammate
- Lead a **group action**
- Protect a teammate
- Set up a teammate

PLANNING & choose *load*

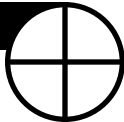
- Assault:** *Point of attack*
- Deception:** *Method*
- Stealth:** *Entry point*
- Occult:** *Arcane power*
- Social:** *Connection*
- Transport:** *Route*

HARM

3	NEED HELP
2	-1D
1	LESS EFFECT

HEALING

project clock



ARMOR USES

- ARMOR ☐
- HEAVY ☐
- SPECIAL ☐

VAMPIRE

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” ABILITIES FROM ORIGINAL PLAYBOOK

VAMPIRE TRAITS

1

- **UNDEAD:** You are a spirit which animates an undead body. Your trauma is maxed out. Choose four trauma conditions which reflect your vampiric nature. Arcane attacks are *potent* against you. If you suffer fatal harm or trauma, your undead spirit is overwhelmed. You take level 3 harm: “Incapacitated” until you feed enough to recover. If you suffer arcane harm while in this state, you are destroyed utterly.
- **TERRIBLE POWER:** Take **1 stress** to perform a feat of superhuman strength or speed (run faster than a carriage, break stone with bare hands, leap onto the roof of a building, etc.).
- **A VOID IN THE ECHO:** You are invisible to spirits and may not be harmed by them. Take **2 stress** to cause living things to avert their gaze and fail to observe you for a few moments.

VAMPIRE

VAMPIRE TRAITS

2

- **ARCANE SIGHT:** Take **1 stress** to sense beyond human limits. “Hear” a subject’s true thoughts or feelings, see in pitch darkness, sense the presence of invisible things, intuit the location of a hidden object, etc.
- **DARK TALENT:** Choose Insight, Prowess, or Resolve. Your max rating for actions under that attribute becomes 5. When you take this ability, add +1 dot to the resistance rating of the attribute you’ve chosen.
- **SINISTER GUILF:** During **downtime**, choose one: Get a free additional downtime activity, or take +1d to all downtime activity rolls.
- **VETERAN:** Choose a special ability from another source.

When you gain a new vampire trait (except veteran), add a stricture.

STRICTURES

- **SLUMBER:** In downtime, you must spend one activity resting in a dark, silent place (or else suffer 3 stress).
 - **FORBIDDEN:** You cannot enter a private residence without permission from the owner.
 - **REPULLED:** Spiritbane charms can hold you at bay. (Take 2 stress to resist the repulsion.)
 - **BESTIAL:** When you suffer physical harm or *overindulge* your vice, your body twists into a horrific bestial form until you next feed without overindulging.
 - **BOUND:** Your spirit must remain in this body, or be destroyed.
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VAMPIRE ITEMS

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

- ☐ *Fine clothes and accoutrements*
- ☐ Fine personal weapon
- ☐ Fine shadow cloak
- ☐ *Demonbane charm*
- ☐ *Spiritbane charm*

- ☐ 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

DARK SERVANTS

Start with two

- | | |
|----|----------------------|
| △▽ | Rutherford, a butler |
| △▽ | Lylandra, a consort |
| △▽ | Kira, a bodyguard |
| △▽ | Otto, a coachman |
| △▽ | Edrik, an envoy |

VAMPIRE 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 displayed your dominance or slayed without mercy.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

[illegible][illegible]

The diagram shows a 2x2 grid of squares on the left, separated by a vertical line from a 2x1 grid of squares on the right. The 2x1 grid is composed of two 1x2 grids of squares, one above the other. The top 1x2 grid is composed of two white squares, and the bottom 1x2 grid is composed of two white squares. The 2x2 grid is composed of four white squares.

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.**