

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.
