

# 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

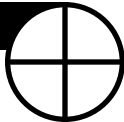
COLD — HAUNTED — OBSESSED — PARANOID  
RECKLESS — SOFT — UNSTABLE — VICIOUS

## 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.


## HOUND ITEMS

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

- ☐ Fine pair of pistols
- ☒ ☐ Fine long rifle
- ☐ Electropasmic ammunition
- ☐ *A trained hunting pet*
- ☐ Spyglass
- ☐ *Spiritbane charm*

- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol   ☐ A 2<sup>nd</sup> Pistol
- ☐ ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐ ☐ Armor   ☐ ☐ ☐ +Heavy
- ☐ Burglary Gear
- ☐ ☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern

## DEADLY FRIENDS

- |    |                        |
|----|------------------------|
| △▽ | Steiner, an assassin   |
| △▽ | Celene, a sentinel     |
| △▽ | Melvir, a physicker    |
| △▽ | Veleris, a spy         |
| △▽ | Casta, a bounty hunter |

## HOUND 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 tracking or violence.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

STASH

COIN

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.**