

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?

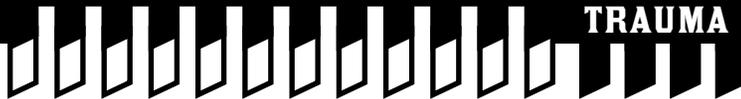
TEAMWORK

- 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
RUTHLESS — SECRETIVE — UNSTABLE — VICIOUS

HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

HEALING

project clock



ARMOR USES

- ARMOR
- HEAVY
- SPECIAL

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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