

# 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

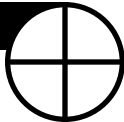
COLD — HAUNTED — OBSESSED — PARANOID  
RECKLESS — SOFT — UNSTABLE — VICIOUS

## HARM

3	NEED HELP
2	-1D
1	LESS EFFECT

## HEALING

*project clock*



## ARMOR USES

ARMOR ☐  
HEAVY ☐  
SPECIAL ☐

# SPIDER

**GATHER INFORMATION**  
*What do they want most?  
What should I look out for?  
Where's the leverage here?*

*How can I discover [X]?  
What do they intend to do?  
How can I get them to [X]?  
What's really going on here?*

## SPECIAL ABILITIES

- **FORESIGHT:** Two times per score you can **assist** a teammate without paying stress. Tell us how you prepared for this.
- **CALCULATING:** Due to your careful planning, during **downtime**, you may give yourself or another crew member +1 downtime action.
- **CONNECTED:** During downtime, you get +1 **result level** when you **acquire an asset** or **reduce heat**.
- **FUNCTIONING VICE:** When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.
- **GHOST CONTRACT:** When you shake on a deal, you and your partner—human or otherwise—both bear a mark of your oath. If either breaks the contract, they take level 3 harm, “Cursed”.
- **JAIL BIRD:** When **incarcerated**, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).
- **MASTERMIND:** You may expend your **special armor** to protect a teammate, or to **push yourself** when you gather information or work on a long-term project.
- **WEAVING THE WEB:** You gain +1d to **Consort** when you **gather information** on a target for a score. You get +1d to the **engagement roll** for that operation.
- ○ ○ **VETERAN:** Choose a special ability from another source.


## SPIDER ITEMS

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

- ☐ *Fine cover identity*
- ☐ Fine bottle of whiskey
- ☐ Blueprints
- ☐ *Vial of slumber essence*
- ☐ *Concealed palm pistol*
- ☐ *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

## SHREWD FRIENDS

- |    |                              |
|----|------------------------------|
| △▽ | Salia, an information broker |
| △▽ | Augus, a master architect    |
| △▽ | Jennah, a servant            |
| △▽ | Riven, a chemist             |
| △▽ | Jeren, a bluecoat archivist  |

## SPIDER 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 calculation or conspiracy.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

[illegible]

## 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.**