**BLADES IN THE DARK**

**CREW**

**NAME**

**ALIAS**

**LOOK**

**HERITAGE:** Akoros—the Dagger Isles  
**BACKGROUND:** Academic—Labor—Law  
Iruvia—Severs—Skovlan—Tycheros  
**TRUST:** Trade—Military—Noble—Underworld  

**VICE / PURVEYOR:** Faith—Gambling—Luxury—Obligation—Pleasure—Stupor—Weird

**STRESS:** Cold—Haunted—Obsessed—Paranoid  
**TRAUMA:** Reckless—Soft—Unstable—Vicious

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**CUTTER**

**A DANGEROUS & INTIMIDATING FIGHTER**

**SPECIAL ABILITIES**

- **Battleborn:** You may expend your special armor to reduce harm from an attack in combat or to push yourself during a fight.
- **Bodyguard:** When you protect a teammate, take +1d to your resistance roll. When you gather info to anticipate possible threats in the current situation, you get +1 effect.
- **Ghost Fighter:** You may imbue your hands, melee weapons, or tools with spirit energy. You gain potency in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.
- **Leader:** When you Command a cohort in combat, they continue to fight when they would otherwise break (they’re not taken out when they suffer level 3 harm). They gain +1 effect and 1 armor.
- **Mule:** Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- **Not to be trifled with:** You can push yourself to do one of the following: perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.
- **Savage:** When you unleash physical violence, it’s especially frightening. When you Command a frightened target, take +1d.
- **Vigorous:** You recover from harm faster. Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls.
- **Veteran:** Choose a special ability from another source.

**DANGEROUS FRIENDS**

- ▲ ▲ ▲ ▲ Marlane, a pugilist
- ▲ ▲ ▲ ▲ Chael, a vicious thug
- ▲ ▲ ▲ ▲ Mercy, a cold killer
- ▲ ▲ ▲ ▲ Grace, an extortionist
- ▲ ▲ ▲ ▲ Sawtooth, a physicker

**ITEMS**

- ▲ Fine hand weapon
- ▲ Fine heavy weapon
- ▲ Scary weapon or tool
- ▲ Manacles & chain
- ▲ Rage essence vial
- ▲ Spiritbane charm

**LOAD**

- ▲ 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

**TEAMWORK**

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

**PLANNING & LOAD**

Choose a plan, provide the detail. Choose your load limit for the operation.

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

**GATHER INFORMATION**

- How can I hurt them?
- Who’s most afraid of me?
- Who’s most dangerous here?
- What do they intend to do?
- How can I get them to [X]?
- Are they telling the truth?
- What’s really going on here?