BLADESINTHEDARK			SLID	E	A SUBTLE MANIPULATO	COIN
CREW				JC	AND SPY	
			SPECIAL ABILITIES			PLAYBOOK
NAME ALIAS			○ ROOK'S GAMBIT: Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.			
LOOK			misdirection, you ge	et +1d to rolls to co your disguise, the	guise or other form of cove onfuse or deflect suspicion resulting surprise gives yo	n. STUDY
HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD			GHOST VOICE: You know the secret method to interact with a ghost or demon as if it was a normal human, regardless of how wild or feral it appears. You gain potency when communicating with the supernatural.			it finesse
VICE / PURVEYOR: FAITH—GAMBLING	○ LIKE LOOKING INTO A MIRROR: You can always tell when someone is lying to you.			ne SKIRMISH		
STRESS	○ A LITTLE SOMETHING ON THE SIDE : At the end of each downtime phase, you earn +2 stash.			RESOLVE WRECK		
HARM NEED project clock			O Mesmerism: When you Sway someone, you may cause them to forget that it's happened until they next interact with you.			ATTUNE COMMAND
HELP ARMOR USES			O SUBTERFUGE: You may expend your special armor to resist a consequence from suspicion or persuasion, or to push yourself for			
2	-1D ARMOR		subterfuge.			BONUS DIE
1	LESS HEAVY EFFECT SPECIAL	intimate relationship.			PUSH YOURSELF (take + 2 stress) -OR- accept a	
NOTES			OOO VETERAN: Cho	ose a special ability	from another source.	DEVIL'S BARGAIN.
			SLY FRIENDS	IT	EMS	LOAD \diamondsuit 3 light \diamondsuit 5 normal \diamondsuit 6 heavy
			△ ▽ Bryl, a drug dea		Fine clothes & jewelry	☐ A Blade or Two
			△▽ Bazso Baz, a gar	ig icuaci	Fine disguise kit	☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
		_	△ Klyra, a tavern o	owner	☐ Fine loaded dice, trick cards ☐ Trance powder	☐ A Fision ☐ A 2 Fision ☐ A Large Weapon
			△ Nyryx, a prostit		A cane-sword	☐ An Unusual Weapon
			△ ▽ Harker, a jail-bird		□□ Armor □□□ + Heavy □ Burglary Gear □ Climbing Gear □ Arcane Implements □ Documents □ Subterfuge Supplies □ Demolition Tools □ Tinkering Tools □ Lantern	
	 ★ 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 deception or influence. ★ You expressed your beliefs, drives, heritage, or background. ♠ You struggled with issues from your vice or traumas during the session. 					
			TEAMWORK	PLANNING & LOA		GATHER INFORMATION
			Assist a teammate Choose a plan, provide the <i>doad</i> limit for the operation.		peration.	◆ How can I get them to [X]?
			Lead a group action	Assault: Point of att	tack Occult: Arcane power	 Are they telling the truth? What are they really feeling?
			Protect a teammate	Deception: Method	Social: Connection	◆ What do they really care about?
			Set up a teammate	Stealth: Entry point	Transport: Route	How can I blend in here?What's really going on here?