**Blades in the Dark**

**Crew**

**Name**

**Alias**

**Look**

**Heritage:** Akoros—The Dagger Isles  
**Background:** Academic—Labor—Law

**Vice/Purveyor:** Faith—Gambling—Luxury—Obligation—Pleasure—Stupor—Weird

**Stress:** Cold—Haunted—Obsessed—Paranoid—Reckless—Soft—Unstable—Vicious

**Subterfuge Supplies**

- Concealed palm pistol
- Vial of slumber essence
- Blueprint
- Fine bottle of whiskey
- Bones of victory

**Teamwork**

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

**Planning & Load**

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

**Deception:** Method

- Point of attack

**Assault:** Point of attack

- Spies—Information

**Occult:** Arcane power

- Social: Connection

**Stealth:** Entry Point

- Transport: Route

**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?