BLADESINTHEDARK		SPIL	1FD	A DEVIOUS	COIN
CREW			JER	MASTERMIND	
		SPECIAL ABILITIES			PLAYBOOK
NAME ALIAS		○ Foresight: Two times per score you can assist a teammate without paying stress. Tell us how you prepared for this.			INSIGHT
LOOK		○ CALCULATING: Due to your careful planning, during downtime , you may give yourself or another crew member +1 downtime action.		HUNT STUDY	
HERITAGE: AKOROS—THE DAGGER	○ Connected: During downtime, you get +1 result level when you acquire an asset or reduce heat.			SURVEY TINKER	
IRUVIA—SEVEROS—SKOVLAN—TYCHE	• 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.			PROWESS FINESSE PROWL	
VICE / PURVEYOR: FAITH—GAMBLING- STRESS TRAU	 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). 			SKIRMISH WRECK RESOLVE ATTUNE COMMAND	
HARM					
NEED project clock HELP ARMOR USES		 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. 		• CONSORT SWAY	
1	LESS HEAVY		○ 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.		
NOTES	SPECIAL	○ ○ VETERAN : Choose a special ability from another source.		+ 2 stress) -OR- accept a DEVIL'S BARGAIN.	
		SHREWD FRIENDS	ITEMS	LO	AD 🔷 3 light 🔷 5 normal 🔷 6 heavy
		△	ation broker	cover identity	☐ A Blade or Two
		△▽ Augus, a maste	i aiciiilect	e bottle of whiskey	☐ Throwing Knives
		△ ✓ Jennah, a serva	nt	☐ Blueprints ☐ Vial of slumber essence	☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon
		△ ▼ Riven, a chemis		cealed palm pistol	☐ An Unusual Weapon
		$\triangle \nabla$ Jeren, a bluecoat archivist \square Spiritbane charm		□-□ Armor □-□-□+Heavy □ Burglary Gear	
	XP			□ - □ Climbing Gear	
	◆ 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.			☐ Arcane Implements ☐ Documents	
				☐ Subterfuge Supplies	
	◆ You addressed a challenge with calculation or conspiracy.			□ Demolition Tools	
		◆ You expressed your beliefs, drives, heritage, or background.			☐ Tinkering Tools
		◆ You struggled with issu	es from your vice or trauma	is during the session.	☐ Lantern
		TEAMWORK	PLANNING & LOAD	the datail Chasse your	GATHER INFORMATION
		Assist a teammate Choose a plan, provide the <i>detail</i> . Choose load limit for the operation.		ation.	◆ What should I look out for?
		Lead a group action	Assault: Point of attack	Occult: Arcane power	◆ Where's the leverage here?◆ How can I discover [X]?
		Protect a teammate	Deception: Method	Social: Connection	◆ What do they intend to do?
		Set up a teammate	Stealth: Entry point	Transport: Route	How can I get them to [X]?What's really going on here?