**Blades in the Dark**

**Crew**

**Name**

**Alias**

**Look**

**Heritage:** Akoros—the Dagger Isles  
Iruvia—Severos—Skovlan—Tycheros  
**Background:** Academic—Labor—Law  
Trade—Military—Noble—Underworld  

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

**Stress**

<table>
<thead>
<tr>
<th>Harm</th>
<th>Trauma</th>
<th>Healing</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>0</td>
<td>-1d</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>-1d</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>-1d</td>
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**Notes**

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**Special Abilities**

- **Compel:** You can Attune to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernatural-terrified by a ghost you summon or compel (though your allies may be).
- **Ghost Mind:** You’re always aware of supernatural entities in your presence. Take +1d when you gather info about the supernatural.
- **Iron Will:** You’re immune to the terror that some supernatural entities inflict on sight. Take +1d to resistance rolls with Resolve.
- **Occultist:** You know the secret ways to Consort with ancient powers, forgotten gods or demons. Once you’ve consorted with one, you get +1d to command cultists who worship it.
- **Ritual:** You can Study an occult ritual (or create a new one) to summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned.
- **Strange Methods:** When you invent or craft a creation with arcane features, take +1 result level to your roll. You begin with one arcane design already known.
- **Tempest:** You can push yourself to do one of the following: unleash a stroke of lightning as a weapon—summon a storm in your immediate vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).
- **Warded:** You may expend your special armor to resist a supernatural consequence, or to push yourself when you deal with arcane forces.

**Bonus Die**

- Push yourself (take 2 stress) - or - accept a devil’s bargain.

**Strange Friends**

- Nyryx, a possessor ghost
- Scurlock, a vampire
- Setarra, a demon
- Quellyn, a witch
- Flint, a spirit trafficker

**Items**

- Fine lightning hook
- Fine spirit mask
- Electroplasm vials
- Spirit bottles (2)
- Ghost key
- Demonbane charm

**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 a teammate) or 2 xp if that item occurred multiple times.

- You addressed a challenge with knowledge or arcane power.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

**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
- **Occult:** Arcane power
- **Deception:** Method
- **Social:** Connection
- **Stealth:** Entry point
- **Transport:** Route

**Gather Information**

- What is arcane or weird here?
- What echoes in the ghost field?
- What is hidden or lost here?
- What do they intend to do?
- What drives them to do this?
- How can I reveal [X]?
- What’s really going on here?