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 **TRAUMA**
COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

HEALING *project clock*

ARMOR USES

ARMOR ☐
HEAVY ☐
SPECIAL ☐

NOTES

PLAYBOOK

SPECIAL ABILITIES

FRIENDS

ITEMS

LOAD ◇ 3 *light* ◇ 5 *normal* ◇ 6 *heavy*

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 an attribute) or 2xp if that item occurred multiple times.

- *You addressed a challenge with* _____
- *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*
Deception: *Method*
Stealth: *Entry point*
Occult: *Arcane power*
Social: *Connection*
Transport: *Route*

GATHER INFORMATION

- *What do they intend to do?*
- *How can I get them to [X]?*
- *What are they really feeling?*
- *What should I lookout for?*
- *Where's the weakness here?*
- *How can I find [X]?*
- *What's really going on here?*

STASH
COIN ☐☐
☐☐
☐☐

PLAYBOOK

INSIGHT
HUNT
STUDY
SURVEY
TINKER

PROWESS
FINESSE
PROWL
SKIRMISH
WRECK

RESOLVE
ATTUNE
COMMAND
CONSORT
SWAY

BONUS DIE

\+ **PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN.**