

BLADES IN THE DARK

NAME _____ LOOK _____

HERITAGE: AKOROS—DAGGER ISLES—IRUVIA—SEVEROS—SKOVLAN—TYCHEROS BACKGROUND: ACADEMIC—BLUECOAT—LABOR—MERCHANT—NOBLE—UNDERWORLD

◆◆◆ VICE AFFILIATION—DRINK—DRUGS—FAITH—GAMBLING—LOVERS—LUXURIES—WEIRD

STRESS **TRAUMA** **ARMOR** **+HEAVY**

LASTING EFFECTS _____

NOTES _____

BEYOND

COIN STASH

ITEMS (3)Light, (4,5)Normal, (6)Heavy. *Items in italics don't count.*

- A Blade or Two
- Throwing Knives
- A Pistol & Shot
- A Large Weapon
- An Unusual Weapon
- Armor +Heavy
- Burglary Tools
- Climbing Gear
- Books / Maps
- Spectrology Gear
- Subterfuge Supplies
- Tinkering Tools

WHISPER

SPECIAL ABILITIES

- **CHANNEL:** Use electroplasmic energy to produce supernatural effects. Costs **stress** equal to the magnitude of the effect (0-4).
- **CONTROL:** You can **attune** to the ghost field to compel a spirit or demon to follow a direct instruction you give it.
- **STRANGE METHODS:** When you **tinker** with a device, tool, or weapon, you may include electroplasmic or arcane features.
- **SUMMON:** Perform a ritual to force a supernatural being to appear before you. Costs **stress** equal to the magnitude of the being (2-6).
- **BEYOND:** You get **special armor** vs. supernatural effects. When you roll a **critical** while dealing with arcane powers, **clear 1 stress**.
- **DARING:** When you roll 1-3 and choose to try again with more risk, you get **+1d**.
- **EXPERIENCED:** Choose an additional **background** with which you get a bonus.
- **VETERAN:** Choose a special ability from another playbook.

STRANGE FRIENDS

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

PLAYBOOK ADVANCEMENT

- ◆ *Encounter a new spirit or demon and interact with it.*
- ◆ *Learn something new about spectrology or demonic lore.*
- ◆ *Acquire or craft a strange item related to demons or spirits.*
- ◆ *Express your relationship to the crew. Why are you here?*

BLADE

- COMMAND
- MAYHEM
- MURDER
- STITCH

BOOK

- ATTUNE
- CIPHER
- SUPPLY
- TINKER

CLOAK

- FEINT
- PROWL
- SECURE
- STALK

MASK

- CONSORT
- DECEIVE
- DISCERN
- SWAY

DESPERATE ROLLS

EFFECTS

- ◆◆◆◆ FORCE
- ◆◆◆◆ FINESSE
- ◆◆◆◆ INFLUENCE
- ◆◆◆◆ INSIGHT
- ◆◆◆◆ MANEUVER
- ◆◆◆◆ WILL

TEAMWORK: ON POINT

- Lead a **group action**.
- Overcome a group problem.
- Set up another character.

TEAMWORK: BACKUP

- Suffer an effect for the character on point.
- Assist another character.
- Follow through on a setup.

GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ What might I suspect based on this?
- ◆ What's the danger here?
- ◆ Where could I go to find X?
- ◆ Ask about a **detail** for a **plan**.

PLANNING

- Choose the plan the characters have made, establish a **detail**, cut to the action.
- ◆ **Assault plan:** *Point of attack.*
- ◆ **Deception plan:** *Method.*
- ◆ **Infiltration plan:** *Entry point.*
- ◆ **Occult plan:** *Arcane power.*
- ◆ **Social plan:** *Social connection.*

DOWNTIME

- Choose your carried **ITEMS**.
- Restore your **ARMOR**.
- RECOVER & indulge your **VICE**. AND CHOOSE 1:
 - ◆ Reduce **HEAT** on the crew.
 - ◆ Work on a **PROJECT** clock.
 - ◆ Acquire an **ASSET**.

BONUS DICE

- + **BACKGROUND** matches target.
- + **DEVIL'S BARGAIN**.
- + **BACKUP (ASSIST)**. They take 1 stress.

BLADES IN THE DARK CULT

TIER

NAME _____ **LAIR** _____

DEITY CHOOSE 2 FEATURES: ALLURING—CRUEL—FEROCIOUS—MONSTROUS—
RADIANT—SINISTER—SERENE—TRANSCENDENT **HOLD**

HEAT **WANTED** **COIN**

◆◆◆◆ **REOWN** AMBITIOUS—BRUTAL—DARING—PROFESSIONAL—SUBTLE—STRANGE

ROSTER

ADEPTS	KILLERS	THUGS	OTHERS
▶ Vincen	▶ Crane	▶ Zana	_____
▶ Kyra	▶ Dro	▶ Chalk	_____
▶ Tor	▶ Tevis	▶ Whistler	_____
▶ Vetta	▶ Aslyn	▶ Grip	_____
ROOKS	SHADOWS	ROVERS	
▶ Lyzelle	▶ Avery	▶ Kam	_____
▶ Corlane	▶ Merrick	▶ Ruby	_____
▶ Grevor	▶ Adra	▶ Hester	_____
▶ Quinn	▶ Sloane	▶ Drake	_____

CREW EFFECTS

◆◆◆◆ **GANGS**

◆◆◆◆ **LAIR**

◆◆◆◆ **MORALE**

◆◆◆◆ **RESOURCES**

◆◆◆◆ **TRANSPORT**

CREW UPGRADES

<input checked="" type="checkbox"/> Adepts	<input type="checkbox"/> Hidden Lair	<input type="checkbox"/> Blade Training
<input type="checkbox"/> Killers	<input type="checkbox"/> Secure Lair	<input type="checkbox"/> Book Training
<input type="checkbox"/> Thugs	<input type="checkbox"/> Library	<input type="checkbox"/> Cloak Training
<input type="checkbox"/> Rooks	<input type="checkbox"/> Quarters	<input type="checkbox"/> Mask Training
<input type="checkbox"/> Shadows	<input type="checkbox"/> Vault	<input type="checkbox"/> Expertise
<input type="checkbox"/> Rovers	<input type="checkbox"/> Workshop	<input type="checkbox"/> Mastery

NOTES

- SPECIAL ABILITIES**
- ◆ **CHOSEN BY BLOOD:** When you contend with supernatural threats, you get +1d effect.
 - ◆ **BOUND IN DARKNESS:** Your crew has tendrils everywhere. When you earn hold during **development**, earn +1 hold.
 - ◆ **ZEALOTRY:** Your gangs have abandoned their reason in service to the cult. They will undertake any service, no matter how dangerous (though failed **morale** will stall them). Take +1 morale rating.
 - ◆ **CONVICTION:** Everyone in the crew is bolstered by an inner strength. When you roll **Vice** or **Recovery** take +1d.
 - ◆ **GLORY INCARNATE:** Your deity sometimes manifests in the physical world. This can be a great boon, but the priorities and values of a god are not those of mortals. You have been warned.
 - ◆ **EXPERIENCED:** Choose an additional **reputation** with which you may employ your **Renown**.
 - **VETERAN:** Choose a special ability from another crew.

- CREW ADVANCEMENT**
- ◆ Advance the mystical agenda of your chosen deity.
 - ◆ Punish rival cults, tear down their places of power, or appropriate their followers.
 - ◆ Complete a profitable side job (of your own or for a client).
 - ◆ Contend with challenges above your current station.

CONTACTS

- Fine Occult Library** ▶ Ulrick, a seer
- Fine Ritual Sanctum** ▶ Jesselle, an occultist
- Elite Adepts** ▶ Vera, an antiquarian
- +Spirit-wards for lair ▶ Nyelle, a spirit trafficker
- Blessed Weapons ▶ Mattis Kline, noble
- Ordained (+1 trauma box) ▶ Bennett, an astronomer

FACTIONS			TIER	HOLD
	THE UNSEEN		III	7
	SILVER NAILS		III	6
	SCURLOCK		III	5
	THE HIVE		III	4
	THE CIRCLE OF FLAME		II	4
	LAMPBLACKS		II	3
	RED SASHERS		II	3
	DIMMER SISTERS		I	5
	IRONBORN		I	3
	FOG HOUNDS		o	2
	THE LAMPREYS		o	3
	THE LOST		o	3
	DUSKWALL COUNCIL		IV	8
	SKOVLAN REFUGEES		IV	2
	IRONHOOK PRISON		III	9
	SPIRIT WARDENS		III	6
	BLUECOATS		III	7
	INSPECTORS		I	9
	LEVIATHAN HUNTERS		III	8
	SAILORS		II	5
	DOCKERS		II	4
	GONDOLERS		II	4
	CABBIES		I	3
	RAIL JACKS		I	3
	CHURCH OF THE ECSTASY OF THE FLESH		III	5
	THE WEEPING LADY		II	5
	THE PATH OF ECHOES		II	4
	THE FORGOTTEN GODS		I	3
	DEATHLANDS SCAVENGERS		o	3