

BLADES IN THE DARK

Arcy

NAME

Family woman

HERITAGE: **AKOROS**—DAGGER ISLES—IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

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

Dark, ripped, severe

LOOK

Leviathan Hunter

BACKGROUND: ACADEMIC—BLUECOAT—**LABOR**—MERCHANT—NOBLE—UNDERWORLD

STRESS



LASTING EFFECTS

NOTES

TRAUMA



ARMOR

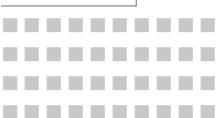


+HEAVY

BATTLEBORN



COIN STASH



ITEMS (3,4)Light. (5)Normal. (6,7)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

CUTTER

SPECIAL ABILITIES

- DEADLY:** Any attack you make does +1d effect or ignores 1 armor, your choice, moment to moment.
- NOT AS BAD AS IT LOOKED:** After a battle, you instantly get two ticks toward recovering from lasting effects.
- WOLFPACK:** Take 1 stress to give your team +1d Force in battle.
- NOT TO BE TRIFLED WITH:** In combat, you ignore 1 level of scale differential.
- BATTLEBORN:** You get special armor against physical attacks in combat. When you roll a critical in combat, 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.

DAINGEROUS FRIENDS

- ▶ Marlane, a pugilist
- ▶ Thena, a veteran warrior
- ▶ Chael, a vicious thug
- ▶ Mercy, a cold killer
- ▶ Grace, an extortionist
- ▶ Stras, a clever blade

PLAYBOOK ADVANCEMENT

- ◆ Defeat a superior opponent.
- ◆ Solve a problem with violence.
- ◆ Destroy an enemy's asset, influence, or resource.
- ◆ 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

Canter Haig

NAME

Orphanage trash

HERITAGE: AKOROS—DAGGER ISLES—IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

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

Man, Cold, Stern, Tricorn Hat, Long Coat

LOOK

Corner boy

BACKGROUND: ACADEMIC—BLUECOAT—LABOR—MERCHANT—NOBLE—UNDERWORLD

STRESS



LASTING EFFECTS

NOTES

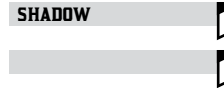
TRAUMA



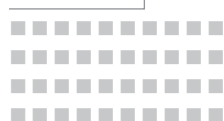
ARMOR



SHADOW



COIN STASH



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

- A Blade or Two
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- Armor +Heavy
- Burglary Tools
- Climbing Gear
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- Tinkering Tools

LURK

SPECIAL ABILITIES

- AMBUSH:** When you attack from hiding or spring a prepared trap, add +1d to your roll.
- COMPOSURE:** Add an additional **stress** box.
- INTENSITY:** You may spend 2 **stress** on any roll, for +1d.
- SCOUT:** When you fill segments of a **progress clock** for any kind of reconnaissance or infiltration, fill +1 segment.
- SHADOW:** You get **special armor** vs. detection and security. When you roll a **critical** on an athletic feat or during an infiltration, **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.

KEEN FRIENDS

- ▶ Telda, a beggar
- ▶ Darmot, a bluecoat
- ▶ Frake, a locksmith
- ▶ Roslyn Kellis, a noble
- ▶ Petra, a city clerk
- ▶ Loop, a bounty hunter

PLAYBOOK ADVANCEMENT

- ◆ *Discover a powerful or compromising secret.*
- ◆ *Infiltrate a new, challenging, or interesting location.*
- ◆ *Execute an operation without being detected.*
- ◆ *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

Oskar Scurlock

NAME

Cursed family line

HERITAGE: AKOROS—DAGGER ISLES—IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

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

Young man, pale, striking

LOOK

Known mystic

BACKGROUND: ACADEMIC—BLUECOAT—LABOR—MERCHANT—NOBLE—UNDERWORLD

STRESS

LASTING EFFECTS

NOTES



Project: Setarra's Favor



Project: Research weird tattoo inks



Project: Learn whisper secrets from Silver

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.

ARMOR +HEAVY

BEYOND

COIN STASH

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

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STRANGE FRIENDS

- **Fine spirit anchor**
- **Fine lightning-hook**
- **Spirit-sight mask**
- **Demon blood vials**
- **Ghost key**
- **Demonbane charm**
- **Spiritbane charm**
- ▷ 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

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- ◆ **BACKUP (ASSIST).** They take 1 stress.

BLADES IN THE DARK

HAWKERS

6 Towers Gang

Scurlock Manor

NAME

LAIR

TIER

0

Harrington

SUPPLIER

ABSENT—BOLD—DRIVEN—CARELESS—FIENDISH—METICULOUS—**PATIENT**—RUTHLESS—SAVVY—WEIRD

HOLD

0

COIN

●●●○ | ○○○○

HEAT

WANTED

◆◆◆◆ RENOWN **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

- Adepts
- Killers
- Thugs
- Rooks
- Shadows
- Rovers
- Hidden Lair
- Secure Lair
- Library
- Quarters
- Vault
- Workshop
- Blade Training
- Book Training
- Cloak Training
- Mask Training
- Expertise
- Mastery

NOTES

SPECIAL ABILITIES

- **SILVER TONGUES:** Each PC chooses to take level 1 in **Consort**, **Decieve**, **Sway**, or **Influence** (choose one which is currently zero).
- **SILVER PALMS:** You know how to manage your money. When you earn coin during **development**, earn **+1 coin**.
- **LOOKOUTS:** When someone messes with you on your turf, you get advance warning of who and how many. Take **+1d** to a **transport** roll if you pack up your operation to avoid that trouble.
- **THE GOOD STUFF:** Your product is very appealing. When you deal with another crew or faction, the GM will tell you who among them is hooked on it (one, a few, many, or all).
- **BARTER:** You can produce **1 coin** worth of spare product at a moment's notice, but using it adds **+2 heat** (you're too close to it).
- **EXPERIENCED:** Choose an additional **reputation** with which you may employ your **Renown**.
- **VETERAN:** Choose a special ability from another crew.

CREW ADVANCEMENT

- ◆ *Overcome challenges to maintain the smooth and profitable sale of your product.*
- ◆ *Expand your business with new or improved product or new clients.*
- ◆ *Complete a profitable side job (of your own or for a client).*
- ◆ *Contend with challenges above your current station.*

CONTACTS

- Fine Client Perks**
- Elite Thugs**
- Elite Rooks**
- Legit cover business
- Backup product stash
- Connected (-1 wanted level)
- ▶ Rolan Wott, a magistrate
- ▶ Laroze, a bluecoat
- ▶ Lydra, a broker
- ▶ Hoxley, a smuggler
- ▶ Anya, a diletante
- ▶ Marlo, a gang boss

PRODUCTS

Leviathan blood

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 SASHES	■■■	II	3
■■■	DIMMER SISTERS	■■■	I	5
■■■	IRONBORN	■■■	I	3
■■■	FOG HOUNDS	■■■	0	2
■■■	THE LAMPREYS	■■■	0	3
■■■	THE LOST	■■■	0	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
■■■	DEATHALNDS SCAVENGERS	■■■	0	3
■■■		■■■		
■■■		■■■		
■■■		■■■		
■■■		■■■		