

# BLADES IN THE DARK

## CREW

NAME \_\_\_\_\_

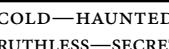
ALIAS \_\_\_\_\_

LOOK \_\_\_\_\_

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

BACKGROUND: ACADEMIC—LABOR—LAW  
TRADE—MILITARY—NOBLE—UNDERWORLD

Your **VICE** is life essence, consumed from a living human. Use 1 downtime activity to **hunt** prey and indulge your **vice**. Also, when you feed, erase all level 1 harm and mark 4 ticks on your healing clock. This is the only way you can heal. How do you feed? What telltale sign do you leave on your victims?

STRESS  TRAUMA 

COLD—HAUNTED—OBSESSED—PARANOID  
RUTHLESS—SECRETIVE—UNSTABLE—VICIOUS

HARM \_\_\_\_\_

3

2

1

NEED  
HELP

-1D  
ARMOR

LESS  
EFFECT

SPECIAL

## HOST SPECIAL ABILITIES (FROM ORIGINAL PLAYBOOK)

### STRUCTURES

When you gain a new vampire trait (except veteran), add a stricture.

○ **SLUMBER:** In downtime, you must spend one activity resting in a dark, silent place (or else suffer 3 stress).

○ **FORBIDDEN:** You cannot enter a private residence without permission from the owner.

○ **REPelled:** Spiritbane charms can hold you at bay. (Take 2 stress to resist the repulsion.)

○ **BESTIAL:** When you suffer physical harm or **overindulge** your vice, your body twists into a horrific bestial form until you next feed without overindulging.

○ **BOUND:** Your spirit must remain in this body, or be destroyed.

# VAMPIRE

*A spirit animating  
an undead body*  
SPIRIT PLAYBOOK



## 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.

### DARK SERVANTS (You start with two)

- Rutherford, a butler.
- Lylandra, a consort.
- Kira, a bodyguard.
- Otto, a coachman.
- Edrik, an envoy.

### ITEMS

- Fine clothes and accoutrements
- Fine personal weapon
- Fine shadow cloak
- Demonbane charm
- Spiritbane 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 an attribute) or 2xp if that item occurred multiple times.

- ◆ You displayed your dominance or slayed without mercy.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice, traumas, or strictures during the session.

### LOAD

◆ 3 light ◆ 5 normal ◆ 6 heavy

- A Blade or Two
- Throwing Knives
- A Pistol  A 2<sup>nd</sup> Pistol
- A Large Weapon
- An Unusual Weapon
- Armor  +Heavy
- Burglary Tools
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Tinkering Tools
- 

### 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 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?