

BLADES IN THE DARK

CREW

NAME ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW IRUVIA—SEVEROS—SKOVLAN—TYCHEROS 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	HEALING
3	NEED HELP project clock
2	-1D ARMOR
1	LESS EFFECT HEAVY SPECIAL

GHOST SPECIAL ABILITIES (FROM ORIGINAL PLAYBOOK)

STRICTURES 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

VAMPIRE TRAITS

- UNDEAD: You are a spirit which animates an undead body. Your trauma is maxed out. Choose four trauma conditions which reflect your vampiric nature. Arcane attacks are potent against you. If you suffer fatal harm or trauma, your undead spirit is overwhelmed. You take level 3 harm: "Incapacitated" until you feed enough to recover. If you suffer arcane harm while in this state, you are destroyed utterly. Your XP tracks are longer (you now advance more slowly). You have more stress boxes.
- TERRIBLE POWER: Take 1 stress to perform a feat of superhuman strength or speed (run faster than a carriage, break stone with bare hands, leap onto the roof of a building, etc.). This factors into effect.
- ARCANE SIGHT: Take 1 stress to sense beyond human limits. "Hear" a subject's true thoughts or feelings, see in pitch darkness, sense the presence of invisible things, intuit the location of a hidden object, etc.
- A VOID IN THE ECHO: You are invisible to spirits and may not be harmed by them. Take 2 stress to cause living things to avert their gaze and fail to observe you for a few moments.
- DARK TALENT: Choose Insight, Prowess, or Resolve. Your max rating for actions under that attribute becomes 5. When you take this ability, add +1 dot to the resistance rating of the attribute you've chosen.
- SINISTER GUILF: During downtime, choose one: Get a free additional downtime activity, or take +1d to all downtime activity rolls.
- VETERAN: Choose a special ability from another source.

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.

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

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.

LOAD 3 light 5 normal 6 heavy

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

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?