



FARIS

A fearsome warlord, a sultan of the streets.

In the hotbed of intrigue that is al-'Adhirah—called Bright Harbour by the Imperials of al-'Akursiyyah—to stand alone is so often to die alone, betrayed by those who have the strength of numbers. To be a leader of those numbers, a faris, is a goal that many aspire to but few really achieve. To be a leader over other furusiyyah is an even rarer feat.

When you play a Faris, you earn xp when you address a challenge with a show of force or leadership. Employing force is always easier when you've got a gang at your back, so get on that. You're no mere thug or killer, you're a commander. Rustle up some ghazis of your own and don't let anyone push you around on your home turf.

Why are you a leader? Is this the only way you know how to get out of the gutter, or do you have a specific goal (or target) in mind? What kind of leader do you aspire to be?

STARTING ACTIONS

● ● ● ● COMMAND

● ● ● ● SKIRMISH

STARTING BUILDS

If you want some guidance when you assign your four starting action dots and special ability, use one of these templates.

GHAZI. Hunt +2, Skirmish +1, Wreck +1. **Leader.**

PARAGON. Consort +2, Finesse +1, Skirmish +1. **The Tiger's Fury.**

PADRONE. Survey +1, Study +1, Sway +2. **Ambitious.**

SPEARPOINT. Attune +1, Prowl +2, Survey +1. **Expertise.**

POWERFUL FRIENDS, RIVALS

- ◆ **Bilal Maat**, a corrupt lawyer. *Perhaps the attorney who saved your ass, or a prosecutor who locked up your friends?*
- ◆ **Imran Pasha**, a gang boss. *Perhaps a smuggler you used to work with, or a thug whose turf you're eying?*
- ◆ **Lenora Drakewell**, an Imperial diplomat. *What sort of use does she have for street gangs?*
- ◆ **Nurul Fallash**, a leviathan captain. *Perhaps a former captain of yours, or the officer who kicked you out of the navy?*
- ◆ **Sordat Khan**, a sheikh. *Perhaps an older relative, or an open critic of your ambitions?*

Alternate playbooks for Blades in the Dark.

New text and art by Johnstone Metzger.

Text from the game and layout by John Harper.

Feel free to suggest changes or improvements.

johnstone.metzger@gmail.com

FARIS SPECIAL ABILITIES

LEADER

When you **COMMAND** a **cohort** in combat, they continue to fight when they would otherwise **break** (they're not taken out when they suffer level 3 harm). They gain **+1 effect** and **1 armor**.

This ability makes your cohorts more effective in battle and also allows them to resist harm by using armor. While you lead your cohorts, they won't stop fighting until they take fatal harm (level 4) or you order them to cease. What do you do to inspire such bravery in battle? For details about cohorts, see page 98.

AMBITIOUS

You gain an additional **xp trigger**: *You defended your turf or tried to expand it.* If your crew followed your lead, also mark crew xp.

BATTLEBORN

You may expend your **special armor** to reduce harm from an attack in combat or to **push yourself** during a fight.

When you use this ability, tick the special armor box on your playbook sheet. If you "reduce harm" that means the level of harm you're facing right now is reduced by one. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. Your special armor is restored at the beginning of downtime.

EXPERTISE

Choose one of your action ratings. When you lead a group action using that action, you can suffer only 1 stress at most, regardless of the number of failed rolls.

This special ability is good for covering for your team. If they're all terrible at your favored action, you don't have to worry about suffering a lot of stress when you lead their group action.

GHOST BUSTERS

Your entourage has occult experience. They gain **potency** when fighting the supernatural or defending you from it, and an arcane ability: *they can fight ghosts, they can survive in the deathlands, or you can possess their bodies from afar.* Take this ability again to choose an additional arcane ability for your entourage.

Your entourage functions as a cohort (Gang: Thugs). This ability gives them potency against supernatural targets and an arcane ability of your choice. If they can fight ghosts, they can grapple with them or trap them in spirit bottles. If they can survive in the deathlands, they know secret routes and can forage for food. If you can possess them, you can share their senses and thoughts telepathically, and take control of their actions. For more details about cohorts, see page 98.

THE TIGER'S FURY

You can **push yourself** to do one of the following: *move to any location on the field of battle that you can see—push violently against your enemies, knocking them back, down, or over.*

When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

If you move to a new location, you might do so with superhuman speed or power, or with stealth and cunning, but you can't be interrupted.

If you push your enemies around, you decide where they land, and what kind of opportunity it opens up for yourself or your allies.

VIGOROUS

You recover from harm faster. Permanently fill in one of your healing clock segments. Take **+1d** to healing treatment rolls.

Your healing clock becomes a 3-clock, and you get a bonus die when you recover.

FARIS ITEMS

- ◆ **Entourage:** Up to half a dozen bodyguards, hangers-on, and retainers who are loyal only to you. They function as a cohort (Gang: Thugs), but do not increase in scale.
- ◆ **Fine clothes & jewelry:** An outfit that appears to be of such fine make as to pass you off as a wealthy noble. [**0 LOAD**] *If you're carrying this item as a second outfit to change into, it counts as 2 LOAD.*
- ◆ **Fine hand weapon:** A finely crafted one-handed melee weapon of your choice. *Is this a well-crafted standard weapon, like a perfectly-balanced dagger, or something exotic, like an Iruvian dueling saber or a metal-banded war-club?* [**1 LOAD**]
- ◆ **Fine pair of pistols:** A matched pair of handguns, made for greater accuracy, with double barrels that allow for two shots before reloading. *Were your pistols made by Shakufa's Steelworks, Sheikh al-Hassani, the Imperial Forge, or some other gunsmith? How do they stand out from the average handgun?* [**1 LOAD**]
- ◆ **Electroplasmic ammunition:** A bandolier of electroplasmic ammo, especially potent against spirits, but less effective against physical targets. *The electrical charge is enough to stun a person, but does very little real harm. Several hits might incapacitate a human target. This ammunition is especially reactive in the ghost field—make a 4-clock called "Attention from the Spirit Wardens" and tick it for every operation in which this ammo was used.* [**1 LOAD**]



JANISSARY

A staunch protector and keen-eyed lookout.

Well known by foreigners as the “Gateway to Iruvia,” the shipping nexus that is the city of al-’Adhira is fiercely contested by rival gangs who grow fat on the spoils of trade, graft, and the inevitable espionage that comes from being so close to two other continents. There is no end to feuding here, but even this is an opportunity for some. If everyone has enemies, then everyone needs protection. That’s where you come in.

No boss in this town wants to be seen without some janissaries by their side. They are only as safe as the eyes of their scouts are keen and the hearts of their guards are brave. For knowing might be half the battle, but the other half is having the strength of mind, body, and spirit to weather the storm until victory sails into port, her hold weighed down with loot.

When you play a Janissary, you earn xp when you address a challenge with courage or attention to detail. Know the field and keep your cool.

STARTING ACTIONS

● ● ● ● SKIRMISH

● ● ● ● SURVEY

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

FERRYMAN. Attune +1, Prowl +2, Skirmish +1. **Ghost Fighter.**

MOUTHPIECE. Command +2, Study +2. **Herald.**

NIGHT GUARD. Attune +2, Prowl +2. **Ghost Mind.**

SHADOW. Finesse +2, Skirmish +1, Sway +1. **Security.**

ORDINARY FRIENDS, RIVALS

- ◆ **Aziz**, a bartender. *Perhaps the owner of your regular hangout—or the bar you’ve been banned from?*
- ◆ **Hanifa**, a maid. *Who does she work for, and why does it matter to you?*
- ◆ **Nima**, a snitch. *Perhaps a lookout for your gang, or the one who grassed you out?*
- ◆ **Omid**, muscle-for-hire. *Perhaps your former mentor, or just an unfriendly legbreaker who wants your job?*
- ◆ **Vishka**, a driver. *Perhaps your driver, on occasion, or just someone with a grudge against you?*

JANISSARY SPECIAL ABILITIES

BODYGUARD

When you **protect** a teammate, take +1d to your resistance roll. When you gather info to anticipate possible threats in the current situation, you get +1 effect.

*The **protect** teamwork maneuver lets you face a consequence for a teammate. If you choose to resist that consequence, this ability gives you +1d to your resistance roll. Also, when you read a situation to gather information about hidden dangers or potential attackers, you get +1 effect—which means more detailed information.*

GHOST FIGHTER

You may imbue your hands, melee weapons, or tools with spirit energy. You gain **potency** in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.

When you imbue yourself with spirit energy, how do you do it? What does it look like when the energy manifests? When you're imbued, you can strongly interact with ghosts and spirit-stuff, rather than weakly interact.

GHOST MIND

You're always aware of supernatural entities in your presence. Take +1d whenever you **gather information** about the supernatural by any means.

HERALD

When you speak for a teammate or stand before them while they talk, you can **help** them **COMMAND** or **SWAY** without spending stress.

MULE

Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.

This ability is great if you want to wear heavy armor and pack a heavy weapon without attracting lots of attention. Since your exact gear is determined on-the-fly during an operation, having more load also gives you more options to get creative with when dealing with problems during a score.

SECURITY

You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** when protecting a teammate.

When you use this ability, tick the special armor box on your playbook sheet. If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. Your special armor is restored at the beginning of downtime.

STRATEGIC RETREAT

You can **push yourself** to do one of the following: *break the enemy's ranks with a charge or a barrage of suppressive fire—pull someone you can touch to freedom.*

When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

The first use of this ability allows you to either break through the ranks of the enemy to get to the other side, or break a group of enemies into smaller groups.

The second use allows you to free someone from any kind of danger, be it a manacles and chains, prison bars, or the clutches of demon.

TOUGH AS NAILS

Penalties from harm are one level less severe (though level 4 harm is still fatal).

With this ability, level 3 harm doesn't incapacitate you; instead you take -1d to your rolls (as if it were level 2 harm). Level 2 harm affects you as if it were level 1 (less effect). Level 1 harm has no effect on you (but you still write it on your sheet, and must recover to heal it). Record the harm at its original level—for healing purposes, the original harm level applies.

JANISSARY ITEMS

- ◆ **Dark-sight goggles:** An arcane device that allows the wearer to see in pitch darkness as if it were well-lit. [**1 LOAD**]
- ◆ **Fine hand weapon:** A finely crafted one-handed melee weapon of your choice. *Is this a well-crafted standard weapon, like a perfectly-balanced dagger, or something exotic, like an Iruvian dueling saber or a metal-banded war-club?* [**1 LOAD**]
- ◆ **Fine map:** Maps are good for finding your way. [**0 LOAD**]
- ◆ **Manacles & chain:** A set of heavy manacles and chain, suitable for restraining a prisoner. *A souvenir from a stay with the city guard, perhaps?* [**0 LOAD**]
- ◆ **Spyglass:** A brass tube with lenses that allow long-distance vision. Collapsible. May attach to a rifle. [**1 LOAD**]



MIRAGE

A master of illusions.

From the deceptively monstrous al-Miraj to the haunting wail of the Maharaja of Ghosts, you know the fables of these lands by heart, and you hear more and more every day, so long as the Imperials are here. You know the reasons why they call ar-Rafiyah a land of illusions, because you are one of them.

When you play a Mirage, you earn xp when you address a challenge with deception or showmanship. Only the deceit in your subterfuge should be subtle. Make yourself the centre of attention and make people believe things that will get you what you want.

STARTING ACTIONS

● ● ● ● FINESSE

● ● ● ● SWAY

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

DECOY. Prowl +2, Wreck +2. **Misdirection.**

GHOST SEER. Attune +2, Tinker +2. **Strange Methods.**

INFILTRATOR. Consort +1, Prowl +2, Survey +1. **Cloak & Dagger.**

MAGICIAN. Attune +1, Survey +2, Sway +1. **Like a Star.**

DECEPTIVE FRIENDS, RIVALS

- ◆ **Arzu**, an actress. *Are you an ardent admirer of her exceptional talent, or did she deceive even you?*
- ◆ **Durjan Hask**, a poet. *Perhaps a ghostwriter for your own performances, or an ardent critic of your public work?*
- ◆ **Elif**, a shopkeeper. *Is this the shop you buy the good stuff at—or the snake oil?*
- ◆ **Nasra Zoshavid**, a city official. *Perhaps a building inspector you pay for information, or the clerk who wants to rezone your home to benefit the nobility?*
- ◆ **Yashua**, a snake charmer. *Perhaps a fellow illusionist, or a poisoner who preys on your marks without your consent?*

MIRAGE SPECIAL ABILITIES

ILLUSIONIST

You may create an illusion nearby, which affects one sense (sight, hearing, smell, etc) for as long as you concentrate on it. Take 1 stress when it manifests, plus 1 stress for each additional feature: *it can affect multiple senses—it can move—it last for several minutes after you stop concentrating on it.*

This ability allows you to fool the senses of others with magical illusions. If you spend additional stress, you can extend the effect for additional benefits, which may improve your position or effect for action rolls, depending on the circumstances, as usual.

CLOAK & DAGGER

When you use a disguise or other form of covert misdirection, you get **+1d** to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.

*This ability gives you the chance to more easily get out of trouble if a covert operation goes haywire. Also, don't forget your **fine disguise kit** item, which boosts the **effect** of your covert deception methods.*

CONJURER

You may hide one item or device upon your person in such a way that it can never be found until you produce it once again. It does not count against your load.

The hidden item cannot be larger than 1 load.

LIKE A STAR

You can **push yourself** to do one of the following: *levitate or float through the air like a ghost—produce a light from nothing (either brilliant and blinding or dim and long-lasting, your choice).*

When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

When you levitate, you can move through the air slowly, or walk easily across surfaces that would not normally hold your weight.

If you produce a light, it comes from your person, but can move away at your direction. It glows whatever colour you like.

MISDIRECTION

When you perform a setup action by creating a distraction, you get **+1d**. When your setup action draws attention to yourself, you get **+1 effect**.

PRACTICED

You may expend your **special armor** to resist a consequence from detection or security measures, or to **push yourself** while using alchemicals, magic, or arcane implements.

When you use this ability, tick the special armor box on your playbook sheet. If you “resist a consequence” of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don’t take 2 stress. Your special armor is restored at the beginning of downtime.

ROOK’S GAMBIT

Take **2 stress** to roll your best action rating while performing a different action. Say how you adapt your skill to this use.

This is the “jack-of-all-trades” ability. If you want to attempt lots of different sorts of actions and still have a good dice pool to roll, this is the special ability for you.

STRANGE METHODS

When you **invent** or **craft** a creation with *arcane* features, get **+1 result level** to your roll (a **1-3** becomes a **4/5**, etc.). You begin with one arcane design already known.

*Follow the **Inventing** procedure with the GM (page 224) to define your first arcane design.*

MIRAGE ITEMS

- ◆ **Fine cover identity:** Paperwork, planted stories and rumors, and false relationships sufficient to pass as a different person. [**0 LOAD**]
- ◆ **Fine disguise kit:** A theatrical make-up kit equipped with an impressive array of expert appliances to fool the eye. *The fine quality of this kit may increase the effect of your deceptive actions when you use it.* [**1 LOAD**]
- ◆ **Blowgun & darts, syringes:** A small tube and darts that can be filled from alchemy flasks. Empty syringes. [**0 LOAD**]
- ◆ **Fine loaded dice, trick cards:** Gambling accouterments subtly altered to favor particular outcomes. *The fine quality of this kit may increase the effect of your deceptive actions when you use it.* [**0 LOAD**]
- ◆ **Fine tinkering tools:** A finely crafted set of tools for detailed mechanist work. A jeweler’s loupe. Measuring devices. [**1 LOAD**]
- ◆ **Gadgets:** You may create gadgets during downtime by **TINKERING** with tools and materials. See **Gadgets**, page 227. *Track the load for each gadget you deploy during an operation.* [**1+ LOAD**]



RAFIQ

A cunning intermediary and false friend.

We all want things, and that is the key to getting what you want. When you know what someone wants and the lengths they will go to achieve it, all that you need do is negotiate favours until they get you what you want as well. A few white lies, a few deceptions. What's a knife in the back between friends?

When you play a Rafiq, you earn xp when you address a challenge with deception or influence. Talk your way into trouble, then talk your way out again. Pretend to be someone you're not. Bluff, lie, and manipulate to get your way. Every problem is ultimately a problem because of *people*—and people are the instrument upon which you play your music.

Is there anything true about you, at your core? Or are you whatever you need to be, day to day? Are all of your relationships merely gambits that you play for your advantage?

STARTING ACTIONS

● ● ● ● CONSORT

● ● ● ● SWAY

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

BAGMAN. Finesse +2, Study +2. **Cut-Out.**

CORRUPTOR. Finesse +1, Prowl, +1, Study +2. **Eye for Weakness.**

EXTORTIONIST. Command +2, Skirmish +2. **Like Looking in a Mirror.**

PROPHET. Attune +2, Command +1, Finesse +1. **Occultist.**

CLOSE FRIENDS, RIVALS

- ◆ **Forcha Khoravid**, a noble. *Perhaps a prince whose attentions you court, or a countess you once deceived?*
- ◆ **Mirza**, a youth. *What business do you have with someone so young? Are you sworn to protect them, or deliver them to evil?*
- ◆ **Nusha**, a courtesan. *Who do you find more interesting, Nusha or her customers?*
- ◆ **Qarraq**, a demon. *Why would you play with fire? Is there something impossible you're trying to get for yourself, or is there something you're trying to get out of?*
- ◆ **Vishka**, a kidnapper. *Were you the one who was kidnapped, or the one who ordered the kidnapping?*

RAFIQ SPECIAL ABILITIES

EYE FOR WEAKNESS

When you gather information about someone's vulnerabilities, you get **+1 effect**.

CUT-OUT

You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** when acting on someone else's behalf.

When you use this ability, tick the special armor box on your playbook sheet. If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. Your special armor is restored at the beginning of downtime.

FROM BEYOND

By way of blessings, enchantments, or spells, you may interact, physically and socially, with ghosts and demons as if they were normal humans.

This is potentially very powerful, and the exact method and its limits should be strictly defined in the fiction, to avoid confusion. Magical abilities available to humans are not affected by this ability, though it might apply to a god, should they permit such a thing to happen.

FUNCTIONING VICE

When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins you may do the same.

If you indulged your vice and rolled a 4, you could increase the result to 5 or 6, or you could reduce the result to 3 or 2 (perhaps to avoid overindulgence). Allies that join you don't need to have the same vice as you, just one that could be indulged alongside yours somehow.

LIKE LOOKING INTO A MIRROR

You can always tell when someone is lying to you.

This ability works in all situations without restriction. It is very powerful, but also a bit of a curse. You see through every lie, even the kind ones.

OCCULTIST

You know the secret ways to **CONSORT** with ancient powers, forgotten gods, or demons. Once you've consorted with one, you get **+1d** to **COMMAND** cultists who worship it.

*CONSORTING with a given entity may require special preparations or travel to a specific place. The GM will tell you about any requirements. You get the bonus die to your **COMMAND** rolls because you can demonstrate a secret knowledge of or influence over the entity when you interact with cultists.*

TRUST IN ME

You get **+1d** vs. a target with whom you have an intimate relationship.

This ability isn't just for social interactions. Any action can get the bonus. "Intimate" is for you and the group to define, it need not exclusively mean romantic intimacy.

WEAVING THE WEB

You gain **+1d** to **CONSORT** when you gather information on a target for a score.

You get **+1d** to the **engagement roll** for that operation.

Your network of underworld connections can always be leveraged to gain insight for a job—even when your contacts aren't aware that they're helping you.

RAFIQ ITEMS

- ◆ **A cane-sword:** A slim sword and its sheath, disguised as a noble's cane. *The disguise will fool a cursory inspection.* [**1 LOAD**]
- ◆ **Concealed palm pistol:** A small firearm with a weak charge, easily concealed in a sleeve or waistcoat. *This pistol has extremely limited range; only a few feet. It's very difficult to detect on your person, even if you're searched.* [**0 LOAD**]
- ◆ **Fine lockpicks:** A finely crafted set of tools to disable and circumvent locks. [**0 LOAD**]
- ◆ **Trance powder:** A dose of the popular drug, which induces an altered mental state. *The victim of this powder is not fully unconscious, but rather retreats into a calm, suggestible mental state, similar to hypnotism.* [**0 LOAD**]



RAKSHASA

A hungry ghoul stalking the shadows.

The world is broken, lying ravaged and dark. For so many, the horrors that stalk the shadows are all too real, more flesh than fable. For so many others, it is not the supernatural horrors they must fear, but the killers inside their own fellow man.

If devils can haunt the weak, why not you as well? It's a hard and dirty world. So you became a monster, to learn what real power is.

When you play a Rakshasa, you earn xp when you address a challenge with stealth or violence. Hunt your enemies down, stalk them through the shadows, and tear them apart when you strike. Be quick, be merciless, be a monster.

What flickers of humanity yet remain inside your heart? Have you renounced all that is beautiful and humane in this world? What is there that you still have to live for, what delights do you still wish were yours?

STARTING ACTIONS

● ● ● ● HUNT

● ● ● ● PROWL

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

ASSASSIN. Hunt +1, Skirmish +2, Survey +1. **Ambush.**

BURGLAR. Attune +1, Finesse +2, Survey +1. **Ghost Veil.**

RECON. Consort +1, Hunt+1, Survey +2. **Scout.**

TERRIFYER. Command+1, Skirmish+1, Wreck +2. **Monstrous.**

DIRTY FRIENDS, RIVALS

- ◆ **Benaz**, a prison guard. *Who languishes, forlorn, in the prison, and why does it matter so much to you?*
- ◆ **Dameer**, a death cultist. *What do these death cultists want from you, and who has to die for them to get it?*
- ◆ **Mohadisa**, an alchemist. *Perhaps a leatherworker you supply materials to, or a dyer whose brilliant colours burn your evil eyes?*
- ◆ **Nimet**, a coal seller. *When will this coal be completely replaced by the empire's leviathan blood, and who stands to lose the most from it?*
- ◆ **Raban**, a gravedigger. *The one who dug you up, or the one who buried you?*

RAKSHASA SPECIAL ABILITIES

GHOUL

You are able to consume any organic material, no matter how disgusting, as if it were food. You may devour an entire human body, and you are immune to poisons produced by plants and animals that are not arcane.

You don't eat faster than anyone else, but you can eat as much as you want without looking bloated or distended. Your stomach is somehow bottomless.

AMBUSH

When you attack from hiding or spring a trap, you get **+1d** to your roll.

This ability benefits from preparation—so don't forget you can do that in a flashback.

THE BLACK SPEECH

Through blessings, enchantments, or spells, you may communicate with animals just as easily as you can with humans, even the wildest of deathlands creatures.

*There is no guarantee that animals will have anything useful to say, but you may **COMMAND**, **CONSORT** with, or **SWAY** them the same as humans.*

GHOST HUNTER

Your hunting pet is imbued with spirit energy. It gains **potency** when tracking or fighting the supernatural, and gains an arcane ability: *ghost-form*, *mind-link*, or *arrow-swift*. Take this ability again to choose an additional arcane ability for your pet.

Your pet functions as a cohort (Expert: Hunter). This ability gives them potency against supernatural targets and an arcane ability of your choice. Ghost-form allows the pet to transform into electropasmic vapor as if it were a spirit. Mind-link allows the pet and hunter to share their senses and thoughts telepathically. Arrow-swift allows the pet to move extremely quickly, out-pacing any other creature or vehicle. For more details about cohorts, see page 96.

MONSTROUS

You can **push yourself** to do one of the following: *perform a feat of athletics that verges on the superhuman—take on the appearance of a frightening monster.*

When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

If you perform an athletic feat (running, tumbling, balance, climbing, etc.) that verges on the superhuman, you might climb a sheer surface that lacks good hand-holds, tumble safely out of a three-story fall, leap a shocking distance, etc.

If you take on the appearance of a monster, you have the same terrifying effect that ghosts and other supernatural entities do. You may look like whatever monster you choose.

SCOUT

When you gather information to discover the location of a target, you get **+1 effect**. When you hide in a prepared position or use camouflage you get **+1d** to rolls to avoid detection.

A “target” can be a person, a destination, a good ambush spot, an item, etc.

SUBTERFUGE

You may expend your **special armor** to resist a supernatural consequence, or to **push yourself** for a feat of athletics or stealth.

When you use this ability, tick the special armor box on your playbook sheet. If you “resist a consequence” of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don’t take 2 stress. Your special armor is restored at the beginning of downtime.

RAKSHASA ITEMS

- ◆ **Electroplasmic ammunition:** A bandolier of electroplasmic ammo, especially potent against spirits, but less effective against physical targets. *The electrical charge is enough to stun a person, but does very little real harm. Several hits might incapacitate a human target. This ammunition is especially reactive in the ghost field—make a 4-clock called “Attention from the Spirit Wardens” and tick it for every operation in which this ammo was used. [1 LOAD]*
- ◆ **Fine long rifle:** A finely crafted hunting rifle, deadly at long range, unwieldy in close quarters. *Long rifles are usually illegal for private citizens in Bright Harbour, but you have (real or forged) military paperwork for this one. [2 LOAD]*
- ◆ **Light climbing gear:** A well-crafted set of climbing gear that is less bulky and heavy than a standard set. [1 LOAD] *Standard climbing gear is 2 load.*
- ◆ **Scary weapon or tool:** A scary-looking hand weapon or tool. This item grants increased effect when you intimidate, not increased harm in combat. [1 LOAD]
- ◆ **A trained hunting pet:** Your animal companion obeys your commands and anticipates your actions. *Cohort (Expert: Hunter).*



VIZIER

The figure behind the throne.

The figurehead is always first into the storm, but your lot in life is that of the *éminence gris*, the power behind the throne. You are the rock, the support that a well-ordered organization is built upon. Because when you really look at these laws the powerful promote, how everyone has so many rules for everything, you cannot help but shake your head. You can always get around them. Because you want things you shouldn't want, and you want to know things you shouldn't know. You shouldn't, but oh you will, won't you?

When you play a Vizier, you earn xp when you address a challenge with planning or teamwork. Get the others to rush headlong into danger, while you artfully arrange things to your satisfaction around them.

Is your leader's dream your own as well? Or are you a cynical manipulator, guiding others like puppets to their doom so you can rise above?

STARTING ACTIONS

● ● ● ● STUDY

● ● ● ● TINKER

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

ACCOUNTANT. Consort +1, Finesse +2, Sway +1. **A Little Something on the Side.**

DOCTOR. Consort +1, Finesse +2, Tinker +1. **Physiker.**

INFERNALIST. Attune +2, Command +2. **Ritual.**

PUSHER. Consort +2, Finesse +1, Tinker +1. **Alchemist.**

LEARNED FRIENDS, RIVALS

- ◆ **Bilal Maat**, an infernalist. *Perhaps a mentor in the ways of the darkness, or an enemy now that you know the truth?*
- ◆ **Gulrukh**, a librarian. *Perhaps an antiquarian who saves precious documents for you, or a book-burning tool of the fascist regime?*
- ◆ **Reyasso** an art dealer. *Perhaps a smuggler whose art contains treasures you desire, or a blight upon the city's aesthetics?*
- ◆ **Sallahattin**, a lecturer. *Which theories have you responded to the most, and why?*
- ◆ **Tamadur Faran**, the explorer. *What lost land did she bring to your attention?*

VIZIER SPECIAL ABILITIES

RED RIGHT HAND

When you give a teammate assistance, you can spend **2 stress** instead of only 1, and they get **+1 effect**, as well as **+1d**.

ALCHEMIST

When you **invent** or **craft** a creation with *alchemical* features, you get **+1 result level** to your roll (a **1-3** becomes a **4/5**, etc.). You begin with one special formula already known.

*Follow the **Inventing** procedure with the GM (page 224) to define your first special alchemical formula.*

CALCULATING

Due to your careful planning, during downtime, you may give yourself or another crew member **+1 downtime activity**.

If you forget to use this ability during downtime, you can still activate it during the score and flashback to the previous downtime when the extra activity happened.

FORESIGHT

Two times per score you can **assist** a teammate without paying stress. Describe how you prepared for this.

You can narrate an event in the past that helps your teammate now, or you might explain how you expected this situation and planned a helpful contingency that you reveal now.

A LITTLE SOMETHING ON THE SIDE

At the end of each downtime phase, you earn **+2 stash**.

*Since this money comes at the end of downtime, after all downtime actions are resolved, you can't remove it from your stash and spend it on extra activities until your **next** downtime phase.*

PHYSICKER

You can **TINKER** with bones, blood, and bodily humours to treat wounds or stabilize the dying. You may **STUDY** a malady or corpse. Everyone in your crew (including you) gets **+1d** to their **healing treatment** rolls.

*Knowledge of anatomy and healing is a rare and esoteric thing in the underworld of Bright Harbour. Without this ability, any attempts at treatment are likely to fail or make things worse. You can use this ability to give first aid (rolling **TINKER**) to allow your patient to ignore a harm penalty for an hour or two.*

PREPARED

You may expend your **special armor** to reduce consequences suffered during a flashback, or to **push yourself** when you gather information or work on a long-term project.

When you use this ability, tick the special armor box on your playbook sheet. If you “resist a consequence” of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don’t take 2 stress. Your special armor is restored at the beginning of downtime.

RITUAL

You know the arcane methods to perform ritual sorcery. You can **STUDY** an occult ritual (or create a new one) to summon a supernatural effect or being. You begin with one ritual already learned.

Without this special ability, the study and practice of rituals leaves you utterly vulnerable to the powers you supplicate. Such endeavors are not recommended.

For more details, see Rituals, page 222.

VIZIER ITEMS

- ◆ **Bandolier:** A strap worn across the body, fitted with specially-padded pouches to hold three alchemical agents or spark-craft bombs. When you employ an alchemical or bomb from a bandolier, choose one from the list at right (or one of your custom-made formulas). See page 226 for more on alchemicals and bombs. *During downtime, you automatically refill your bandoliers, so long as you have reasonable access to a supplier or workshop.* [1 LOAD]
- ◆ **Blowgun & darts, syringes:** A small tube and darts that can be filled from alchemy flasks. Empty syringes. [0 LOAD]
- ◆ **Blueprints:** A folio of useful architectural drawings and city plans. *Feel free to specify which plans you’re carrying when you choose this item.* [1 LOAD]
- ◆ **Demonbane charm:** An arcane trinket that demons prefer to avoid. [0 LOAD]
- ◆ **Fine tinkering tools:** A finely crafted set of tools for detailed mechanist work. A jeweler’s loupe. Measuring devices. [1 LOAD]

ALCAHEST
 BINDING OIL
 DRIFT OIL
 DROWN POWDER
 EYEBLIND POISON
 FIRE OIL
 GRENADE
 QUICKSILVER
 SKULLFIRE POISON
 SMOKE BOMB
 SPARK (DRUG)
 STANDSTILL POISON
 TRANCE POWDER



ZINDIQ

A rogue wizard studying heretical science.

It was bad enough when the arrogant Dwashahi imposed their will over all the peoples of ar-Rafiyah, but then they had to make an alliance with the hated empire. Now the corrosive Imperials have their hands all over everything, too. How many layers of oppression must we rid ourselves of before we are free? The world will burn as long as it has to.

When you play a Zindiq, you earn xp when you address a challenge with oratory or destruction. Make your voice heard, stir the people up. Strike back against the forces of corruption and iniquity that surround you. When your voice alone is too quiet, scream louder, and bring their castles toppling down around them.

Where does your ideology come from? Do you have a vision of a new world driving you on, or is the destruction of this awful one enough for you?

STARTING ACTIONS

- ● ● ● ATTUNE
- ● ● ● WRECK

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

DEMAGOGUE. Skirmish +1, Survey +1, Sway +2. **Driven.**

DEMOLITIONIST. Finesse +1, Study +1, Tinker +2. **Artificer.**

FIRESTARTER. Command +1, Skirmish +2, Survey +1. **Pyromancer.**

SUMMONER. Attune +1, Command +2, Prowl +1. **Compel.**

VOLATILE FRIENDS, RIVALS

- ◆ **Faizani**, a seditionist. *Does she spread a vision of the future you support, or is she a fifth column infiltrator?*
- ◆ **Hoshan**, a junkie. *Are you, also, a junkie?*
- ◆ **Jade Eyes**, a cult leader. *Perhaps a fellow dissident who supports your cause, or a fanatic zealot determined to make your nightmares come true?*
- ◆ **Kashr**, a madman. *What revelations have you gleaned from his mad ravings?*
- ◆ **Lenora Drakewell**, a spy. *Perhaps the one you receive instructions from, or a target you have been told to eliminate?*

ZINDIQ SPECIAL ABILITIES

REVOLUTIONARY

You gain an additional **xp trigger**: *You attacked the government or the nobility.* If your crew attacked them too, also mark crew xp.

ARTIFICER

When you **invent** or **craft** a creation with *spark-craft* features, you get **+1 result level** to your roll (a 1-3 becomes a 4/5, etc.). You begin with one special design already known.

*Follow the **Inventing** procedure with the GM (page 224) to define your first spark-craft design.*

COMPEL

You can **ATTUNE** to the ghost field to force a nearby ghost to appear before you and obey an order you give it. You are not supernaturally terrified by a ghost you summon or attempt to compel (though your allies may be).

*The GM will tell you if you sense any ghosts nearby. If you don't, you can gather information (maybe **ATTUNE**, **SURVEY**, or **STUDY**) to attempt to locate one. By default, a ghost wants to satisfy its need for life essence and to exact vengeance. When you compel it, you can give it a general or specific command, but the more general it is (like "Protect me") the more the ghost will interpret it according to its own desires. Your control over the ghost lasts until the command is fulfilled, or until a day has passed, whichever comes first.*

DRIVEN

You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to **push yourself** when wreaking havoc and destruction.

When you use this ability, tick the special armor box on your playbook sheet. If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm) but you don't take 2 stress. Your special armor is restored at the beginning of downtime.

GHOST WARD

When you **WRECK** an area with arcane substances, ruining it for any other use, it becomes anathema or enticing to spirits (your choice).

If you make an area anathema to spirits, they will do everything they can to avoid it, and will suffer torment if forced inside the area. If you make an area enticing to spirits, they will seek it out and linger in the area, and will suffer torment if forced to leave. This effect lasts for several days over an area the size of a small room. Particularly powerful or prepared spirits may roll their quality or arcane magnitude to see how well they're able to resist the effect.

With this ability, you do not freeze up or flee when confronted by any kind of supernatural entity or strange occult event.

INFILTRATOR

You are not affected by **quality** or **Tier** when you bypass security measures.

This ability lets you contend with higher-Tier enemies on equal footing. When you're cracking a safe, picking a lock, or sneaking past elite guards, your effect level is never reduced due to superior Tier or quality level of your opposition.

Are you a renowned safe cracker? Do people tell stories of how you slipped under the noses of two Chief Inspectors, or are your exceptional talents yet to be discovered?

PYROMANCER

You can **push yourself** to do one of the following: produce a cloud of smoke or unleash a gout of flame as a weapon—drastically raise or lower the temperature of your immediate vicinity.

When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) if you're making a roll, in addition to the special ability.

When you unleash fire as a weapon, the GM will describe its effect level and significant collateral damage. If you unleash it in combat against an enemy who's threatening you, you'll still make an action roll in the fight.

*When you change the temperature, the GM will describe its effect level, and if any fires start or go out. If you're using this power as cover or distraction, it's probably a **setup** teamwork maneuver, using **ATTUNE**.*

SABOTEUR

When you **WRECK**, your work is much quieter than it should be and the damage is very well-hidden from casual inspection.

You can drill holes in things, melt stuff with acid, even use a muffled explosive, and it will all be very quiet and extremely hard to notice.

ZINDIQ ITEMS

- ◆ **Fine cover identity:** Paperwork, planted stories and rumors, and false relationships sufficient to pass as a different person. [0 LOAD]
- ◆ **Fine lockpicks:** A finely crafted set of tools to disable and circumvent locks. [0 LOAD]
- ◆ **Fine spirit mask:** An arcane item that allows the trained user to see supernatural energies in great detail. Also affords some measure of protection against ghostly possession. *Each spirit mask is unique. What does yours look like? What makes it strange and disturbing to see?* [1 LOAD]
- ◆ **Gadgets:** You may create gadgets during downtime by **TINKERING** with tools and materials. See **Gadgets**, page 227. *Track the load for each gadget you deploy during an operation.* [1+ LOAD]
- ◆ **Ghost key:** An arcane device that can open ghost doors. *There's an echo of the entire city, across the ages, trapped in the ghost field. Sometimes a door to that place can be found.* [0 LOAD]

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	HEALING	NEED HELP
3	<i>project clock</i>	
2		-1D
1		LESS EFFECT

NOTES _____

JANISSARY

A STAUNCH PROTECTOR & LOOKOUT

STASH COIN

SPECIAL ABILITIES

- BODYGUARD:** When you **protect** a teammate, take +1d to your resistance roll. When you **gather info** to anticipate possible threats in the current situation, you get +1 **effect**.
- GHOST FIGHTER:** You may imbue your hands, melee weapons, or tools with spirit energy. You gain **potency** in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.
- GHOST MIND:** You're always aware of supernatural entities in your presence. Take +1d when you **gather info** about the supernatural.
- HERALD:** When you speak for a teammate or stand before them while they talk, you can **help** them **COMMAND** or **SWAY** without spending stress.
- MULE:** Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- SECURITY:** You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** when protecting a teammate.
- STRATEGIC RETREAT:** You can **push yourself** to do one of the following: *break the enemy's ranks with a charge or a barrage of suppressive fire—pull someone you can touch to freedom.*
- TOUGH AS NAILS:** Penalties from harm are one level less severe (though level 4 harm is still fatal).
- VETERAN:** Choose a special ability from another source.

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.**

ORDINARY FRIENDS

- Aziz, a bartender
- Hanifa, a maid
- Nima, a snitch
- Omid, muscle-for-hire
- Vishka, a driver

ITEMS

- Dark-sight goggles
- Fine hand weapon
- Fine map*
- Manacles & chain*
- Spyglass
- Spiritbane charm*

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 Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

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 2 xp if that item occurred multiple times.
- ◆ *You addressed a challenge with courage or attention to detail.*
- ◆ *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*

Occult: *Arcane power*

Deception: *Method*

Social: *Connection*

Stealth: *Entry point*

Transport: *Route*

GATHER INFORMATION

- ◆ *How can I find [X]?*
- ◆ *What are they really feeling?*
- ◆ *What do they intend to do?*
- ◆ *What should I look out for?*
- ◆ *What's the best way out of here?*
- ◆ *What's really going on here?*
- ◆ *Who's most dangerous here?*

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	HEALING	NEED HELP	ARMOR USES
3		project clock	
2		-1D	ARMOR <input type="checkbox"/>
1		LESS EFFECT	HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES _____

MIRAGE

A MASTER OF ILLUSIONS

STASH COIN

SPECIAL ABILITIES

- ILLUSIONIST:** You may create an illusion nearby, which affects one sense (sight, hearing, smell, etc) for as long as you concentrate. Take 1 stress when it manifests, plus 1 stress for each additional feature: *it can affect multiple senses—it can move—it last for several minutes after you stop concentrating.*
- CLOAK & DAGGER:** When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- CONJURER:** You may hide one item upon your person in such a way that it can never be found until you produce it. It does not count against your load.
- LIKE A STAR:** You can **push yourself** to do one of the following: *levitate or float through the air like a ghost—produce a light from nothing (either brilliant and blinding or dim and long-lasting, your choice).*
- MISDIRECTION:** When you perform a setup action by creating a distraction, you get +1d. When your setup action draws attention to yourself, you get +1 effect.
- PRACTICED:** You may expend your **special armor** to resist a consequence from detection or security measures, or to **push yourself** while using alchemicals, magic, or arcane implements.
- ROOK'S GAMBIT:** Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- STRANGE METHODS:** When you invent or craft a creation with *arcane* features, take +1 result level to your roll. You begin with one arcane design already known.
- VETERAN:** Choose a special ability from another source.

DECEPTIVE FRIENDS

- Arzu, an actress
- Durjan Hask, a poet
- Elif, a shopkeeper
- Nasra Zoshavid, a city official
- Yashua, a snake charmer

ITEMS

- Fine cover identity
- Fine disguise kit
- Fine loaded dice, trick cards
- Fine tinkering tools
- Gadgets
- Spiritbane charm

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 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with deception or showmanship.
- ◆ 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 | Occult: Arcane power |
| Deception: Method | Social: Connection |
| Stealth: Entry point | Transport: Route |

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**.

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

GATHER INFORMATION

- ◆ How can I get them to [X]?
- ◆ What are they really feeling?
- ◆ What can I tinker with here?
- ◆ What do they intend to do?
- ◆ What do they want most?
- ◆ What is hidden or lost here?
- ◆ What's really going on here?

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	HEALING	NEED HELP	ARMOR USES
3		project clock	
2		-1D	ARMOR <input type="checkbox"/>
1		LESS EFFECT	HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES

ALCHEMICALS

Bandolier --

Bandolier --

When you use a bandolier slot, choose an alchemical:

- ◆ Alcahest
- ◆ Binding Oil
- ◆ Drift Oil
- ◆ Drown Powder
- ◆ Eyebind Poison
- ◆ Fire Oil
- ◆ Grenade
- ◆ Quicksilver
- ◆ Skullfire Poison
- ◆ Smoke Bomb
- ◆ Spark (drug)
- ◆ Standstill Poison
- ◆ Trance Powder

VIZIER

THE FIGURE
BEHIND THE
THRONE

STASH COIN

SPECIAL ABILITIES

- RED RIGHT HAND:** When you give a teammate assistance, you can spend 2 stress instead of only 1, and they get +1 effect, as well as +1d.
- CALCULATING:** Due to your careful planning, during downtime, you may give yourself or another crew member +1 downtime action.
- FORESIGHT:** Two times per score you can assist a teammate without paying stress. Tell us how you prepared for this.
- A LITTLE SOMETHING ON THE SIDE:** At the end of each downtime phase, you earn +2 stash.
- PHYSICKER:** You can Tinker with bones, blood, and bodily humours to treat wounds or stabilize the dying. You may study a malady or corpse. Everyone in your crew gets +1d to their healing treatment rolls.
- PREPARED:** You may expend your special armor to reduce consequences suffered during a flashback, or to push yourself when you gather information or work on a long-term project.
- RITUAL:** You can Study an occult ritual (or create a new one) to summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned.
- VETERAN:** Choose a special ability from another source.

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**.

LEARNED FRIENDS

- △▽ Bilal Maat, an infernalist
- △▽ Gulrukh, a librarian
- △▽ Reyasso an art dealer
- △▽ Sallahattin, a lecturer
- △▽ Tamadur Faran, the explorer

ITEMS

- Bandolier (3 uses)
- Bandolier (3 uses)
- Blowgun & darts, syringes
- Blueprints
- Demonbane charm
- Fine tinkering tools

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 Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

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 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with planning or teamwork.
- ◆ 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

Occult: Arcane power

Deception: Method

Social: Connection

Stealth: Entry point

Transport: Route

GATHER INFORMATION

- ◆ Are they telling the truth?
- ◆ How can I discover [X]?
- ◆ What can I tinker with here?
- ◆ What do they intend to do?
- ◆ What might happen if I [X]?
- ◆ Where's the leverage here?
- ◆ What's really going on here?

