BLADES IN THE DARK

CREW _____

NAME _____   ALIAS _____

LOOK _____

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

BACKGROUND: ACADEMIC DROPOUT—USELESS LABOR—EEL MARKET—IGNOBLE

VICE / PURVEYOR: TRUANCY—GAMBLING—LUXURY—MAYHEM—PLEASURE—STUPOR—WEIRD

STRESS ▢▢▢▢▢▢▢▢▢   **TRAUMA** COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM

			HEALING
3		NEED HELP	*project clock*
2		-1D	**ARMOR USES**
1		LESS EFFECT	ARMOR ▢
			HEAVY ▢
			SPECIAL ▢

NOTES

MATE

Young Offender

SPECIAL ABILITIES

○ **7 MILLION COIN**: In the pursuit of a huge score, you may push yourself by only spending **1 stress.**

○ **NOT A SCUKERFISH**: Because you are under the legal age, your **Wanted** level will always be treated as 0 to determine time in Ironhook

○ **IF YOU JUMP OFF A BRIDGE**: If you take a Desperate action, all other Blades present must participate as part of a group action. You may select another scoundrel to take the stress from bad outcomes (1-3).

○ **WE HAVE THE SAME HAIRCUT**: You look just like your crew. You gain **potency** when passing the blame off to one of them.

○ **DODGING SERGEANT HEALY**: You can always outrun a Bluecoat, but gain **+2 Heat** when you do.

○ **FAST ON A GOAT**: You gain **+1d** on Finesse actions to ride a goat. You also get **+1 result level** on long term projects related to goat travel.

○ **BLEEDING...:** Your Harm does not affect your ability to Sway or Consort. You can do these actions at Level 3 Harm.

○ **...STILL TALKING SHIT**: You may expend your **special armor** to resist a consequence of taking responsibility for your actions, or to **push yourself** when you deal with parental forces.

○○○ **BULLSHITTING**: Choose a special ability from another source.

DUMB FRIENDS

△▽ Mairead, your mom

△▽ Jock, a stupid mate

△▽ Billy, a dick

△▽ Fake Billy, Jock in disguise

△▽ Healy, a shit Serpico

ITEMS

▢━▢ Jock's Fine stolen goat
▢━▢ Not as fine stolen goat
▢ Spark-craft nail gun
▢ Smoke Bombs
▢ Bag of Black Lotus, stolen
▢ *Cigarettes*

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 stupidity or fear.*
◆ *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*

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 Gear
▢━▢ Climbing Gear
▢ Arcane Implements
▢ Documents
▢ Subterfuge Supplies
▢━▢ Demolition Tools
▢ Tinkering Tools
▢ Lantern

GATHER INFORMATION

◆ *What is dumb or stupid here?*
◆ *What can I get away with?*
◆ *What is a good prank here?*
◆ *What do they intend to do?*
◆ *What drives them to do this?*
◆ *How can I reveal [X]?*
◆ *What's really going on here?*