ALTERNATE PLAYER KIT SHEETS FOR USE WITH

# BLADES IN THE DECK

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### **NY A DECINTUEDA DV**

<b>BLADES</b> IN THE <b>DAR</b>	CREW	<b>CUT</b> SPECIAL ABILITIES	TER	A DANGEROUS & INTIMIDATING FIGHTER	COIN
NAME	ALIAS		may expend your <b>specia</b> ombat or to <b>push yourse</b>		
LOOK         HERITAGE: AKOROS—THE DAGGER ISLES         BACKGROUND: ACADEMIC—LABOR—LAW         IRUVIA—SEVEROS—SKOVLAN—TYCHEROS         TRADE—MILITARY—NOBLE—UNDERWORLD         VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD         STRESS       Image: Cold—Haunted—OBSESSED—PARANOID         RECKLESS—SOFT—UNSTABLE—VICIOUS         HARM       HEALING         2       -1D		<ul> <li>BODYGUARD: When roll. When you gath situation, you get +1</li> <li>GHOST FIGHTER: Ye with spirit energy. Ye you may grapple with spirit energy. Ye with spirit energy. You may grapple with the following: her they when they suffer letter of MULE: Your load li</li> <li>NOT TO BE TRIFL the following: perf superhuman—engates of the superhuman—engates of the superhuman when ye frightening. When</li> <li>VIGOROUS: You recompared to the superhuman with the suffer letter of the superhuman with the superhu</li></ul>	e HUNT STUDY SURVEY SURVEY TINKER PROWESS FINESSE PROWL FINESSE PROWL SKIRMISH SKIRMISH COMMAND CONSORT SWAY BONUS DIE		
1 NOTES	EFFECT SPECIAL	your healing clock s	egments. Take + <b>1d</b> to hea oose a special ability from	ling treatment rolls.	<ul> <li><b>PUSH YOURSELF</b> (take</li> <li>2 stress) -OR- accept a</li> <li><b>DEVIL'S BARGAIN</b>.</li> </ul>
		DANGEROUS FRIENDS	ITEMS	LO	AD 🛇 3 light 🛇 5 normal 🛇 6 heavy
		$\begin{array}{c} \Delta \bigtriangledown \\ \Delta \bigtriangledown \end{array}$			□ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 <sup>nd</sup> Pistol □ A Large Weapon □ An Unusual Weapon □ Armor □ □ □ □ + Heavy
		ХР			Burglary Gear
		<ul> <li>Every time you roll a d</li> <li>At the end of each session an attribute) or 2 xp if th</li> <li>You addressed a challet</li> <li>You expressed your beat</li> </ul>	desperate action, mark xp in m, for each item below, mar tat item occurred multiple ti enge with violence or coercion liefs, drives, heritage, or back ues from your vice or trauma	k 1 xp (in your playbook or imes. n. sground.	<ul> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> <li>Subterfuge Supplies</li> <li>Demolition Tools</li> <li>Tinkering Tools</li> <li>Lantern</li> </ul>
		TEAMWORK Assist a teammate	<b>PLANNING &amp; LOAD</b> Choose a plan, provide	the <i>detail</i> . Choose your	<b>GATHER INFORMATION</b> • How can I hurt them?
		Lead a group action	<i>load</i> limit for the opera Assault: Point of attack	tion. Occult: Arcane power	<ul> <li>Who's most afraid of me?</li> <li>Who's most dangerous here?</li> </ul>
		Protect a teammate	Deception: Method	Social: Connection	<ul> <li>What do they intend to do?</li> <li>How can I get them to [X]?</li> </ul>
ALTERNATE PLAYER KIT SHEET FOR USE WITH <b>B</b>	LADES IN THE DECK	Set up a teammate	Stealth: Entry point	Transport: Route	<ul> <li>Are they telling the truth?</li> <li>What's really going on here?</li> </ul>

STASH

- How can I get them to [X]?
- Are they telling the truth?
- What's really going on here?

### **BLADESIN THE DARK**

CREW

NAME		ALIAS			
LOOK					
	G—THE DAGGER ISLES Skovlan—Tycheros	<b>BACKGROUND:</b> AG TRADE—MILITARY			
VICE / PURVEYOR: FA	ITH—GAMBLING—LUXURY	—OBLIGATION—PLE			
		ECKLESS—SOFT—			
3			NEED HELP	project clock	$\mathcal{D}$
2			-1D	ARMOR USES ARMOR	
1			LESS EFFECT	HEAVY SPECIAL	
NOTES				-	

	YY	

to rolls to avoid detection.

Set up a teammate

(though level 4 harm is still fatal).

crew helped you get payback, also mark crew xp.

or to **push yourself** for ranged combat or tracking.

SPECIAL ABILITIES

A DEADLY SHARPSHOOTER AND TRACKER

#### PLAYBOOK SHARPSHOOTER: You can push yourself to do one of the following: INSIGHT make a ranged attack at extreme distance beyond what's normal for the weapon—unleash a barrage of rapid fire to suppress the enemy. HUNT FOCUSED: You may expend your special armor to resist a consequence STUDY of surprise or mental harm (fear, confusion, losing track of someone) • SURVEY • • • TINKER **GHOST HUNTER**: Your hunting pet is imbued with spirit energy. PROWESS It gains potency when tracking or fighting the supernatural, and • • • FINESSE gains an arcane ability: ghost-form, mind-link, or arrow-swift. Take this ability again to choose an additional arcane ability for your pet. PROWL • • • • SKIRMISH SCOUT: When you gather info to locate a target, you get +1 effect. • • • • WRECK When you hide in a prepared position or use camouflage, you get +1d RESOLVE .... SURVIVOR: From hard won experience or occult ritual, you are ATTUNE immune to the poisonous miasma of the deathlands and are able to • • • • COMMAND subsist on the strange flora and fauna there. You get +1 stress box. CONSORT **TOUGH AS NAILS:** Penalties from harm are one level less severe • • • • SWAY **VENGEFUL:** You gain an additional **xp trigger**: You got payback **BONUS DIE** against someone who harmed you or someone you care about. If your PUSH YOURSELF (take 2 stress) -OR- accept a DEVIL'S BARGAIN. heavy stol

• What's really going on here?

STASH

COIN

OOO VETERAN: Cho	DEVIL'S BARGAIN.		
 DEADLY FRIENDS	ITEMS	LOA	$3 \Rightarrow 3$ light $5 \Rightarrow 5$ normal $5 \Rightarrow 6$ heavy
$\Delta \nabla$			□ A Blade or Two
 $\Delta \nabla$			Throwing Knives
			$\square$ A Pistol $\square$ A 2 <sup>nd</sup> Pistol
 $\Delta \nabla$			□ I A Large Weapon
$\Delta \nabla$			🗖 An Unusual Weapon
 $\Delta \nabla$			Armor - +Heavy
			Burglary Gear
XP			□-□ Climbing Gear
 • Every time you roll a de	sperate action, mark xp in t	hat action's attribute.	□ Arcane Implements
At the end of each session	, for each item below, mark	x 1 xp (in your playbook or	□ Documents
 an attribute) or 2 xp if that	t item occurred multiple ti	mes.	Subterfuge Supplies
	ge with tracking or violence		Demolition Tools
 <ul> <li>You expressed your belief</li> </ul>	efs, drives, heritage, or back	ground.	Tinkering Tools
• You struggled with issue	s from your vice or traumas	during the session.	□ Lantern
TEAMWORK	<b>PLANNING &amp; LOAD</b>		GATHER INFORMATION
 Assist a teammate	Choose a plan, provide t <i>load</i> limit for the operat		<ul> <li>What do they intend to do?</li> <li>How can I get them to [X]?</li> </ul>
 Lead a group action	Assault: Point of attack	Occult: Arcane power	<ul> <li>What are they really feeling?</li> <li>Where are they vulnerable?</li> </ul>
 Protect a teammate	Deception: Method	Social: Connection	<ul> <li>Where did [X] go?</li> </ul>
Sat up a teammate	Staalth. Entry paint	Transmort, Douto	<ul> <li>How can I find [X]?</li> </ul>

Transport: Route

Stealth: Entry point

### RI ANFSINTHENARK

	CREW		LEEL		TECHNICIAN
			SPECIAL ABILITIES		
NAME	ALIAS		• ALCHEMIST: When features, take +1 resu formula already know	<b>It level</b> to your roll. You	
LOOK			O ANALYST: During do	wntime, you get two tion t clocks that involve involve	c <b>ks</b> to distribute among estigation or learning a
HERITAGE: AKOROS—THE DAGG IRUVIA—SEVEROS—SKOVLAN—TYG		ADEMIC—LABOR—LAW —NOBLE—UNDERWORLD	features, take <b>+1 resu</b> design already know		begin with one special
VICE / PURVEYOR: FAITH—GAMBLIN	NG—LUXURY—OBLIGATION—PLE	ASURE—STUPOR—WEIRD	• FORTITUDE: You n consequence of fatig yourself when working	nay expend your <b>spec</b> ue, weakness, or chem 1g with technical skill or	ical effects, or to push
STRESS T		OBSESSED—PARANOID UNSTABLE—VICIOUS	and methods so it is eit	now how to <b>Wreck</b> an area ther anathema or enticing	g to spirits (your choice).
HARM		<b>HEALING</b> <b>NEED</b> project clock		<b>Γinker</b> with bones, blood ize the dying. You may <b>st</b> w gets <b>+1d</b> to their heali	<b>udy</b> a malady or corpse.
3		HELP ARMOR USES	<b>SABOTEUR:</b> When y	0	s much quieter than it
1		LESS HEAVY	• VENOMOUS: Choose which you have become	a drug or poison (from y ne immune. You can <b>pu</b>	your bandolier stock) to <b>sh yourself</b> to secrete it
NOTES		Alchemicals	<b>VETERAN</b> : Cho	saliva or exhale it as a va ose a special ability from	
			CLEVER FRIENDS	ITEMS	LO
		- Bandolier <b>□-□-</b> □ Bandolier <b>□-□-</b> □	$\Delta \nabla$		
		When you use a bandolier	$\Delta \nabla$		
		<i>slot, choose an alchemical:</i>			
		◆ Alcahest	$\Delta \nabla$		
		<ul> <li>Binding Oil</li> </ul>	$\Delta \nabla$		
		♦ Drift Oil	$\Delta \nabla$		
		<ul> <li>Drown Powder</li> </ul>	ХР		
		<ul> <li>Eyeblind Poison</li> </ul>	<ul> <li>Every time you roll a de.</li> </ul>	sperate action mark rp in t	that action's attribute
		Fire Oil		• •	x 1 xp (in your playbook or
		• Grenade	an attribute) or 2 xp if that		
		<ul> <li>Quicksilver</li> <li>Skullfire Poison</li> </ul>	• You addressed a challen	ge with technical skill or ma	ayhem.
		<ul> <li>Skulling Poison</li> <li>Smoke Bomb</li> </ul>	• You expressed your belie	fs, drives, heritage, or back	ground.
			<ul> <li>You struggled with issue.</li> </ul>	s from your vice or traumas	during the session.
		<ul> <li>Spark (drug)</li> </ul>	00	· ·	U
		<ul> <li>Spark (drug)</li> <li>Standstill Poison</li> </ul>	TEAMWORK	PLANNING & LOAD	
				<b>PLANNING &amp; LOAD</b> Choose a plan, provide t <i>load</i> limit for the operat	

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STASH

COIN

• • • HUNT

• • • STUDY

• • • • FINESSE

• • • • SKIRMISH

• • • WRECK

• • • • ATTUNE

COMMAND

PUSH YOURSELF (take

2 stress) -OR- accept a DEVIL'S BARGAIN.

**LOAD**  $\diamond$  **3** light  $\diamond$  **5** normal  $\diamond$  **6** heavy

□ A Blade or Two □ Throwing Knives  $\Box$  A Pistol  $\Box$  A 2<sup>nd</sup> Pistol □ A Large Weapon □ An Unusual Weapon  $\square \square$  Armor  $\square \square \square \square$  +Heavy

□ Burglary Gear □ Climbing Gear □ Arcane Implements

Documents

□ Lantern

□ Subterfuge Supplies

Demolition Tools

GATHER INFORMATION

• What do they intend to do?

◆ *How can I get them to* [X]? • *Are they telling the truth?* 

• What can I tinker with here?

• What might happen if I [X]? ◆ How can I find [X]?

• What's really going on here?

□ Tinkering Tools

• • • • CONSORT

• • • • SWAY

**BONUS DIE** 

• • • PROWL

SURVEY TINKER

PLAYBOOK

INSIGHT

.

•

RESOLVE

PROWESS

A SABOTEUR AND

TECHNICIAN

**Social:** Connection

Transport: Route

Deception: Method

Stealth: Entry point

**Protect** a teammate

Set up a teammate

<b>BLADES IN THE DARK</b>	
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<b>BLADES</b> IN THE DAR	CREW	<b>LUR</b> SPECIAL ABILITIES	K	A STEALTHY INFILTRATOR AND BURGLAR	STASH
NAME	ALIAS		u are not affected by <b>qu</b> a easures.	<b>llity</b> or <b>Tier</b> when you	INSIGHT
LOOK		O DAREDEVIL: Whe	ou attack from hiding or sp en you roll a desperate acti e -1d to any resistance roll	on, you get $+1d$ to your	HUNT STUDY SURVEY TINKER
	CKGROUND: ACADEMIC—LABOR—LAW ADE—MILITARY—NOBLE—UNDERWORLD	of the following ad	<b>DTSTEPS</b> : When you <b>pus</b> l ditional benefits: <i>perform</i> human—maneuver to conf each other.	n a feat of athletics that	PROWESS • • • FINESSE • • • PROWL
VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—O		group action using	ose one of your action rat g that action, you can suff umber of failed rolls.	ings. When you lead a fer only 1 stress at most	• • • • • • • • • • • • • • • • • • •
	HAUNTED OBSESSED PARANOID LESS SOFT UNSTABLE VICIOUS NEED HELP -1D LESS EFFECT SDECIAL	<ul> <li>GHOST VEIL: You shadowy and insul you shift, plus 1 strater than momer may float through t</li> <li>REFLEXES: When t is you (two charact</li> <li>SHADOW: You may from detection or plant the strategy of the strategy of</li></ul>	may shift partially into th bstantial for a few mome ress for each extra feature: <i>nts—you are invisible rath</i> <i>the air like a ghost</i> there's a question about w ters with Reflexes act sim rexpend your <b>special armo</b> security measures, or to	nts. Take 2 stress when It lasts for a few minutes her than shadowy—you ho acts first, the answer ultaneously). <b>r</b> to resist a consequence	RESOLVE ATTUNE ATTUNE COMMAND CONSORT SWAY BONUS DIE PUSH YOURSELF (take
NOTES	EFFECT SPECIAL		nn. hoose a special ability from ITEMS		<ul> <li>+ 2 stress) -OR- accept a DEVIL'S BARGAIN.</li> <li>IAD ◊ 3 light ◊ 5 normal ◊ 6 heavy</li> </ul>
				LU	All A Blade or Two
		$\Delta \nabla$			Throwing Knives
		$\Delta \nabla$			$\square$ A Pistol $\square$ A 2 <sup>nd</sup> Pistol
		$\Delta \nabla$			□-□ A Large Weapon
		$\Delta \nabla$	00		□ An Unusual Weapon
		$\Delta \nabla$			Armor +Heavy
		XP			Burglary Gear
		<ul> <li>Every time you roll a</li> <li>At the end of each session an attribute) or 2 xp if the</li> <li>You addressed a chall</li> <li>You expressed your be</li> </ul>	desperate action, mark xp in on, for each item below, mar hat item occurred multiple ti lenge with stealth or evasion. eliefs, drives, heritage, or back sues from your vice or trauma	k 1 xp (in your playbook or imes. :ground.	<ul> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> <li>Subterfuge Supplies</li> <li>Demolition Tools</li> <li>Tinkering Tools</li> <li>Lantern</li> </ul>
		TEAMWORK	PLANNING & LOAD		GATHER INFORMATION
		Assist a teammate	<i>load</i> limit for the opera		<ul> <li>What do they intend to do?</li> <li>How can I get them to [X]?</li> </ul>
		Lead a group action	Assault: Point of attack	<b>Occult:</b> Arcane power	<ul> <li>What should I look out for?</li> <li>What's the best way in?</li> </ul>
		Protect a teammate	Deception: Method	Social: Connection	• Where can I hide here?
ALTERNATE PLAYER KIT SHEET FOR USE WITH B	ADES IN THE DECK	Set up a teammate	Stealth: Entry point	Transport: Route	<ul> <li>How can I find [X]?</li> <li>What's really going on here?</li> </ul>

<b>BLADESINTHE</b>	UAKK			A SUBTLE MANIPULATOR	
	CREW			AND SPY	
		SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS	• Rook's Gambit: П performing a differe	Take <b>2 stress</b> to roll your nt action. Say how you ad	best action rating while apt your skill to this use.	INSIGHT
LOOK		misdirection, you g	When you use a disguise tet +1d to rolls to confu f your disguise, the resu situation	se or deflect suspicion.	HUNT STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGGE IRUVIA—SEVEROS—SKOVLAN—TYCH		• GHOST VOICE: You demon as if it was a	know the secret method to normal human, regardle <b>tency</b> when communication	ss of how wild or feral it	PROWESS FINESSE
VICE / PURVEYOR: FAITH—GAMBLING	-LUXURY-OBLIGATION-PLEASURE-STUPOR-WEIRD	• LIKE LOOKING INT is lying to you.	<b>O A MIRROR:</b> You can al	ways tell when someone	• • • • SKIRMISH
STRESS TRA	UMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	• A LITTLE SOMETH phase, you earn +2	ING ON THE SIDE: At the stash.	e end of each downtime	RESOLVE
HARM	HEALING	<b>Mesmerism:</b> Whe	n you <b>Sway</b> someone, y ened until they next inte	ou may cause them to	ATTUNE COMMAND
3	NEED project clock HELP ARMOR USES	○ SUBTERFUGE: You	may expend your <b>spe</b> suspicion or persuasion,	cial armor to resist a	<ul> <li>CONSORT</li> <li>SWAY</li> </ul>
2	<sup>-1D</sup> ARMOR	subterfuge.	suspicion or persuasion,	or to push yoursen for	BONUS DIE
1	LESS HEAVY EFFECT SPECIAL	intimate relationshi	1		<ul> <li>PUSH YOURSELF (take</li> <li>2 stress) -OR- accept a</li> <li>DEVIL'S BARGAIN.</li> </ul>
NOTES			oose a special ability from		
		SLY FRIENDS	ITEMS	LU	<b>AD</b> $\diamond$ <b>3</b> light $\diamond$ <b>5</b> normal $\diamond$ <b>6</b> heavy $\Box$ A Blade or Two
		$\Delta \nabla$			Throwing Knives
		$\Delta \nabla$			$\square$ A Pistol $\square$ A 2 <sup>nd</sup> Pistol
		$\Delta \nabla$			□ I A Large Weapon
		$\Delta \nabla$			An Unusual Weapon
					An Unusual Weapon
		$\Delta \nabla$			□ An Unusual Weapon □+□ Armor □+□+□ +Heavy □ Burglary Gear
		∆⊽ xp			□ An Unusual Weapon □□ Armor □□□□ +Heavy □ Burglary Gear □□□ Climbing Gear
		<ul> <li>△ ▽</li> <li>XP</li> <li>Every time you roll a data</li> </ul>	lesperate action, mark xp in		□ An Unusual Weapon □□ Armor □□□□ +Heavy □ Burglary Gear □□□ Climbing Gear □ Arcane Implements
		<ul> <li>▲ ▼</li> <li>★ Every time you roll a data the end of each session</li> </ul>	lesperate action, mark xp in n, for each item below, mar	k 1 xp (in your playbook or	<ul> <li>An Unusual Weapon</li> <li>Armor + Heavy</li> <li>Burglary Gear</li> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> </ul>
		<ul> <li>▲ ▼</li> <li>▲ <i>Every time you roll a a</i></li> <li>At the end of each session an attribute) or 2 xp if the tribute of the tribute of</li></ul>	lesperate action, mark xp in n, for each item below, mar at item occurred multiple t	k 1 xp (in your playbook or imes.	<ul> <li>An Unusual Weapon</li> <li>Armor +Heavy</li> <li>Burglary Gear</li> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> <li>Subterfuge Supplies</li> </ul>
		<ul> <li>▲ ▼</li> <li>▲ Every time you roll a data the end of each session an attribute) or 2 xp if th</li> <li>▲ You addressed a challed</li> </ul>	lesperate action, mark xp in n, for each item below, mar at item occurred multiple t nge with deception or influe	k 1 xp (in your playbook or imes. <i>nce.</i>	<ul> <li>An Unusual Weapon</li> <li>Armor - + Heavy</li> <li>Burglary Gear</li> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> <li>Subterfuge Supplies</li> <li>Demolition Tools</li> </ul>
		<ul> <li>▲ ▼</li> <li>▲ ▼</li> <li>★ Every time you roll a data the end of each sessio an attribute) or 2 xp if th</li> <li>♦ You addressed a challe</li> <li>♦ You expressed your belies</li> </ul>	lesperate action, mark xp in n, for each item below, mar at item occurred multiple t nge with deception or influe iefs, drives, heritage, or back	k 1 xp (in your playbook or mes. nce. ground.	<ul> <li>An Unusual Weapon</li> <li>Armor + Heavy</li> <li>Burglary Gear</li> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> <li>Subterfuge Supplies</li> </ul>
		<ul> <li>▲ ▼</li> <li>▲ ▼</li> <li>★ Every time you roll a data the end of each sessio an attribute) or 2 xp if th</li> <li>♦ You addressed a challe</li> <li>♦ You expressed your belies</li> </ul>	Lesperate action, mark xp in n, for each item below, mar at item occurred multiple t nge with deception or influe liefs, drives, heritage, or back tes from your vice or trauma <b>PLANNING &amp; LOAD</b>	k 1 xp (in your playbook or imes. nce. ground. s during the session.	<ul> <li>An Unusual Weapon</li> <li>Armor + Heavy</li> <li>Burglary Gear</li> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> <li>Subterfuge Supplies</li> <li>- Demolition Tools</li> <li>Tinkering Tools</li> </ul>
		<ul> <li>▲ ▼</li> <li>▲ ▼</li> <li>★ Every time you roll a data the end of each session an attribute) or 2 xp if th</li> <li>▲ You addressed a challe</li> <li>▲ You expressed your bela</li> <li>▲ You struggled with issue</li> </ul>	Lesperate action, mark xp in n, for each item below, mar at item occurred multiple t nge with deception or influe liefs, drives, heritage, or back tes from your vice or trauma <b>PLANNING &amp; LOAD</b>	k 1 xp (in your playbook or imes. nce. ground. s during the session. the <b>detail.</b> Choose your	<ul> <li>An Unusual Weapon</li> <li>Armor - + Heavy</li> <li>Burglary Gear</li> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> <li>Subterfuge Supplies</li> <li>Demolition Tools</li> <li>Tinkering Tools</li> <li>Lantern</li> </ul> GATHER INFORMATION <ul> <li>What do they intend to do?</li> <li>How can I get them to [X]?</li> </ul>
		<ul> <li>▲ ▼</li> <li>▲ ▼</li> <li>★ Every time you roll a a At the end of each sessio an attribute) or 2 xp if th</li> <li>♦ You addressed a challe</li> <li>♦ You expressed your bel</li> <li>♦ You struggled with issue</li> </ul> TEAMWORK	Lesperate action, mark xp in n, for each item below, mar at item occurred multiple t nge with deception or influe iefs, drives, heritage, or back tes from your vice or trauma <b>PLANNING &amp; LOAD</b> Choose a plan, provide <i>load</i> limit for the opera <b>Assault:</b> Point of attack	k 1 xp (in your playbook or imes. nce. ground. s during the session. the <b>detail</b> . Choose your tion. <b>Occult:</b> Arcane power	<ul> <li>An Unusual Weapon</li> <li>Armor → + Heavy</li> <li>Burglary Gear</li> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> <li>Subterfuge Supplies</li> <li>Demolition Tools</li> <li>Tinkering Tools</li> <li>Lantern</li> </ul> GATHER INFORMATION <ul> <li>What do they intend to do?</li> <li>How can I get them to [X]?</li> <li>Are they telling the truth?</li> <li>What are they really feeling?</li> </ul>
		XP         • Every time you roll a d         At the end of each sessio         an attribute) or 2 xp if th         • You addressed a challe         • You expressed your bell         • You struggled with issue         TEAMWORK         Assist a teammate	desperate action, mark xp in n, for each item below, mar at item occurred multiple t nge with deception or influe liefs, drives, heritage, or back tes from your vice or trauma <b>PLANNING &amp; LOAD</b> Choose a plan, provide <i>load</i> limit for the opera	k 1 xp (in your playbook or imes. nce. :ground. s during the session. the <b>detail</b> . Choose your tion.	<ul> <li>An Unusual Weapon</li> <li>Armor + Heavy</li> <li>Burglary Gear</li> <li>Climbing Gear</li> <li>Arcane Implements</li> <li>Documents</li> <li>Subterfuge Supplies</li> <li>Demolition Tools</li> <li>Tinkering Tools</li> <li>Lantern</li> </ul> GATHER INFORMATION <ul> <li>What do they intend to do?</li> <li>How can I get them to [X]?</li> <li>Are they telling the truth?</li> </ul>

STASH

#### 

<b>BLADES</b> IN THE	NARK	CDU		A DEVIOUS	STASH COIN
	CREW	– SPI	ULR	MASTERMIND	
		SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS	• Foresight: Two t paying stress. Tell	times per score you can <b>as</b> us how you prepared for	sist a teammate without this.	INSIGHT
LOOK		you may give yours	oue to your careful plann self or another crew memb	per +1 downtime action.	• • • HUNT • • • • STUDY
HERITAGE: AKOROS—THE DAGGER		acquire an asset of			SURVEY
IRUVIA—SEVEROS—SKOVLAN—TYCHE	ROS TRADE—MILITARY—NOBLE—UNDERWOF	LD <b>FUNCTIONING VIC</b> the dice outcome b vice may do the sat	CE: When you indulge yo y 1 or 2 (up or down). A me.	n ally who joins in your	PROWESS
	-LUXURY—OBLIGATION—PLEASURE—STUPOR—WE	partner—human c	<b>CT:</b> When you shake or otherwise—both bear ontract, they take level 3	a mark of your oath. If	PROWL SKIRMISH WRECK
STRESS TRAU HARM 3	COLD—HAUNTED—OBSESSED—PARANO RECKLESS—SOFT—UNSTABLE—VICIO HEALING NEED HELP	<ul> <li>JAIL BIRD: When your Tier as 1 more help on the inside (</li> <li>MASTERMIND: You</li> </ul>	incarcerated, your wante e, and you gain +1 faction (in addition to your incarco ou may expend your <b>spe</b>	ed level counts as 1 less, status with a faction you ceration roll). <b>cial armor</b> to protect a	RESOLVE
2	-1D ARMOR USES	on a long-term pro	•		• • • • SWAY
1	LESS HEAVY EFFECT SPECIAL	<b>WEAVING THE W</b>	<b>EB:</b> You gain +1d to Contarget for a score. You get tion.	nsort when you gather +1d to the engagement	<b>BONUS DIE</b> <b>PUSH YOURSELF</b> (take <b>+</b> 2 stress) -OR- accept a
NOTES			hoose a special ability fro	m another source.	DEVIL'S BARGAIN.
		SHREWD FRIENDS	ITEMS	LO	AD 🛇 3 light 🛇 5 normal 🛇 6 heavy
		$\Delta \nabla$			□ A Blade or Two
		$\Delta \nabla$			Throwing Knives
		$ \Delta \nabla$			$\square$ A Pistol $\square$ A 2 <sup>nd</sup> Pistol
		· · · · · · · · · · · · · · · · · · ·			□ A Large Weapon □ An Unusual Weapon
		$ \Delta \nabla $			Armor - Heavy
		$ \Delta \nabla $			Burglary Gear
		ХР			□ □ Climbing Gear
		• Every time you roll a	desperate action, mark xp in	that action's attribute.	Arcane Implements
			on, for each item below, man		
		-	hat item occurred multiple t		□ Subterfuge Supplies
			lenge with calculation or con	1 /	Demolition Tools
			eliefs, drives, heritage, or back sues from your vice or trauma	-	□ Tinkering Tools □ Lantern
			PLANNING & LOAD	a and my me session.	
		TEAMWORK	Choose a plan, provide	the <i>detail</i> . Choose your	GATHER INFORMATION ◆ What do they want most?
		Assist a teammate	<i>load</i> limit for the operation	ition.	<ul> <li>What do they want most:</li> <li>What should I look out for?</li> <li>Where's the leverage here?</li> </ul>
		Lead a <b>group action</b>	Assault: Point of attack	-	◆ How can I discover [X]?
		Protect a teammate	Deception: Method	Social: Connection	<ul> <li>What do they intend to do?</li> </ul>
					◆ How can I get them to [X]?

### **BLADESIN THE DARK**

CREW

						SPECIA	L ABILITIES
NAME		ALIAS				appe	<b>IPEL</b> : You c ear and obe fied by a gho
LOOK						О GHC pres	<b>OST MIND</b> : ence. Take
HERITAGE: AKOROS—THE DAGO IRUVIA—SEVEROS—SKOVLAN—TYO		BACKGROUND: AC TRADE—MILITARY-				entit	N WILL: Ye
						pow	CULTIST: Y ers, forgott get +1d to
VICE / PURVEYOR: FAITH—GAMBLIN STRESS						O RIT	UAL: You o mon a supe
	0.0	LD—HAUNTED—C CKLESS—SOFT—	UNSTA	BLE-VICI		O STR.	erform ritu ANGE ME
3				HEALING project clock	$\mathbb{H}$	arca	<i>ne</i> features ne design a 1 <b>PEST</b> : You
2			-1D	ARMOR USES ARMOR		a stro	oke of lighti hity (torrenti
1			LESS EFFECT	HEAVY SPECIAL		<u> </u>	RDED: You r sequence, o
NOTES							VETERAN GE FRIENDS
					_	$\Delta \nabla$	
						$\begin{array}{c} \Delta \bigtriangledown \\ \Delta \bigtriangledown \end{array}$	
						$\Delta \nabla$	
						∆⊽ xp	
						ЛГ	

#### AN ARCANE W HSP ADEPT AND CHANNELER

- COMPEL: You can Attune to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel (though your allies may be).
- GHOST MIND: You're always aware of supernatural entities in your presence. Take +1d when you gather info about the supernatural.
- IRON WILL: You're immune to the terror that some supernatural entities inflict on sight. Take +1d to resistance rolls with **Resolve**.
- 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.
- 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.
- 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.
- TEMPEST: You can push yourself to do one of the following: unleash a stroke of lightning as a weapon—summon a storm in your immediate vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).
- WARDED: You may expend your special armor to resist a supernatural consequence, or to push yourself when you deal with arcane forces.

ITEMS

	COIN
	PLAYBOOK
) r	INSIGHT
	• • • HUNT
•	• • • STUDY
	• • • SURVEY
L	• • • TINKER
	PROWESS
	• • • • FINESSE
,	PROWL
,	• • • • SKIRMISH
;	• • • WRECK
•	RESOLVE
L	• • • • ATTUNE
	• • • • COMMAND
,	• • • • CONSORT
2	SWAY
	BONUS DIE
l	<b>PUSH YOURSELF</b> (take
•	+ 2 stress) -OR- accept a <b>DEVIL'S BARGAIN</b> .
	DEVIL S BARGAIN.
.OA	🛚 🔷 3 light 🔷 5 normal 🔷 6 heavy
	□ A Blade or Two
	Throwing Knives
	$\Box$ A Pistol $\Box$ A 2 <sup>nd</sup> Pistol
	☐ A Large Weapon
	🗖 An Unusual Weapon
	Armor +Heavy

STASH

	e ,
ХР	□ <b>-</b> □ Climbing Gear
• Every time you roll a desperate action, mark xp in that action's attribute.	Arcane Implements
At the end of each session, for each item below, mark 1 xp (in your playbook or	Documents
an attribute) or 2 xp if that item occurred multiple times.	□ Subterfuge Supplies
• You addressed a challenge with knowledge or arcane power.	Demolition Tools

- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

	TEAMWORK	PLANNING & LOAD		GATHER INFORMATION
	Assist a teammate	Choose a plan, provide t <i>load</i> limit for the operation	he <i>detail</i> . Choose your ion.	<ul> <li>What is arcane or weird here?</li> <li>What echoes in the ghost field?</li> </ul>
_	Lead a group action	Assault: Point of attack	Occult: Arcane power	<ul> <li>What is hidden or lost here?</li> <li>What do they intend to do?</li> </ul>
	Protect a teammate	Deception: Method	Social: Connection	• What drives them to do this?
	Set up a teammate	Stealth: Entry point	Transport: Route	<ul> <li>How can I reveal [X]?</li> <li>What's really going on here?</li> </ul>

ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

□ Burglary Gear

□ Tinkering Tools

□ Lantern

BLADES IN THE D	ARK					STASH
	CREW		PLAYBOOK			
			SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS					
						INSIGHT
LOOK						• • • • HUNT • • • • STUDY
						• • • SURVEY
HERITAGE: AKOROS—THE DAGGER ISL						• • • • TINKER
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS	TRADE—MILITARY—NOBLI	E—UNDERWORLD				PROWESS
						FINESSE     PROWL
VICE / PURVEYOR: FAITH—GAMBLING—LUX	JRY—OBLIGATION—PLEASURE—	-STUPOR—WEIRD				• • • • SKIRMISH
STRESS	COLD—HAUNTED—OBSESS	ED—PARANOID				• • • • WRECK
	RECKLESS—SOFT—UNSTA	BLE-VICIOUS				RESOLVE
HARM		HEALING				• • • • ATTUNE • • • • COMMAND
3	NEED HELP	project clock				• • • • CONSORT
2	-1D	ARMOR USES				• • • • SWAY
	LESS	HEAVY				BONUS DIE
1	EFFECT	SPECIAL				<ul> <li><b>PUSH YOURSELF</b> (take</li> <li><b>+</b> 2 stress) -OR- accept a</li> </ul>
NOTES						DEVIL'S BARGAIN.
			FRIENDS	ITEMS	LOA	V ° V V /
			$\Delta \nabla$			
			$\Delta \nabla$			
			$\Delta \nabla$			
			$\Delta \nabla$			
			$\Delta \nabla$			
			ХР			
			• Every time you roll a	desperate action, mark xp in	that action's attribute.	
				on, for each item below, mar		
			<ul> <li>An attribute) or 2xp if the</li> <li>You addressed a challe</li> </ul>	nat item occurred multiple ti	mes.	
				eliefs, drives, heritage, or back	ground.	
			• You struggled with iss	ues from your vice or trauma	s during the session.	
			TEAMWORK	<b>PLANNING &amp; LOAD</b>		GATHER INFORMATION
			Assist a teammate	Choose a plan, provide <i>load</i> limit for the opera	the <i>detail</i> . Choose your tion.	<ul> <li>What do they intend to do?</li> <li>How can I get them to [X]?</li> </ul>
			Lead a group action	Assault: Point of attack	<b>Occult:</b> Arcane power	<ul> <li>What are they really feeling?</li> <li>What should I lookout for?</li> </ul>
			Protect a teammate	Deception: Method	Social: Connection	<ul> <li>Where's the weakness here?</li> </ul>
ALTERNATE PLAYER KIT SHEET FOR USE V	VITH BLADES IN THE DECK		Set up a teammate	<b>Stealth:</b> <i>Entry point</i>	Transport: Route	<ul> <li>How can I find [X]?</li> <li>What's really going on here?</li> </ul>

# BLADES IN THE DARK CREW SHEET ASSASSINS MURDERERS FOR HIRE

					SPECIAL ABILITIES			
NAME		RI	EPUTATION			1 action rating to <b>Hunt</b> , <b>Prowl</b> , or		
LAIR					Skirmish (up to a max rating			
		TURF HOLD WE	EAK STRONG		activities are hidden from the	on experience or occult ritual, your e notice of the death-seeker crows. n killing is involved on a score.	COHORT G	ANG O EXPERT O
TRAINING RODMS +1 scale for your Skulks cohorts	VICE DEN (Tier roll) - Heat = coin in downtime	FIXER +2 coin for lower- class targets	INFORMANTS +1d gather info for scores	HAGFISH FARM Body disposal, +1d to reduce heat after killing	know the arcane method to d moment you kill them. Take energy from the ghost field t body in a shower of sparking			
VICTIM		-		COVER	an accident, you get half the rep	n operation quiet or make it look like value of the target (round up) instead <b>me</b> with zero heat, take + <b>1 rep</b> .	COHORT	GANG 🔿 EXPERT 🔿
<b>TROPHIES</b> +1 rep per score	TURF	LAIR	TURF	<b>OPERATION</b> -2 heat per score	• PATRON: When you advance normally would. <i>Who is your</i>	your <b>Tier</b> , it costs <b>half the coin</b> it <i>patron? Why do they help you?</i>	WEAK	BROKEN
					• <b>PREDATORS</b> : When you use murder, take +1d to the engage	stealth or subterfuge to commit gement roll.		
<b>PROTECTION</b> <b>RACKET</b> (Tier roll) - Heat =	INFIRMARY +1d to healing rolls	<b>ENVOY</b> +2 coin for high- class targets	<b>LOVER IDENTITIES</b> +1d engagement for deception and	<b>CITY RECORDS</b> +1d engagement for stealth plans	• <b>VIPERS</b> : When you acquire of level to your roll. When you prepared to be immune to its	or craft poisons, you get +1 result employ a poison, you are specially effects.		
coin in downtime	10115	cluss turgets	social plans	for stealth plans	• • • • <b>VETERAN</b> : Choose a spe		C011027	
HEAT	WAN	TED LEVEL COIN	VAULTS		CREW XP		COHORT G	BROKEN ARMOR
			I□   □ □ □ □   □ ew advance, each PC ge		<ul> <li>2xp if that item occurred multiple ti</li> <li><i>Execute a successful accident, disa</i></li> <li><i>Contend with challenges above you</i></li> <li><i>Bolster your crew's reputation or de</i></li> </ul>	ppearance, murder, or ransom operation. ur current station. evelop a new one.		
					• Express the goals, drives, inner conj	•		
					<b>CONTACTS</b>	<b>CREW UPGRADES</b>	LAIR	QUALITY
					Lumby, a curious stalker	weapons or gear)	□□ Carriage	•
					▷Ornella, a disgraced doctor	Ironhook Contacts (+1 Tier in prison)	□□ Boat □ Hidden	□ Gear
					⊳Blaize, a drunkard Bluecoat	□ Elite Skulks	Quarters	
					Cartner, a dignified forger	Elite Thugs	□□ Secure	
					$\triangleright$	Hardened (+1 trauma box)	□□ Vault □ Workshop	□ Tools □ Weapons
					HINTING CROUNDS: ACCEDENT	DISAPPEARANCE—MURDER—RANSOM		COHORTS
					HUNTING GROUNDS; ACCIDENI-	DIGATTEARANGE-MURDER-RANSOM	■ Insight	UPGRADE COSTS
							Prowess	New Cohort: 2
							□ Resolve	Add Type: 2
							Personal	

ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

□-□-□-□ Mastery

COHORT

GANG 🔘 EXPERT

WEAK IMPAIRED BROKEN ARMOR

# BLADESINTHEDARK CREW SHEET BRAVOS

DLAUES	<b>UARA LI</b>	IEW SAEEI	BKAVU	THUGS & KILLERS	Thugs	
NAME	REPUTA	TION	- SPECIAL ABILITIES			
LAIR			<b>DANGEROUS:</b> Each PC may Skirmish, or Wreck (up to a	y add +1 action rating to <b>Hunt</b> , max rating of 3).		
REP BARRACKS +1 scale for your Thug cohorts FIGHTING PITS (Tier roll) - Heat = TURF (Tier roll) - Heat = Coin in downtime INFIRMARY +1d to healing rolls HEAT	TERRORIZED CITIZENS       IN         +2 coin for battle or extortion       +1         LAIR       IN         STREET FENCE re       W/ class targets         WANTED LEVEL       COIN       VA	STRONG       TIER         FORMANTS       PROTECTION         d gather info       (Tier roll) - Heat =         for scores       Cimer roll) - Heat =         coin in downtime       Image: Cimer roll of the cimer role of the cimer roll of the cimer roll of the cimer r	<ul> <li>in combat, they get +1d for actions). All of your cohorts g already Thugs, add another ty</li> <li>DOOR KICKERS: When you of the engagement roll.</li> <li>FIENDS: Fear is as good a wanted level as if it was turf.</li> <li>FORGED IN THE FIRE: Each experience. You get +1d to re</li> <li>PATRON: When you advance normally would. Who is your</li> <li>WAR DOGS: When you're at does not suffer -1 hold and PO instead of just one.</li> <li>VETERAN: Choose a special CREW XP</li> <li>At the end of each session, for each 2xp if that item occurred multiple times and the set of the</li></ul>	execute an assault plan, take +1d to as respect. You may count each PC has been toughened by cruel sistance rolls. your Tier, it costs half the coin it <i>patron? Why do they help you?</i> war (-3 faction status), your crew Cs still get two downtime activities, ability from another crew.	WEAK   IMPAIRED	GANG EXPERT
				·		
			CONTACTS         Laurencia, a classy assassin         Zylyn, a gleeful alchemist         Ladrecus, a noble addict         Mullinex, a veteran medic         Nadia, a professional bully         HUNTING GROUNDS: BATTLE—EX	<ul> <li>CREW UPGRADES</li> <li>Bravos rigging (2 free load of weapons or armor)</li> <li>Ironhook Contacts (+1 Tier in prison)</li> <li>Elite Rovers</li> <li>Elite Thugs</li> <li>Hardened (+1 trauma box)</li> <li>TORTION—SABOTAGE—SMASH &amp; GRAB</li> </ul>		<ul> <li>Gear</li> <li>Implements</li> <li>Supplies</li> <li>Tools</li> </ul>
ALTERNATE PLAYER KIT SHEET	T FOR USE WITH <b>BLADES IN</b>	THE DECK			□ Insight ■ Prowess □ Resolve □ Personal □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	upgrade costs New Cohort: 2 Add Type: 2

COHORT

MERCENARIES,

GANG 🜑 EXPERT 🔿

WEAK IMPAIRED BROKEN ARMOR

#### **BLADESINTHEDARK CREW SHEET** CULT

ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

ACOLYTES OF A DEITY COHORT

**A**depts

GANG

WEAK IMPAIRED BROKEN ARMOR

EXPERT

#### SPECIAL ABILITIES

REPUTATION NAME • CHOSEN: Each PC may add +1 action rating to Attune, Study, or Sway (up to a max rating of 3). LAIR • ANOINTED: You get +1d to resistance rolls against supernatural **CHOOSE 2 FEATURES** COHORT GANG EXPER threats. You get +1d to healing rolls when you have supernatural harm. ALLURING-CRUEL-FEROCIOUS-MONSTROUS WEAK IMPAIRED BROKEN ARMOR DEITY **BOUND IN DARKNESS:** You may use **teamwork** with any cult RADIANT-SINISTER-SERENE-TRANSCENDENT member, regardless of the distance separating you. By taking 1 stress, your whispered message is heard by every cultist. TURF HOLD WEAK STRONG TIER RFP CONVICTION: Each PC gains an additional Vice: Worship. When you indulge this vice and bring a pleasing sacrifice, you don't overindulge ANCIENT OBELISK ANCIENT TOWER if you clear excess stress. In addition, your deity will assist any one OFFERTORY CLOISTER VICE DEN action roll you make-from now until you indulge this vice again. -1 stress cost for +1d to Consort +1 scale for your (Tier roll) - Heat = +2 coin for occult all arcane powers w/ arcane entities GLORY INCARNATE: Your deity sometimes manifests in the GANG COHORT EXPER Adept cohorts coin in downtime operations and rituals on site physical world. This can be a great boon, but the priorities and WEAK IMPAIRED BROKEN ARMOR values of a god are not those of mortals. You have been warned. SEALED IN BLOOD: Each human sacrifice yields -3 stress cost for any ritual you perform. LAIR TURF TURF TURF TURF **ZEALOTRY**: Your cohorts have abandoned their reason to devote themselves to the cult. They will undertake any service, no matter how dangerous or strange. They gain +1d to rolls against enemies of the faith. **VETERAN**: Choose a special ability from another crew. ANCIENT GATE SANCTUARY SACRED NEXUS **ANCIENT ALTAR** COHORT GANG EXPERT SPIRIT WELL CREW XP WEAK IMPAIRED BROKEN ARMOR +1d to Command +1d to Attune Safe passage in +1d to healing +1d engagement on site. the Deathlands and Sway on site rolls for occult plans At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times). • Advance the agenda of your deity or embody its precepts in action. WANTED LEVEL COIN VAULTS HFAT • Contend with challenges above your current station. • Bolster your crew's reputation or develop a new one. Upon crew advance, each PC gets stash = Tier+2. • Express the goals, drives, inner conflict, or essential nature of the crew. CONTACTS CREW UPGRADES LAIR QUALITY ⊳Gipple, a shattered prophet Cult rigging (2 free load of □□ Carriage documents or implements) Documents Sania, a wealthy adept Gear Gear Ritual sanctum in lair ⊳Bynum, a feverish scholar □Hidden □ Implements Clemensha, a frosty medium Elite Adepts Quarters □ Supplies □□ Secure >Alondra, a sacrificial priestess Elite Thugs □ Tools □□ Vault  $\triangleright$ Ordained (+1 trauma box) □ Workshop □ Weapons TRAINING COHORTS SACRED SITES: ACQUISITION-AUGURY-CONSECRATION-SACRIFICE □ Insight UPGRADE COSTS □ Prowess New Cohort: 2 Resolve Add Type: 2 □ Personal

**H** 

### **BLADESINTHEDARK CREW SHEET**

NAME		R	EPUTATION		SPECIAL ABILITIES	
LAIR					• SILVER TONGUES: Each Pe Command, Consort, or Sway	C may add +1 action rating to y (up to a max rating of 3).
REP		TURF HOLD W	EAK STRONG TIL			are as good as territory. You may <b>tatuses</b> you hold as if they are <b>turf</b> .
TURF	PERSONAL CLOTHIER +1d engagement roll for social plans	LOCAL GRAFT +2 coin for show of force or socialize	LOOKOUTS +1d to Survey or Hunt on your turf	INFORMANTS +1d gather info for scores	<b>quality</b> is equal to your <b>Tier</b> faction, the GM will tell you w product (one, a few, many, or	
				LUXURY VENUE	you have discovered how to pro	cane ritual or hard-won experience, epare your product for sale to ghosts <i>ay in coin. What do they pay with?</i>
TURF	TURF	LAIR	TURF	+1d to Consort and Sway on site	• HIGH SOCIETY: It's all about downtime and +1d to gather	who you know. Take <b>-1 heat</b> during <b>info</b> about the city's elite.
FOREIGN MARKET	VICE DEN	SURPLUS CACHES	COVER	LOVER IDENTITIES		s use your product. Add the <i>savage,</i> r gangs to give them <b>+1 quality</b> .
(Tier roll) - Heat = coin in downtime	(Tier roll) - Heat = coin in downtime	+2 coin for product sale or supply	<b>OPERATION</b> -2 heat per score	+1d engagement for deception and transport plans		your <b>Tier</b> , it costs <b>half the coin</b> it <i>patron? Why do they help you?</i>
				transport plans	<b>OVETERAN</b> : Choose a special	ability from another crew.
		Upon ci	rew advance, each PC g	ets stash = Tier+2.	2xp if that item occurred multiple ti	destine/covert sales, or secure new territory. ur current station. evelop a new one.
					CONTACTS	CREW UPGRADES
					<ul> <li>Ruggles, a neckless thug</li> <li>Ciara, a discreet cabbie</li> <li>Rilyn, a persuasive carouser</li> <li>Maribel, a sweet seductress</li> <li>Sanet, an anxious stevedore</li> </ul>	<ul> <li>Hawker's rigging (1 carried item is concealed and has no load)</li> <li>Ironhook Contacts (+1 Tier in prison)</li> <li>Elite Rooks</li> <li>Elite Thugs</li> </ul>
					$\triangleright$	Composed (+1 stress box)
					SALES TERRITORY: SALE—SUPPL	Y—SHOW OF FORCE—SOCIALIZE

HAWKERS

ur ce, sts COHORT GANG O EXPERT WEAK JIMPAIRED BROKEN JARMOR ng ge, it GANG O EXPERT COHORT WEAK IMPAIRED BROKEN ARMOR nark tory. LAIR QUALITY tem □□ Carriage □ Documents in □ Gear □ Hidden □ Implements

□ Quarters

■□ Secure

 $\Box$   $\Box$  Vault

TRAINING

□ Insight

□ Prowess

■ Resolve □ Personal

**□−□−□** Mastery

□ Supplies

COHORTS

UPGRADE COSTS

New Cohort: 2 Add Type: 2

Tools

□ Workshop □ Weapons

 COHORT
 GANG
 Expert

 WEAK
 IMPAIRED
 BROKEN
 ARMOR

WEAK IMPAIRED BROKEN ARMOR

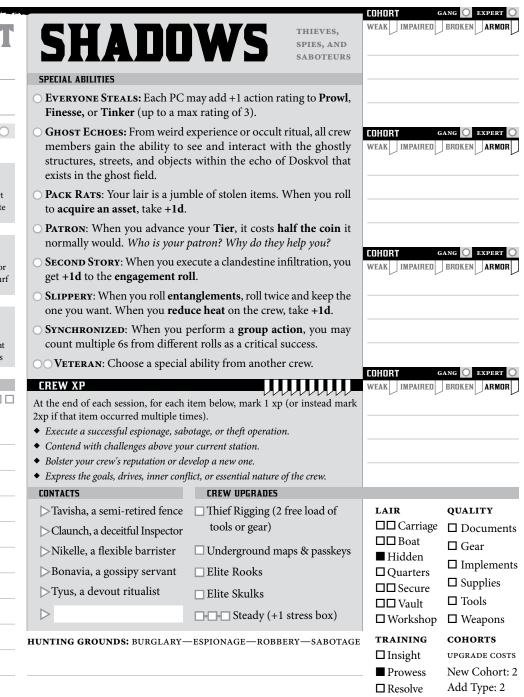
GANG O EXPERT

COHORT

VICE DEALERS

### **BLADESINTHEDARK CREW SHEET**

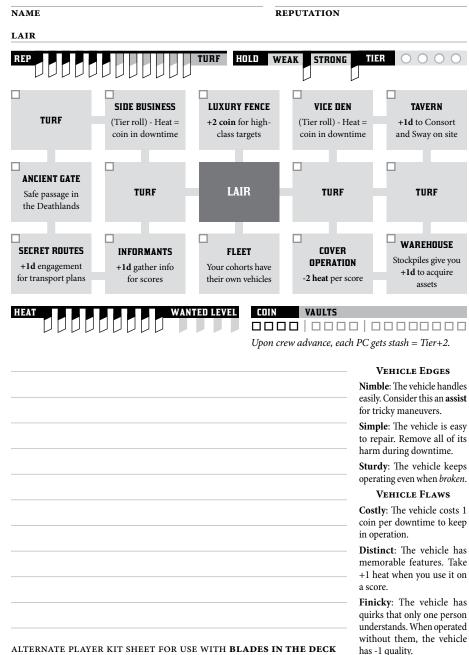
SPECIAL ABILITIES REPUTATION NAME LAIR TURF HOLD WEAK STRONG TIER REP INTERROGATION LOYAL FENCE GAMBLING DEN TAVERN CHAMBER TURF +2 coin for burglary (Tier roll) - Heat = +1d to Consort +1d to Command or robbery coin in downtime and Swav on site and Sway on site DRUG DEN INFORMANTS LOOKOUTS LAIR TURF (Tier roll) - Heat = +1d gather info +1d to Survey or coin in downtime Hunt on your turf for scores HAGFISH FARM SECRET **COVERT DROPS** INFIRMARY PATHWAYS Body disposal, TURF +1d to healing +2 coin for espionage +1d to reduce heat +1d engagement rolls or sabotage for stealth plans after killing VAULTS NTED LEVEL CREW XP Upon crew advance, each PC gets stash = Tier+2. CONTACTS  $\triangleright$ 



□ Personal

□-□-□ Mastery

### **BLADESINTHEDARK CREW SHEET**



ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

# SNIGGLERS SUPPLIERS OF ILLICIT

#### SPECIAL ABILITIES

- LIKE PART OF THE FAMILY: Create one of your vehicles as a cohort (use the vehicle edges and flaws, below). Its quality is equal to your Tier +1.
- ALL HANDS: During downtime, one of your cohorts may perform a downtime activity for the crew to acquire an asset, reduce heat, or work on a long-term project.
- GHOST PASSAGE: From harsh experience or occult ritual, all crew members become immune to possession by spirits, but may choose to "carry" a second ghost as a passenger within their body.
- JUST PASSING THROUGH: During downtime, take -1 heat. When your heat is 4 or less, you get +1d to deceive people when you pass vourselves off as ordinary citizens.
- LEVERAGE: Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain +1 rep.
- **REAVERS:** When you go into conflict aboard a vehicle, you gain +1 effect for vehicle damage and speed. Your vehicle gains armor.
- **RENEGADES:** Each PC may add +1 action rating to **Finesse**, **Prowl**, or Skirmish (up to a max rating of 3).
- **O VETERAN**: Choose a special ability from another crew.

#### COHORT CREW XP WEAK IMPAIRED BROKEN ARMOR At the end of each session, for each item below, mark 1 xp (or instead mark

- 2xp if that item occurred multiple times).
- Execute a successful smuggling or acquire new clients or contraband sources. • Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS	CREW UPGRADES		
⊳Honesty, an animal trainer	Smuggler's rigging (2 items	LAIR	QUALITY
⊳Gosselin, a dockside spy	carried are perfectly concealed)	■□ Vehicle	□ Documents
Lilliana, a bureaucratic genius	Camouflage (vehicles are	□□ Vehicle	□ Gear
Kurtley, a smarmy tour guide	perfectly concealed at rest)	□ Hidden	□ Implements
	Elite Rovers	□ Quarters □□ Secure	□ Supplies
⊳Menki, a trusted handmaiden	□ Barge (+mobility for lair)	$\Box$ $\Box$ Vault	□ Tools
	Steady (+1 stress box)	□ Workshop	□ Weapons
CARGO TYPES: ARCANE/WEIRD—	-ARMS—CONTRABAND—PASSENGERS	TRAINING	COHORTS

□ Insight UPGRADE COSTS Prowess New Cohort: 2 □ Resolve Add Type: 2 □ Personal **H** 

COHORT

COHORT

COHORT

GANG

GANG

GANG

GANG

WEAK IMPAIRED BROKEN ARMOR

WEAK IMPAIRED BROKEN ARMOR

WEAK IMPAIRED BROKEN ARMOR

EXPERT

EXPERT

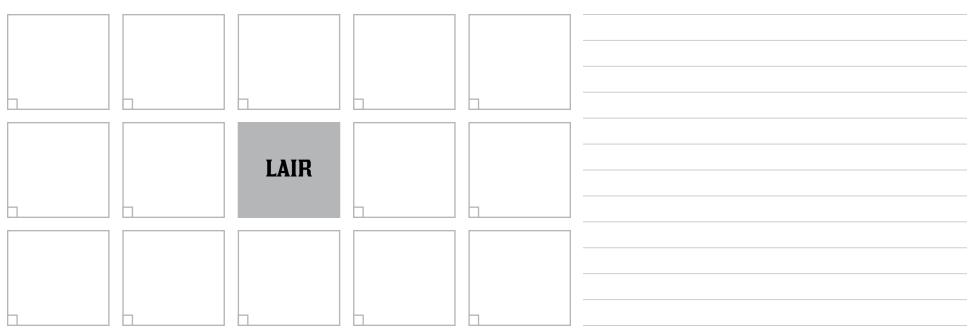
EXPERT

EXPERT

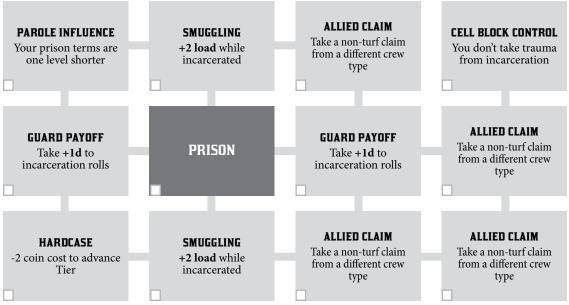
#### COHORT GANG O EXPERT **BLADESINTHEDARK CREW SHEET** WEAK JIMPAIRED BROKEN ARMOR SPECIAL ABILITIES NAME REPUTATION LAIR TURF HOLD WEAK STRONG REP COHORT GANG O EXPERT WEAK IMPAIRED BROKEN ARMOR COHORT GANG EXPERT LAIR WEAK JIMPAIRED BROKEN ARMOR п п COHORT GANG EXPERT VAULTS WEAK IMPAIRED BROKEN ARMOR CREW XP WANTED LEVEL COIN At the end of each session, for each item below, mark 1 xp (or instead mark Upon crew advance, each PC gets stash = Tier+2. 2xp if that item occurred multiple times). • Execute a successful operation. • Contend with challenges above your current station. • Bolster your crew's reputation or develop a new one. • *Express the goals, drives, inner conflict, or essential nature of the crew.* CONTACTS CREW UPGRADES $\triangleright$ LAIR QUALITY □□ Carriage □ Documents $\triangleright$ □ Gear $\triangleright$ □ Hidden □ Implements □ Quarters □ Supplies □□ Secure $\triangleright$ Tools $\Box$ $\Box$ Vault Þ □ Workshop □ Weapons TRAINING COHORTS **HUNTING GROUNDS:** □ Insight UPGRADE COSTS □ Prowess New Cohort: 2 □ Resolve Add Type: 2 □ Personal **□−□−□** Mastery

### **BLADESIN THE DARK**

**CREW:** 



#### **PRISON CLAIMS**



*Every time a member of your crew goes to prison, you have a chance to gain a prison claim.* See **Incarceration**, page 148.

#### ALLIED CLAIM

One of your allies on the inside arranges for their faction to grant you a boon. Take a claim for your crew from a different crew type. You can't take turf with this claim.

#### **CELL BLOCK CONTROL**

Your crew has a cell block under their total control—guards and all. You never take trauma from incarceration.

#### **GUARD PAYOFF**

You claim several Ironhook prison guards on your payroll. Take +1d to your Tier roll when a member of your crew is incarcerated.

#### HARDCASE

Your reputation as a tough inmate bolsters your crew's image in Duskwall. When your crew advances Tier, it costs 2 fewer coins than it normally would.

#### **PAROLE INFLUENCE**

Political pressures of various sorts can be applied to the magistrates and warden who oversee sentences for crimes. With this claim, you're always able to arrange for a shorter prison stay—as if your **wanted level** was 1 lower. So, if your wanted level was 3 when you went in, you'd spend only several months behind bars (equivalent to level 2) instead of a full year.

#### SMUGGLING

You arrange smuggling channels inside. You have +2 load while incarcerated, (starting from zero as a prisoner). If you take this claim twice, you'll have 4 load while you're serving time in Ironhook. Also, you may choose to have 1 coin in place of a load item for purposes of bribes or acquiring assets while in prison. You may reset your prison load whenever your crew has downtime.

## **FACTIONS OF DOSKVOL**

#### ALTERNATE PLAYER KIT SHEET FOR USE WITH **BLADES IN THE DECK**

UNDERWORLD	TIER	HOLD	STATUS	INSTITUTIONS	TIER	HOLD	STATUS	L
The Unseen	IV	s		Imperial Military	VI	s		Th
The Hive	IV	s		City Council	v	s		De
The Circle of Flame	III	s		Ministry of Preservation	v	s		G
The Silver Nails	III	s		Leviathan Hunters	v	s		Sa
Lord Scurlock	III	s		Ironhook Prison	IV	S		La
The Crows	II	w		Sparkwrights	IV	s		Са
The Lampblacks	II	w		Spirit Wardens	IV	s		Су
The Red Sashes	II	w		Bluecoats	III	s		In
The Dimmer Sisters	II	s		Inspectors	III	s		Ra
The Grinders	II	w		Iruvian Consulate	III	s		Se
The Billhooks	II	w		Skovlan Consulate	III	w		
The Wraiths	II	w		The Brigade	II	s		
The Gray Cloaks	II	s		Severosi Consulate	I	S		
Ulf Ironborn	I	s		Dagger Isles Consulate	I	S		T
The Fog Hounds	Ι	w						Th
The Lost	I	w						Tł
								Tł
								Th
								Th
								Sk
								Th
								D

LABOR & TRADE	TIER	HOLD	STATUS
The Foundation	IV	s	
Dockers	ш	s	
Gondoliers	III	s	
Sailors	ш	w	
Laborers	III	w	
Cabbies	п	w	
Cyphers	II	s	
Ink Rakes	II	w	
Rail Jacks	II	w	
Servants	II	w	

CITIZENRY	TIER	HOLD	STATUS
Whitecrown	v	s	
Brightstone	IV	s	
Charterhall	IV	s	
Six Towers	III	w	
Silkshore	II	s	
Nightmarket	II	s	
Crow's Foot	II	s	
The Docks	II	s	
Barrowcleft	II	s	
Coalridge	II	w	
Charhollow	I	s	
Dunslough	I	w	

THE FRINGE	TIER	HOLD	
The Church of Ecstasy	IV	s	
The Horde	III	s	
The Path of Echoes	III	s	
The Forgotten Gods	III	w	
The Reconciled	III	s	
Skovlander Refugees	III	w	
The Weeping Lady	II	s	
Deathlands Scavengers	II	w	

NEW FACTIONS	TIER	HOLD	
Aristocracy	IV	s	
Crolaange Family	II	s	
Gutters	II	s	
Knotwork	II	s	
Pyressant Order	II	s	
Bluefeather Trade Emporium	I	s	

#### WAR

When you're at war with any number of factions (status -3), the following penalties apply: 1) Lose 1 hold (temporarily, while the war persists). This may knock you down a Tier. 2) PCs get only one free downtime action instead of two. 3) Take +1 heat from each score. 4) Your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).