

Character Creation

BLADES 68

1

CHOOSE A PLAYBOOK

Hound: If you want to be good at following leads, talking to people, and sticking your nose where it doesn't belong.

Hull: If you want to be a human soul powering a robot body, with no memory of their former life.

Intellectual: If you want to be good at solving problems by inventing clever solutions.

Operative: If you want to be good at sneaking around and breaking into places.

Paranormalist: If you want to be good at paranormal stuff and meddle with the supernatural.

Radical: If you want to be good at blowing stuff up and caring deeply about a cause.

Swinger: If you want to be good at social situations and improvising.

Veteran: If you want to be good at violence but weighed down by the scars of your past.

2

CHOOSE A HERITAGE

Akoros. Formerly the heart of the Imperium.

The Dagger Isles. A region of small nation-states known as banyans. They fight tooth and nail against Imperial interference.

Iruvia. A major world power, occupying the desert region to the south. Isolationist.

Severos. A land of windswept plains. An "independent protectorate" of Akoros.

Tycheros. Create an alien telltale that marks your character (e.g. green or blue skin, a large cranium, antennae, scales, glowing eyes, gills, metallic skin, etc.).

The USC. The United Skov Covenant. Local communities elect ruling covens, who send delegates to the High Coven in Lockport.

3

CHOOSE A BACKGROUND

Learned. A professor or student, journalist, priest, librarian, experimental psychologist.

Underworld. A street kid, gang member, hustler, pickpocket, cultist, dealer, fence.

Performer. An artist, poet, lounge singer, racer, painter, guitarist, filmmaker, dancer, model, experimental sound collage artist, stage magician, playwright.

Trade. A sparktech, plumber, mechanic, shopkeeper, salesperson, street vendor, projectionist.

Professional. A lawyer, office clerk, accountant, architect, terminal programmer, advertising executive, claims adjuster, civil servant, PR agent.

Aristocrat. Old money, nobility, dilettante, scion of a fallen house, new money with aspirations, socialite.

Military. A soldier, officer, mercenary, intelligence operative, strategist, radar operator, medic, R&D scientist, engineer.

Labor. A factory worker, janitor, dock worker, cab driver, bellhop, waiter, short order cook, farmhand.

4

CHOOSE KEYS

Personality traits. Choose two or three to start. There are key ideas at the bottom of each playbook sheet; use these, or use ones from another playbook sheet, or make up your own.

5

FRIENDS AND RIVALS

Each playbook has a list of NPCs that your character knows. Choose one from the list who is a close relationship (a good friend, a lover, a family relation, etc.), then choose another NPC on the list who's your rival or enemy.

6

CHOOSE YOUR VICE

Every scoundrel is in thrall to some vice or another, which they indulge to deal with Stress. Choose a vice from the list, and describe it on the line above with the specific details and the name and location of your vice hookup.

7

ACTION DOTS AND SPECIAL ABILITY

Your playbook begins with some action dots already placed. You get to add **four more dots**. At the start of the game, no action rating may have more than two dots. Put one dot in any action that you feel reflects your character's heritage. Put one dot in any action that you feel reflects your character's background. Assign two more dots anywhere you please. Then, take a look at the special abilities for your playbook and choose one.

8

CHOOSE NAME, ALIAS, LOOK, AND WEARING

Names

Afton, Alcott, Archie, Arnest, Azad, Bashir, Cecil, Ciro, Colman, Con, Davit, Digby, Ken, Kleon, Konrad, Largo, Len, Manuk, Merl, Rashan, Shaw, Silas, Tevran

Aida, Althea, Alva, Belkis, Brielle, Cyra, Hadwig, Hattie, Klara, Kyra, Lorna, Luella, Maida, Midge, Nasreen, Peggy, Sa'ana, Sakina, Suranna, Tova, Trudie, Twiggy

Ackley, Ari, Brax, Burgess, Cade, Corliss, Crab, Dell, Edwin, Fandy, Frank, Gage, Kavi, Kay, Kyran, Myka, Niko, Pick, Rumi, Sahir, Sezar, Slade, Sylas, Tye, Veda, Zig

Family Names

Adair, Arundel, Avrathi, Baine, Barston, Beldon, Blodgett, Blossom, Booker, Bowman, Bray, Breakiron, Cairn, Carver, Castelle, Caul, Coleburn, Dorston, Drexler, Eadon, Fanchon, Fane, Fearnought, Fillburn, Fisher, Gaunt, Haig, Harland, Lomond, Malvern, Mandrake, Marburn, Mead, Prichard, Sang, Scapa, Slyde, Stanmont, Starr, Stett, Stromberg, Suresh, Tep, Torrin, Utle, Varden, Vass

Aliases

Ace, Anvil, Ashtray, Axe, B-Train, Bankshot, Beans, Beast, Bell, Broom, Bull, Buzz, Cage, Cannon, Captain, Chips, Cipher, Dagger, Daisy, Dart, Dead Drop, Dimmer 51, Domino, Dove, Ember, Falcon, Filch, Fox, Frost, Goldy, Hammer, Hardware, Hatchet, Hawk, Haywire, Heel, Highbinder, Hooch, Howler, Jackal, Knockout, Lucky, Lullaby, Midnight, Moth, Mule, Nail, Needle, Nemesis, Peaches, Razor, Recursion, Riot, River, Sage, Salt, Savvy, Scarlet, Serpent, Shimmer, Shiv, Silhouette, Silver, Sky, Song, Sparrow, Spectre, Spinner, Stud, Turbo, Velocity, Vermin, Vex, Viper, Vortex, Wheels

Hull Looks

Sleek, chrome, racing stripe, polished, chipped paint, pastel paint, geometric, utilitarian, elegant, bulky, delicate, high-tech, wood paneling, friendly, inhuman, intimidating, exposed wires, antennae, blinking light, graffiti, rust

Wearing

Suave

Nehru suit
Tuxedo
Evening dress
Catsuit (fashion)
Fur coat
Big sunglasses
Professional
Tailored suit
Pencil skirt
Fedora
Suspenders
Pocket square

Square

Pocket protector
Big black shoes
Awkward suit
Bowtie
Plaid pants
Mod
Miniskirt
Beret

A-Line dress
Turtleneck
Slim-fit suit
Ankle boots
Street
Denim jeans
White T-shirt
Leather jacket
Denim jacket
Cheap suit
Bowling shirt
Flatcap
Ex-Military
Military jacket

Combat boots
Parka jacket
Bomber jacket
Covert
Catsuit (stealth)
Black turtleneck
Dark suit
Trench coat
Thick glasses

Utilitarian

Jumpsuit
Fingerless gloves
Heavy coat
Knit cap
Overalls
Collegiate
Sweater-vest
Capri pants
Sports coat
Cardigan
Loafers
Tweed suit
Fez

Alternative

Poncho
Medallion
Frayed jeans
Headband
Goatskin vest
Robes
Linen tunic

Unusual

Hooded cloak
Veil
Mask
Leathers
Peacock
Flared pants
Neckerchief
Dress boots
Ruffled shirt
Velvet suit
Paisley shirt
Feather boa
Long swishy dress
Space Age
Goggles
Go-go boots
Helmet
Angular dress
Trouser suit
Foil jumpsuit
Foil puffer jacket

Crew Creation

1

CHOOSE A CREW TYPE

Dealers : Pushers who acquire and sell illegal product: drugs, literature, paranormal experience, or any other contraband.

Hit Squad: Professional killers for hire. Some have a code, others just take the job. Accidents, disappearances, murders, and ransom operations.

Militants : Revolutionary activists who know the only way to create real change is to break the system. Assassinations, demonstrations, sabotage, and battle.

Racers: Thrill-seekers and daredevils who execute smuggling operations, hijackings, hot pursuits, and compete in dangerous races.

Shadows: Infiltration experts who specialize in elaborate heists and high-stakes espionage.

Utopians : An esoteric cult working towards a utopian dream. They may start with good intentions, but they're on a dark road to damnation.

2

CHOOSE REPUTATION AND BASE

Reputations:

Ambitious	Eccentric
Flashy	Loyal
Daring	Deceptive
Honorable	Stubborn
Ruthless	Menacing
Professional	Strategic
Calculating	Relentless
Freewheeling	Tenacious
Subtle	Groovy

Base Ideas:

- An abandoned department store.
- An underground bunker complex.
- A gloomy warehouse on the docks.
- The floors above (or below) a smoky lounge bar or bouncing nightclub.
- A decrepit mansion. Who inherited it?
- A junkyard and auto shop.

3

CHOOSE TWO PIECES OF BASE FLAIR

- Bar
- Conversation pit with shag carpet
- Discothèque
- Sauna
- Professional kitchen
- Dining room
- Library
- Cinema
- Swimming pool
- Aquarium
- Conference room
- Wine cellar
- Plant conservatory
- Stellar observatory
- Trophy room (glass cases with spotlighting)
- Communication hub (telephones, radios, and plasmovision sets)
- Meditation room
- Game room
- Art studio
- Music room
- Tea parlor
- Ball court
- Front business (laundrette, autopod-wash, real estate office, art gallery, taxi service, restaurant)

4

DEFINE YOUR HUNTING GROUNDS, MEET YOUR WARD BOSS

Your crew is brand-new, but you have chosen some small part of a district as your hunting grounds. The GM will tell you which faction is your local ward boss, then you decide how to deal with them: Give them 1 stack in exchange for giving you room to work, or pay the faction 2 stacks as a show of respect and gain +1 status with them, or keep your money and take -1 status with that faction.

5

CHOOSE A SPECIAL ABILITY

Take a look at the special abilities for your crew and choose one. It's important to pick a special ability that everyone is excited about. You can get more special abilities in the future by earning xp.

6

ASSIGN TWO CREW UPGRADES

The GM will tell you about two factions that are impacted by your choices. One faction helped you get an upgrade. They like you, and you get +1 status with them (at your option, spend 1 stack to repay their kindness, and take +2 status with them instead). One faction was screwed over when you got an upgrade. They don't like you, and you get -2 status with them (at your option, spend 1 stack to mollify them, and take -1 status with them instead).

7

CHOOSE A FAVORITE CONTACT

Choose one contact who is a close friend, long-time ally, or partner in crime. The GM will tell you about two factions that are impacted by your choice. One faction is also friendly with this contact, and you get +1 status with them. One faction is unfriendly with this contact, and you get -1 status with them. At your option, these factions are even more concerned with this contact and so you take +2 and -2 status instead.

CREW UPGRADES

- **Boat:** You have a boat, a dock on a waterway, and a small shack. A second upgrade improves the boat with armor and more cargo capacity.
- **Cohort:** A cohort is a gang or a single expert NPC who works for your crew.
- **Lounge and Quarters:** Your lair includes a shared lounge as well as living quarters for the crew. Add another piece of flair to the base. **Whenever the crew unwinds (at the end of crew business), clear all passing harm.**
- **Mastery:** You may advance your PCs' action ratings to 4 (until you unlock this upgrade, PC action ratings are capped at 3). This costs four upgrade boxes to unlock.
- **Quality:** Each upgrade improves the Quality rating of all the PCs' items of that type, beyond the Quality established by the crew's Tier and fine items.
- **Secret Base:** Your base has a secret location and is disguised to hide it from view. If you're **raided**, it can't be at your base until they work out where it is (if they try to raid you outside your base, you take +2d to engagement roll).
- **Security Systems:** Your lair has cameras, alarms, and traps to thwart intruders. If you're **raided**, add +1d to the engagement roll and you always have access to a minimum of 4 load. A second upgrade improves the defenses to include measures that work against paranormal intrusion, and you add +2d total to raid engagement rolls.
- **Training:** If you have a Training upgrade, you earn 2 xp (instead of 1) when you train a given xp track during downtime (**Insight, Prowess, Resolve, or playbook**).
- **Van:** You have a transport autopod, big enough for the whole crew and their gear. A second upgrade improves the van with armor and a more powerful engine.
- **Vault:** Your base has a secure vault, increasing your storage capacity for **stacks** to 8. A second upgrade increases your capacity to 16.
- **Workshop:** Your base has a workshop with tools for tinkering and invention. You may accomplish long-term projects with these assets without leaving your base. When you work on an **invention long-term project** with the workshop, **increase the result level of the roll by one**. You can spend stacks to increase the result further as usual.

Character Questions

After crew creation and character creation, your group can run through background questions together. Take turns introducing your characters, and then take turns asking the group one of the following questions (your choice), or make up your own question.

Anyone can answer, and together you can flesh out some of the details. Then go around again—ask another question from the list, or pass. When everyone has passed, move on to crew questions (see the main book for crew questions).

HOUND

- Which of you is an old friend?
- Which of you carried me home, unconscious?
- Which of you once came to me as a client, with a case?
- Which of you does my pet like more than it likes me?
- Which of you shares my taste in music?
- Which of you poured out your sorrows to me at the bar last week?

HULL

- Which of you found me when I was malfunctioning and took me in?
- Which of you finds me useful, but like how a forklift is useful?
- Which of you finds me easy to talk to?
- Which of you has a bad history with my owning faction?
- Which of you still doesn't trust me?
- Which of you has shown me what's good in life?

INTELLECTUAL

- Which of you finds me pretentious?
- Which of you is learning something from me?
- Which of you likes to wind me up?
- Which of you also loves my favorite restaurant?
- Which of you is friends with my sparkmind assistant?
- Which of you shared a deep conversation with me the other night?

OPERATIVE

- Which of you doesn't trust me?
- Which of you has my affiliated faction asked me to monitor?
- Which of you will always have my back?
- Which of you has had secret contact with a faction that rivals my affiliated faction?
- Which of you tested the truth serum together with me, that one night?
- Which of you asked me to train you?

PARANORMALIST

- Which of you helped me with a paranormal experiment?
- Which of you is skeptical of the paranormal?
- Which of you led me to an interesting insight?
- Which of you have I seen in a terrible vision of the future?
- Which of you asked me to read your fortune?
- Which of you tripped on mushrooms with me?

RADICAL

- Which of you is dismissive of my convictions?
- Which of you fears what I'll do one day?
- Which of you enjoys debating my ideas?
- Which of you quietly shares my convictions?
- Which of you helps me restock my explosives?
- Which of you asked for my feedback on a poem you wrote?

SWINGER

- Which of you went to that big party with me the other night?
- Which of you saved my life when I did something stupid?
- Which of you thinks I'm not a serious person?
- Which of you is my competition on the dance floor?
- Which of you comes to me for fashion advice?
- Which of you trusts me as a true professional?

VETERAN

- Which of you was unable to pull the trigger, so I did it for you?
- Which of you have I promised to protect?
- Which of you is my drinking buddy?
- Which of you pities me?
- Which of you helps me with my disability, my damage?
- Which of you have I confided my recurring nightmare to?