

BLADES IN THE DARK

Hex Hounds!

NAME *Patricia Crowl*

ALIAS *Helene*

LOOK *Pale, dark wavy hair in a bob, boring a woman-type*

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

NOTES *Strongford, Kerro*

SPIDER

A DEVIOUS MASTERMIND

STASH COIN MASTERMIND

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**.

SPECIAL ABILITIES

- FORESIGHT:** Two times per score you can assist a teammate without paying stress. Tell us how you prepared for this.
- CALCULATING:** Due to your careful planning, during downtime, you may give yourself or another crew member +1 downtime action.
- CONNECTED:** During downtime, you get +1 result level when you acquire an asset or reduce heat.
- FUNCTIONING VICE:** When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.
- GHOST CONTRACT:** When you shake on a deal, you and your partner—human or otherwise—both bear a mark of your oath. If either breaks the contract, they take level 3 harm, "Cursed".
- JAIL BIRD:** When incarcerated, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).
- MASTERMIND:** You may expend your special armor to protect a teammate, or to push yourself when you gather information or work on a long-term project.
- 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.
- VETERAN:** Choose a special ability from another source.

SHREWD FRIENDS

- Salia, an information broker
- Augus, a master architect
- Jennah, a servant
- Riven, a chemist
- Jeren, a bluecoat archivist

ITEMS

- Fine cover identity
- Fine bottle of whiskey
- Blueprints
- Vial of slumber essence
- Concealed palm pistol
- Spiritbane charm

LOAD

- 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 calculation or conspiracy.
- 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

- What do they want most?
- What should I look out for?
- Where's the leverage here?
- How can I discover [X]?
- What do they intend to do?
- How can I get them to [X]?
- What's really going on here?

bloodneedle

one joint pinky gone left hand

Armed

bloodneedle

BLADES IN THE DARK

NAME: Sira Briar ALIAS: Crucible

LOOK: short, studly copper skin limbed black hair. Obsessed with materials for tinkering & alchemy. disgraced sailor

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: [Progression bars] TRAUMA: [Progression bars] COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	HEALING
3	NEED HELP
2	ARMOR USES
1	LESS EFFECT

NOTES: Lord Sealock has influence over our area in Six Towers. We have a 3-4 block area to start.
knows how to make bloodneedle - berserker
We live on our houseboat in a culvert in the old sewer system.

Constable Timothy
Averic the powder dealer - drug dealer

Special formula: Sleep Dust puts 1 person to sleep. Upon waking, victim may attract a ghost. If ghost possesses the victim, the it attacks the alchemist. - I use to replenish, have to burn a downtime activity.

Prof. Lombard

Hex Hounds

CRWF

ALIAS

Crucible

disgraced sailor

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

Armor Uses

Less Effect

Special

Alchemicals

Bandolier

Bandolier

Alcahest

Binding Oil

Drift Oil

Drown Powder

Eyeblind Poison

Fire Oil

Grenade

Quicksilver

Skullfire Poison

Smoke Bomb

Spark (drug)

Standstill Poison

Trance Powder

LEECH

SPECIAL ABILITIES

- ALCHEMIST: When you invent or craft a creation with alchemical features, take +1 result level to your roll. You begin with one special formula already known.
- ANALYST: During downtime, you get two ticks to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- ARTIFICER: When you invent or craft a creation with spark-craft features, take +1 result level to your roll. You begin with one special design already known.
- FORTITUDE: You may expend your special armor to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- GHOST WARD: You know how to Wreck an area with arcane substances and methods so it is either anathema or enticing to spirits (your choice).
- 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.
- SABOTEUR: When you Wreck, the work is much quieter than it should be and the damage is hidden from casual inspection.
- VENOMOUS: Choose a drug or poison (from your bandolier stock) to which you have become immune. You can push yourself to secrete it through your skin or saliva or exhale it as a vapor.
- VETERAN: Choose a special ability from another source.

CLEVER FRIENDS

- Stazia, an apothecary
- Veldren, a psychonaut
- Eckerd, a corpse thief
- Jul, a blood dealer
- Malista, a priestess

ITEMS

- Fine tinkering tools
- Fine wrecking tools
- Blowgun & darts, syringes
- Bandolier (3 uses)
- Bandolier (3 uses)
- Gadgets

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

PLANNING & LOAD

- Assault: Point of attack
- Deception: Method
- Stealth: Entry point
- Occult: Arcane power
- Social: Connection
- Transport: Route

Rigrey's = The Old Dragon / Dick Phin - greycloak predator

FLASH 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

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

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?

mild hallucinogen

Truth serum

silver to rope

2+

spirally attuned to me

Mr. Prichard - a portucary f with bluetongue truth serum.

Wants Crucible to help bring down his drug-dealing brother.

Braid - music

ship - Leviathan ship - Grey Mountain
Capt. Danfield

Carro
Master Sharnford

Kendra

Astrid - sharp-featured

tenacious
fearsome

principled
savage

Fildga

BLADES IN THE DARK

NAME Foretta Valcorel III CREW Ethy (Diamond)
↑ Rat

LOOK Fallen old money Parents on the run

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		<i>project clock</i>	
2		-1D	ARMOR <input type="checkbox"/>
1 <u>electricuted hand</u> <u>sprain wrist</u>		LESS EFFECT	HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES
Mushroom wine
2 beautiful bronze masks + 2 cloak
Strathmill ^{xx} Brightstone
Get good at zapping people
demom MDM ♥

Hedivine

HOUND

A DEADLY SHARPSHOOTER AND TRACKER

STASH COIN

SPECIAL ABILITIES

- SHARPSHOOTER:** You can push yourself to do one of the following: make a ranged attack at extreme distance beyond what's normal for the weapon—unleash a barrage of rapid fire to suppress the enemy.
- FOCUSED:** 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 for ranged combat or tracking.
- 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.
- SCOUT:** When you gather info to locate a target, you get +1 effect. When you hide in a prepared position or use camouflage, you get +1d to rolls to avoid detection.
- SURVIVOR:** From hard won experience or occult ritual, you are immune to the poisonous miasma of the deathlands and are able to subsist on the strange flora and fauna there. You get +1 stress box.
- TOUGH AS NAILS:** Penalties from harm are one level less severe (though level 4 harm is still fatal).
- VENGEFUL:** You gain an additional xp trigger: *You got payback against someone who harmed you or someone you care about.* If your crew helped you get payback, also mark crew xp.
- VETERAN:** Choose a special ability from another source.

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BONUS DIE

PUSH YOURSELF (take 2 stress) -OR- accept a **DEVIL'S BARGAIN**.

DEADLY FRIENDS

- Steiner, an assassin
- Celene, a sentinel
- Melvir, a physicker
- Veleris, a spy
- Casta, a bounty hunter

ITEMS

- Fine pair of pistols
- Fine long rifle
- Electropasmic ammunition
- A trained hunting pet
- 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 tracking or violence.
- ◆ 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

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What are they really feeling?
- ◆ Where are they vulnerable?
- ◆ Where did [X] go?
- ◆ How can I find [X]?
- ◆ What's really going on here?

BLADES IN THE DARK

Shadows, Hex Hounds
CREW

NAME Dock K'Gthagon Brewmaster Ghost (H)
ALIAS

LOOK Like a gothic Mormon missionary

Akoros (cult) Academic (cult youth poster)

HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW
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Weird (cult stuff)
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	ARMOR <input type="checkbox"/>
2			HEAVY <input type="checkbox"/>
1			SPECIAL <input type="checkbox"/>

NOTES 0 doses of ichor, ...

Ritual: opens portal to eldritch realm, see history of object, Silent Realm

Akoros:

TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
Assist a teammate	Choose a plan, provide the detail. Choose your load limit for the operation.	What is arcane or weird here?
Lead a group action	Assault: Point of attack Occult: Arcane power	What echoes in the ghost field?
Protect a teammate	Deception: Method Social: Connection	What is hidden or lost here?
Set up a teammate	Stealth: Entry point Transport: Route	What do they intend to do?
		What drives them to do this?
		How can I reveal [X]?
		What's really going on here?

WHISPER

AN ARCANE ADEPT AND CHANNELER

STASH COIN

SPECIAL ABILITIES

- 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.
- VETERAN:** Choose a special ability from another source.

STRANGE FRIENDS

- Nyryx, a possessor ghost
- Scurlock, a vampire
- Setarra, a demon
- Quellyn, a witch
- Flint, a spirit trafficker

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