## BLADESINTHEDARK Gwreen fluers SLIDE



## groclat aillinite

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.
O CLOAK \& DAGGER: WHEN YOU USE A DISGUISE OR OTHER FORM OF COVERT MISDIRECTION, YOU GET +lD TO ROLLS TO CONFUSE OR DEFLECT SUSPICION. WHEN YOU THROW OFF YOUR DISGUISE, THE RESULTING SURPRISE GIVES YOU THE INITIATIVE IN THE SITUATION.
O GHOST VOICE: YOU KNOW THE SECRET METHOD TO INTERACT WITH A GHOST OR DEMON AS IF IT WAS A NORMAL HUMAN, REGARDLESS OF HOW WILD OR FERAL IT APPEARS. YOU GAIN POTENCY WHEN COMMUNICATING WITH THE SUPERNATURAL

O A Little something on the side: at the end of each downtime PHASE, YOU EARN +2 STASH

O LIKE LOOKING INTO A MIRROR: YOU CAN ALWAYS TELL WHEN SOMEONE is LYing to you.
O MESMERISM: WHEN YOU SWAY SOMEONE, YOU MAY CAUSE THEM TO FORGET THAT $1 T$ 'S HAPPENED UNTIL THEY NEXT INTERACT WITH YOU,
O SUBTERFUGE: YOU MAY EXPEND YOUR SPECIAL ARMOR TO RESIST A CONSEQUENCE FROM SUSPICION OR PERSUASION, OR TO PUSH YOURSELF FOR SUBTERFUGE.

O trust in me: you get tld vs. a target with whom you have an INTIMATE RELATIONSHIP.

VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:
。


RRTWESS x[LITLD
FINESSE
PROWL
SKIRMISH
WRECK

Hissolve xrellll
000

ATTUNE
COMMAND
consort

BONUS 1 IIE
push yourself (take 2 stress) accept a devils bargain
LDAD
$\left.\left.\rangle 3^{\text {LIGHT }}\right\rangle 5^{\text {NORMAL }}\right\rangle{ }^{6+}$ HEAVY

$\square$ fine clothes \& Jewelry
$\square$ FINE DISGUISE KIT $\square$ FINE LOADED DICE, TRICK CARDS
0 $\qquad$ $\square$ trance powder $\square$ a cane-sword $\square$ SPRRITBANE CHARM
$\square$ a blade or two

ㅁㅁㅁ large weapon

- an unusual weapon

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


## PLANNINE

choose a plan, then provide the missing detall FOR THE OPERATION:

| ASSAULT: POINT OF ATTACK | OCCULT: ARCANE POWER |
| :--- | :--- |
| DECEPTION: METHOD | SOCIAL: CONNECTION |
| STEALTH: POINT OF ENTRY | TRANSPORT: ROUTE |


| TEAMWORK |
| :--- |
| ASSIST A TEAMMATE: PAY 1 STRESS TO GIVE +ld |
| LEAD A GROUP ACTION: EVERYONE ROLLS |
| PROTECT A TEAMMATE: TAKE A CONSEQUENCE |
| SET UP A TEAMMATE: IMPROVE POSITION |



| $\Delta \nabla$ bryl, a drug dealer | $\Delta \nabla$ | - what do they intend to do? <br> - hol can 1 get them to [x]? |
| :---: | :---: | :---: |
| $\Delta \nabla$ bazso baz, a gang leader | $\Delta \nabla$ | - are they telling the truth? |
| $\Delta \boldsymbol{\nabla}$ klyra, a tavern owner | $\Delta \nabla$ | - what are ther really feelng? |
| $\Delta \nabla$ nYRYX, A Prostitute | $\Delta \nabla$ | - what do they really care about? <br> - HOW CAN I blend in here? |
| $\Delta \nabla$ Harker, A Jall-bird | $\Delta \nabla$ | - what's really going on here? |

## BLADESINTHEDARK

LONG-TERM PROJECTS AND NOTES

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