

BLADES IN THE DARK

Trotter's Independent Trading

Derek Edward Trotter

NAME

CREW

Del Boy

ALIAS

Sheepskin coat, short, cigar, gold jewellery, mid-40s, male

LOOK

Akoros - Charhollow factory workers

Labor - Factory worker

HERITAGE: AKOROS—THE DAGGER ISLES

BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD

Exotic Cocktails - Mike Fisher, Nag's head pub in Charhollow

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS

TRAUMA

COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM

3

NEED HELP

project clock

2

-1D

1

LESS EFFECT

NOTES

One point of sway from the crew's Silver Tongue ability

Brother to Rodney Trotter, Nephew to Albert Trotter

SLIDE

A SUBTLE MANIPULATOR AND SPY

SPECIAL ABILITIES

- 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.
- CLOAK & DAGGER: When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- 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.
- LIKE LOOKING INTO A MIRROR: You can always tell when someone is lying to you.
- A LITTLE SOMETHING ON THE SIDE: At the end of each downtime phase, you earn +2 stash.
- MESMERISM: When you Sway someone, you may cause them to forget that it's happened until they next interact with you.
- SUBTERFUGE: You may expend your special armor to resist a consequence from suspicion or persuasion, or to push yourself for subterfuge.
- TRUST IN ME: You get +1d vs. a target with whom you have an intimate relationship.
- VETERAN: Choose a special ability from another source.

SLY FRIENDS

- Bryl, a drug dealer
- Bazso Baz, a gang leader
- Mike, a pub owner
- Nyryx, a prostitute
- Miranda, a jail-bird

ITEMS

- Fine clothes & jewelry
- Fine disguise kit
- Fine loaded dice, trick cards
- Trance powder
- A cane-sword
- Spiritbane charm

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 deception or influence.
- 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 do they intend to do?
- How can I get them to [X]?
- Are they telling the truth?
- What are they really feeling?
- What do they really care about?
- How can I blend in here?
- What's really going on here?