# BLADES IN THE DARK

**Trotter's Independent Trading**
CREW

**Rodney Trotter**
NAME

**Dave (Only used by Trigger)**
ALIAS

**Ambiguous gender, tall and lanky, ginger hair**
LOOK

**Akoros - Working Class Family**   **Academic - student at Charterhall University**

HERITAGE: AKOROS—THE DAGGER ISLES   BACKGROUND: ACADEMIC—LABOR—LAW
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS   TRADE—MILITARY—NOBLE—UNDERWORLD

**Pleasure - Flirting and socialising - Rolan Volaris, the Veil social club**

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

**STRESS**    **TRAUMA**   COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

**HARM**

| | | HEALING |
|---|---|---|
| 3 | | NEED HELP — *project clock* |
| 2 | | -1D |
| 1 | | LESS EFFECT |

**ARMOR USES**

ARMOR ☐
HEAVY ☐
SPECIAL ☐

NOTES

*Dot in Consort from crew's silver tongue ability*

*Brother to Del-Boy Trotter, nephew to Albert Trotter*

**Alchemicals**

Bandolier ☐-☐-☐
Bandolier ☐-☐-☐

*When you use a bandolier slot, choose an alchemical:*

◆ Alcahest
◆ Binding Oil
◆ Drift Oil
◆ Drown Powder
◆ Eyeblind Poison
◆ Fire Oil
◆ Grenade
◆ Quicksilver
◆ Skullfire Poison
◆ Smoke Bomb
◆ Spark (drug)
◆ Standstill Poison
◆ Trance Powder

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# LEECH

*A SABOTEUR AND TECHNICIAN*

**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**   LOAD ◇ 3 *light* ◇ 5 *normal* ◇ 6 *heavy*

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

**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 technical skill or mayhem.*
◆ *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* |

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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**.

☐ 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 can I tinker with here?*
◆ *What might happen if I [X]?*
◆ *How can I find [X]?*
◆ *What's really going on here?*