BLADES IN THE DARK uncle Albert Trotter	Trotter's Independent Tradin CREW	9	HOU	ND	A DEADLY SHARPSHOOTER AND TRACKER	COIN
NAME TYBILEY	ALIAS		SPECIAL ABILITIES			PLAYBOOK
Affable, big white beard, smiling eyes, sailor hat, fingerless gloves			○ 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.			INSIGHT HUNT
Akarosian - Charhollow factory workers Military - Navy during unity War			○ 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.			STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS Obligation to close family - Cooking or feeding the other Trotters BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD			● ○ 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			PROWESS FINESSE
VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD			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.			PROWL SKIRMISH
	AUNTED—OBSESSED—PARAN	OID	When you hide in a pot to rolls to avoid detect	repared position or	use camouflage, you get +1d	RESOLVE WRECK
HARM	HEALING NEED project clock		immune to the poiso	nous miasma of the	ce or occult ritual, you are e deathlands and are able to here. You get +1 stress box.	• • • ATTUNE • • • COMMAND
2	HELP ARMOR USES		· ·	Penalties from har	m are one level less severe	CONSORT SWAY
LESS HEAVY			O VENGEFUL: You gain an additional xp trigger: You got payback against someone who harmed you or someone you care about. If your			BONUS DIE PUSH YOURSELF (take
NOTES	EFFECT SPECIAL		crew helped you get j			+ 2 stress) -OR- accept a DEVIL'S BARGAIN.
					inom anomer source.	
Dot in Command from crew's Silver Tongue ability						
Dot in Command from crew's Silver Tongue ability			DEADLY FRIENDS	IT	EMS LO	AD \diamondsuit 3 light \diamondsuit 5 normal \diamondsuit 6 heavy
uncle to Rodney Trotter and Del-Boy Trotter			DEADLY FRIENDS △ ♥ Steiner, an assass	in I		AD ♦ 3 light ♦ 5 normal ♦ 6 heavy ABlade or Two Throwing Knives
	have mind link		DEADLY FRIENDS △ ▽ Steiner, an assass △ ▼ Celene, a sentine	sin la	Fine pair of pistols ☐ Fine long rifle Electroplasmic ammunition	AD ♦ 3 light ♦ 5 normal ♦ 6 heavy ABlade or Two Throwing Knives A Pistol □ A 2 nd Pistol
uncle to Rodney Trotter and Del-Boy Trotter	have mind link	_	DEADLY FRIENDS △ ▽ Steiner, an assass △ ▼ Celene, a sentine ▲ ▽ Melvir, a physick	sin la	Fine pair of pistols Fine long rifle Electroplasmic ammunition A trained hunting pet	AD ♦ 3 light ♦ 5 normal ♦ 6 heavy ABlade or Two Throwing Knives A Pistol A 2 nd Pistol A Large Weapon
uncle to Rodney Trotter and Del-Boy Trotter	have mind link		DEADLY FRIENDS △ ▽ Steiner, an assass △ ▼ Celene, a sentine	sin 1	Fine pair of pistols ☐ Fine long rifle Electroplasmic ammunition	AD ♦3 light ♦5 normal ♦6 heavy A Blade or Two Throwing Knives A Pistol A 2 nd Pistol A Large Weapon An Unusual Weapon Armor → +Heavy
uncle to Rodney Trotter and Del-Boy Trotter	have mind link		DEADLY FRIENDS △ ▽ Steiner, an assass △ ▼ Celene, a sentine	sin 1	Fine pair of pistols Fine long rifle Electroplasmic ammunition A trained hunting pet Spyglass	AD
uncle to Rodney Trotter and Del-Boy Trotter	have mind link		DEADLY FRIENDS △ ▽ Steiner, an assass △ ▽ Celene, a sentine △ ▽ Melvir, a physick △ ▽ Veleris, a spy △ ▽ Casta, a bounty	sin II	Fine pair of pistols Fine long rifle Electroplasmic ammunition A trained hunting pet Spyglass	AD ♦3 light ♦5 normal ♦6 heavy A Blade or Two Throwing Knives A Pistol A 2 nd Pistol A Large Weapon An Unusual Weapon Armor → +Heavy
uncle to Rodney Trotter and Del-Boy Trotter	have mind link		DEADLY FRIENDS △ ▽ Steiner, an assass △ ▽ Celene, a sentine △ ▽ Melvir, a physick △ ▽ Veleris, a spy △ ▽ Casta, a bounty by XP ◆ Every time you roll a deadath the end of each session.	sin IT sin II ser II	Fine pair of pistols Fine long rifle Electroplasmic ammunition A trained hunting pet Spyglass Spiritbane charm xp in that action's attribute. mark 1 xp (in your playbook or	ABlade or Two □ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 nd Pistol □ A Large Weapon □ An Unusual Weapon □ Heavy □ Burglary Gear □ Arcane Implements □ Documents
uncle to Rodney Trotter and Del-Boy Trotter	have mind link		DEADLY FRIENDS △ ▽ Steiner, an assass △ ▽ Celene, a sentine △ ▽ Melvir, a physick △ ▽ Veleris, a spy △ ▽ Casta, a bounty l XP ◆ Every time you roll a de. At the end of each session, an attribute) or 2 xp if that	sin IT sin II ser II	Fine pair of pistols Fine long rifle Electroplasmic ammunition A trained hunting pet Spyglass Spiritbane charm xp in that action's attribute. mark 1 xp (in your playbook or iple times.	AD ♦ 3 light ♦ 5 normal ♦ 6 heavy ABlade or Two Throwing Knives A Pistol A 2nd Pistol A Large Weapon An Unusual Weapon Burglary Gear Climbing Gear Arcane Implements Documents Subterfuge Supplies
uncle to Rodney Trotter and Del-Boy Trotter	have mind link		DEADLY FRIENDS △ ▽ Steiner, an assass △ ▽ Celene, a sentine △ ▽ Melvir, a physick △ ▽ Veleris, a spy △ ▽ Casta, a bounty by XP ◆ Every time you roll a deadath the end of each session.	sin IT sin II ser II ter II ser II	Fine pair of pistols Fine long rifle Electroplasmic ammunition A trained hunting pet Spyglass Spiritbane charm Ap in that action's attribute. mark 1 xp (in your playbook or iple times. olence.	ABlade or Two □ A Blade or Two □ Throwing Knives □ A Pistol □ A 2 nd Pistol □ A Large Weapon □ An Unusual Weapon □ Heavy □ Burglary Gear □ Arcane Implements □ Documents
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