BLADESINTHEDA	RK CREW	MAT	E	Young Offender	COIN	
NAME	ATTAG	SPECIAL ABILITIES			PLAYBOOK	
NAME	ALIAS	O 7 MILLION COIN: In the by only spending 1 st.		ore, you may push yourself	INSIGHT	
LOOK HERITAGE: AKOROS—THE DAGGER ISLES	BACKGROUND: ACADEMIC DROPOUT—	Wanted level will a Ironhook	always be treated as	nder the legal age, your 0 to determine time in Desperate action, all other	HUNT STUDY SURVEY TINKER	
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS	USELESS LABOR—EEL MARKET—IGNOBLE	Blades present must select another scound	participate as part of drel to take the stress	a group action. You may from bad outcomes (1-3).	PROWESS FINESSE	
VICE / PURVEYOR: TRUANCY—GAMBLING—LUXURY—MAYHEM—PLEASURE—STUPOR—WEIRD		○ WE HAVE THE SAME HAIRCUT : You look just like your crew. You gain potency when passing the blame off to one of them.		• PROWL SKIRMISH		
STRESS TRAUMA CO	O DODGING SERGEANT HEALY : You can always outrun a Bluecoat, but gain +2 Heat when you do.			RESOLVE WRECK		
HARM HEALING Project clock		○ FAST ON A GOAT: You gain +1d on Finesse actions to ride a goat. You		ATTUNE		
		also get +1 result level on long term projects related to goat travel.			• • COMMAND	
3	OBLEEDING: Your Harm does not affect your ability to Sway or Consort. You can do these actions at Level 3 Harm.			O CONSORT		
2	 STILL TALKING SHIT: You may expend your special armor to resist a consequence of taking responsibility for your actions, or to push yourself when you deal with parental forces. 			BONUS DIE		
1				PUSH YOURSELF (take		
NOTES SPECIAL		O O BULLSHITTING: Choose a special ability from another source.		+ 2 stress) -OR- accept a DEVIL'S BARGAIN .		
					.	
		DUMB FRIENDS	ITEN		AD \diamondsuit 3 light \diamondsuit 5 normal \diamondsuit 6 heavy	
		$\triangle \bigtriangledown$ Mairead, your mom $\triangle \bigtriangledown$ Jock, a stupid mate		□Jock's Fine stolen goat □Not as fine stolen goat park-craft nail gun	☐ A Blade or Two	
					☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol	
		△▽ Billy, a dick	•	oke Bombs	☐ A Large Weapon	
		$\triangle \bigtriangledown$ Fake Billy, Jock in disguise \Box Bag of Black Lotus, stol $\triangle \bigtriangledown$ Healy, a shit Serpico \Box Cigarettes			☐ An Unusual Weapon	
					☐ Armor ☐ +Heavy☐ Burglary Gear	
		XP			☐ Climbing Gear	
				 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 stupidity or fear. You expressed your beliefs, drives, heritage, or background. You struggled with issues from your vice or traumas during the session. 		
		TEAMWORK			GATHERINFORMATION	
		Assist a teammate Choose a plan, provide the <i>load</i> limit for the operation		de the <i>detail</i> . Choose your ration.	What is dumb or stupid here?What can I get away with?	
		Lead a group action	Assault: Point of attac	k Occult: Arcane power	◆ What is a good prank here?	
		Protect a teammate	Deception: Method	Social: Connection	 What do they intend to do? What drives them to do this? 	
		Set up a teammate	Stealth: Entry point	Transport: Route	How can I reveal [X]?What's really going on here?	