BLADESINTHEDARK		
	TATUTO DE DAN ARCANE	
	WHISPER AN ARCANE ADEPT AND CHANNELER	U L
CKEW	SPECIAL ABILITIES PLAYBOOK XP	
	O COMPEL: YOU CAN ATTUNE TO THE GHOST FIELD TO FORCE A NEARBY	HUNT
AME ALIAS	SPIRIT TO APPEAR AND OBEY A COMMAND YOU GIVE IT. YOU ARE NOT SUPERNATURALLY TERRIFIED BY A SPIRIT YOU SUMMON OR COMPEL (THOUGH YOUR ALLIES MAY BE).	STUDY SURVEY
ООК	O GHOST MIND: YOU'RE ALWAYS AWARE OF SUPERNATURAL ENTITIES IN YOUR PRESENCE. TAKE <b>HD</b> WHEN YOU GATHER INFO ABOUT THE SUPERNATURAL.	
ERITAGE: AKOROS - THE DAGGER ISLES BACKGROUND: ACADEMIC - LABOR - LAW	O IRON WILL: YOU'RE IMMUNE TO THE TERROR THAT SOME SUPERNATURAL ENTITIES INFLICT ON SIGHT. TAKE <b>+1D</b> TO RESISTANCE ROLLS WITH RESOLVE.	PROWESS XP FINESSE PROWL
UVIA – SEVEROS – SKOVLAN – TYCHEROS TRADE – MILITARY – NOBLE – UNDERWORLD	O OCCULTIST: YOU KNOW THE SECRET WAYS TO CONSORT WITH ANCIENT POWERS, FORGOTTEN GODS OR DEMONS. ONCE YOU'VE CONSORTED WITH ONE, YOU GET <b>+1D</b> TO COMMAND CULTISTS WHO WORSHIP IT.	SKIRMISH WRECK
CE: FAITH - GAMBLING - LUXURY - OBLIGATION - PLEASURE - STUPOR - WEIRD	O RITUAL: YOU CAN STUDY AN OCCULT RITUAL (OR CREATE A NEW ONE)	
TRAUMA COLD - HAUNTED - OBSESSED - PARANOID RECKLESS - SOFT - UNSTABLE - VICIOUS	TO SUMMON A SUPERNATURAL EFFECT OR BEING YOU KNOW THE ARCANE METHODS TO PERFORM RITUAL SORCERY, YOU BEGIN WITH ONE RITUAL ALREADY LEARNED.	RESOLVE XP ATTUNE
ARM HEALING PROJECT CLOCK: FILL TO DROP	O STRANGE METHODS: WHEN YOU INVENT OR CRAFT A CREATION WITH ARCANE FEATURES, TAKE <b>+1D</b> TO YOUR ROLL. YOU BEGIN WITH ONE ARCANE DESIGN ALREADY KNOWN.	COMMAND CONSORT SWAY
HELP ALL HARM BY ONE LEVEL	<b>O</b> TEMPEST: YOU CAN PUSH YOURSELF TO DO ONE OF THE FOLLOWING: UNLEASH A STROKE OF LIGHTNING AS A WEAPON — SUMMON A STORM IN YOUR IMMEDIATE VICINITY (TORRENTIAL RAIN, ROARING WINDS, HEAVY	BONUS DIE
ARMOR	FOG, CHILLING FROST/SNOW, ETC.).	PUSH YOURSELF (TAKE 2 STRESS)
LESS HEAVY ARMOR EFFECT	SUPERNATURAL CONSEQUENCE, OR TO PUSH YOURSELF WHEN YOU DEAL WITH ARCANE FORCES.	ACCEPT A DEVIL'S BARGAIN
ARNING XP	VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER SOURCES:	3 LIGHT \$ 5 NORMAL \$ 6+ HEAVY
EVERY TIME YOU ROLL A DESPERATE ACTION, MARK XP IN THAT ACTION'S ATTRIBUTE.	0	
T THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK I XP (IN YOUR PLAYBOOK OR AN ATTRIBUTE) OR XP IF THAT ITEM OCCURRED MULTIPLE TIMES.	×	FINE LIGHTNING HOOK
YOU ADDRESSED A CHALLENGE WITH KNOWLEDGE OR ARCANE POWER.		FINE SPIRIT MASK
YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.		ELECTROPLASM VIALS
YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS DURING THE SESSION.	0	SPIRIT BOTTLES (2)
LANNING TEAMWORK		GHOST KEY DEMONBANE CHARM
OOSE A PLAN, THEN PROVIDE THE MISSING DETAIL ASSIST A TEAMMATE PAY 1 STRESS TO GIVE HD		A BLADE OR TWO
IR THE OPERATION:	0	THROWING KNIVES
SSAULT: POINT OF ATTACK OCCULT: ARCANE POWER LEAD A GROUP ACTION: EVERYONE ROLLS		A PISTOL A 2ND PISTOL
ECEPTION: METHOD SOCIAL: CONNECTION PROTECT A TEAMMATE: TAKE A CONSEQUENCE		AN UNUSUAL WEAPON
TEALTH: POINT OF ENTRY TRANSPORT: ROUTE SET UP A TEAMMATE: IMPROVE POSITION		BURGLARY GEAR
TRANGE FRIENDS GATHER INFORMATION	0	CLIMBING GEAR
		ARCANE IMPLEMENTS
$\Delta V$ $\Delta V$ $\diamond$ what echoes in the ghost field?		DOCUMENTS SUBTERFUGE SUPPLIES
$\Delta \nabla$ $\Delta \nabla$ $\diamond$ what is hidden or lost here?		DEMOLITION TOOLS
	0	TINKERING TOOLS
$\Delta \nabla \qquad $		
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## **BLADES**IN THE DARK

## **LONG-TERM PROJECTS AND NOTES**

