

- ☐ *Luck Charm*
- ☐ *Flint and Steel*
- ☐ ☐ *Armor*
- ☐ *A Small Blade or Two*
- ☐ *A Single-Shot Pistol*
- ☐ ☐ *A Large Weapon*
- ☐ ☐ *Lantern*
- ☐ *Throwing Knives*
- ☐ *Burglary Gear*
- ☐ *Demolition Tools*
- ☐ *Arcane Implements*
- ☐ ☐ *Climbing Gear*
- ☐ *Subterfuge Supplies*
- ☐ *Documents*



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☐ Documents



# Court of Blades

NAME & ALIAS

HOUSE

LOOK

INDULGENCE & SOURCE

BACKGROUND

HERITAGE

SHATTERS

Detached, Uncanny, Vengeful, Insatiable, Morose, Destructive, Obsessed, Territorial

STATUS

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STRESS

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INFLUENCE

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HARM

3

2

1

HEALING

NEED  
HELP

project clock

ARMOR USES

-1D

ARMOR

LESS  
EFFECT

SPECIAL

HEAT

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CONTACTS

GATHER INFORMATION

△▽ Goodman - A Historian  
△▽ Lost - A Poison Maker  
△▽ Piero - A Ghost  
△▽ Barlow - A Horse Thief  
△▽ Amelia - A Diva

◆ What stands in my way? ◆ How can I break [X]?  
◆ What do I remember about [X]?  
◆ What do they intend to do?  
◆ How can I get them to [X]? ◆ Are they telling the truth?  
◆ What's really going on here?

A Member of the House

BONDS

● CANNOT DIE: Upon level 4 harm that is not resisted, acquire an immediate shatter condition instead.

## The Curse

A haunted revenant bearing ancient knowledge, weaponry, and a grudge.

### SPECIAL ARMOR

● **IGNORE** the effects of one level of **harm** from a physical injury once per errand. *Does not apply to level 4 harm.*

### SPECIAL ABILITIES

- **HELL HOLDS NO SURPRISES:** You are a construct of dark dreams and bad memories, and cannot be *frightened*. Also gain +1 **stress box**.
- **BLEEDING LOVE:** You are haunted by a past companion or lover. It is tethered to you, both helping and tormenting. Choose 2 of the following features: *It can manifest to interact with the environment* - *You can see through its eyes* - *It can lend you its knowledge*. Also choose 2 of the following natures: *Wrathful, Jealous, Forlorn*. You cannot take a living **paramour**.
- **VALOR BEYOND DEATH:** When you max out your **stress** tracker or take level 4 **harm**, you are not immediately removed from the fight. You may stay and aid your coterie as long as they **assist** you, or until you **push** yourself to take one last action. You also gain +1 **shatter** box to fill before you must sleep.
- **VOID BLADE:** You can **push** yourself to imbue your Ancient Weapon with arcane energy. You cut through stone and steel like butter. Take +1 **effect** when you engage a foe.
- **POISONER'S BLADE:** Your Ancient Weapon is designed to hold a single vial of your choice. When triggered, the vial opens and the contents are channeled down the blade. The next thing to be wounded takes the effect of the compound in addition to any **harm**. You always have one vial of *Slake*. Craft, create, or acquire other poisons and compounds as normal.
- **STORY COLLECTOR:** You have passed the centuries consuming tomes, conversing with intellectuals, and growing your knowledge. You gain +1d when trying to recall the details of something you once read or heard. *Where did this information come from?*
- **IMMORTAL TOLERANCE:** Over the years you have intoxicated yourself in a myriad of creative ways. As a result, intoxicants and poisons always have **limited effect** on you.
- **VETERAN:** Choose a **special ability** from another **playbook**.

### XP TRIGGERS

- ◆ When 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), for a maximum of 4 **xp**.
- ◆ You addressed a challenge with callous disregard ◆ &/or unearthly endurance.
  - ◆ You expressed your beliefs, drives, heritage or background.
  - ◆ You struggled with issues from your indulgences or scandals during the session.

### TEAMWORK

Assist a teammate  
Lead a **group action**  
Protect a teammate  
Set up a teammate

### PLANNING & LOAD

Choose a **plan**, provide a **detail**.  
Choose your **load** limit for the errand.

Assault: *Point of attack*

Deception: *Method*

Stealth: *Entry point*

Arcane: *Magical*

Social: *Connection*

Transport: *Route*

CHARACTER XP

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BODY

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MIND

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SPIRIT

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BONUS DICE

**PUSH YOURSELF**  
+ (Take 2 Stress) -OR- Take a **LADY'S FAVOR**.

LOAD ☐ Discrete ☐ Loaded

SPECIAL PERMISSION

☐ A Prophetic Dream

GEAR

☐ An Ancient Weapon  
☐ A Symbol of the Dread Empire  
☐ A Lantern that Casts Shadow  
☐ A Dose of Weeping Bell  
☐ A Blood-Chilling Glare

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# Long-Term Projects

## Notes



NOTES

