

TAR

An erstwhile sailor, weathered by the Void Sea

When the people of Doskvol say "leviathan hunter" they're usually speaking of the rich and powerful families who own the fleets that keep the plasm flowing. In reality few, if any, of them have ever even seen a leviathan. The true leviathan hunters are the common tars brave or desperate enough to serve on the hunting ships. Those who head out into the terrible darkness of the Void Sea, take rope and harpoon in hand, and ply sweat and blood against unspeakable beasts. Those are the ones who keep the lights on back in Doskvol. Sometimes, by choice or circumstance, these sailors return before the Void Sea can claim them and many find use for hard won skills amongst the city's scoundrels.

When you play a Tar, you earn XP when you address a challenge with resilience or camaraderie. Life on the void sea is harsh and you've learned how to endure, how to come out on top, and how to bring your crew through with you.

What sent you out to sea and what brought you back? Do you prefer to give orders or to carry them out? What do you miss about life aboard ship and what are you trying to forget?

STARTING ACTIONS

CONSORT ●●●●

SURVEY ●●●●

STARTING BUILDS

Artist. +2 Tinker, +2 Study. **Leviathan Blood Tattoos**

Sailing Master. +2 Command, +1 Skirmish, +1 Survey. **The Next Threat**

Butcher. +2 Hunt, +1 Skirmish, +1 Command. **Big Game Hunter**

Lookout. +1 Survey, +1 Command, +2 Hunt. **Jackline.**

TOUGH FRIENDS, RIVALS

Lazlo, a dealer in contraband. *Perhaps a business partner, or someone to whom you're in debt?*

Laudius, a brutal fighter. *Perhaps a reliable bet in the fighting ring, or someone you need to look over your shoulder for?*

Sevoy, an impoverished socialite. *Someone looking for an advantage, can you get more out of them than they take from you?*

Veleris, a tattoo enthusiast. *Perhaps an admirer of your work, or someone determined to steal your secrets?*

Troist, an old crew mate. *Perhaps a tried and true ally, or someone from a past you'd rather forget?*

TAR SPECIAL ABILITIES

Leviathan Blood Tattoos

You know the secrets of creating tattoos that can be fed plasm to generate supernatural effects. When you **invent** or **craft** a tattoo you get **+1 result level** to your roll. You begin with one original design already known. *Details on Leviathan Blood Tattoos are included at the end of this playbook.*

Who taught you these skills? Do your tattoos carry special meaning or are they simple tools? Where do you get your supply of plasm?

*Follow the **Inventing** procedure with the GM (page 224) to define your first original design.*

Weather the Storm

If you would fill your last stress box, you may expend your **special armor** to instead clear 1 stress.

This prevents the last box from being filled and then clears 1 stress, you should be left with two empty stress boxes after using this ability. When you use this ability, tick the special armor box on your playbook sheet. Your special armor is restored at the beginning of downtime.

Knots and Lines

When you secure something using rope, only you may release it without destroying the rope. Additionally, while you are touching any part of the rope you may choose to have the knot come loose with a flick of your wrist.

Tall Tales and Sea Shanties

You may **push yourself** to win over a group of strangers with stories and songs from your time on the Void Sea. This will not override any individual's reasons to dislike or be suspicious of you. Gain **+1d** to **sway** members of this group.

Jackline

Once per score when you **assist** a teammate you may grant them **increased position** on their roll. Describe how you ensure their safety.

Big Game Hunter

The common ghosts and demons of Doskvol can sense the echoes of your battles with the leviathans. Gain **+1d** to **command** them.

High Tolerance

You may charge additional leviathan blood tattoos. Each tattoo charged after the second causes a **level 1 harm**.

The Next Threat

You gain **increased effect** when gathering information on immediate threats to you and your crew. Crew members gain **+1d** when using your information to avoid danger.

TAR ITEMS

Fine Inks and Needles: The tools of the tattooist's trade. Necessary for creating your tattoos. *Do you use manual or mechanical tools? How did you make or acquire them? Are you the first to own this set?* **[2 load]**

Fine Prosthetic Limb: Tattoos are not the only marks left on those who sail the Void Sea. *Which limb have you lost and how did it happen? Is the prosthetic designed to blend in or stand out?* **[0 load]**

Enough Rope: A good strong rope can be the difference between life and death. **[1 load]**

Fine Knife: Well crafted and well maintained. As important a tool as it is a weapon. **[1 load]** *Is this a tool to be replaced by any other blade of quality or does it hold some personal significance?*

Vial of Alcahest: A vital nautical safety measure. Used to quickly neutralise spilled alchemicals. **[0 load]**

A Fine Harpoon: Not on the scale of the massive harvesting harpoons but still a distinctive and impressive weapon. May be thrown to impale and pin targets in place, whether through clothes or flesh is up to the intent, and skill, of the wielder. **[2 load]**

LEVIATHAN BLOOD TATTOOS

While sailors have practiced tattoo-ing since time immemorial, the leviathan hunter crews of the Shattered Isles have discovered new ways to ply the art. Handed down from mentor to apprentice out on the massive hunter ships are the secret ways of scribing a tattoo to accept leviathan blood or plasm into its patterns. Leviathan blood tattoos are officially forbidden as they rely on skimming off some of the harvest for personal use and inexpert application of the tattoos or the plasm can lead to gruesome accidents. However, in practice most captains turn a blind eye as they understand both the utility of the tattoos and the dangers of coming down too harshly on the traditions of their crews.

A character with the Leviathan Blood Tattoos ability may opt to have any or all of the common designs listed below on their body. If they wish to have a tattoo of original design they must first create the design (by **inventing**) and then take time to tattoo and heal it (by **crafting**).

Tattoos may only cause effects internal to the person who bears them. For example, a tattoo could not allow you to create a light source or cause another object to glow but could cause your own skin to emit light.

A character with this ability may also tattoo other characters. They must use a crafting action to do so and may apply any common design or an original design they have access to. The character receiving the tattoo should note how it looks, where it is on their body and how its effect functions.

In play a character with leviathan blood tattoos may **push themselves** to charge one of their tattoos with plasm. Feeding plasm to a tattoo is physically demanding and most people cannot endure charging more than one tattoo at a time. The charge lasts until the character next sleeps. While charged the tattoo becomes lively, animated and undeniably supernatural.

Overt use of leviathan blood tattoos causes 1 tick to a 4 part clock "Accosted by Spirit Wardens".

Common designs

Eel: Must be placed on the neck. When charged, the eel's gills physically open and allow you to breathe underwater.

Anchor: Once per charge you may resist a consequence that would move you against your will.

Albatross: Will only hold a charge if not covered by clothing. Once per charge you may re-roll an action or resistance roll.

Campfire: While charged may you ignore complications and consequences caused by exposure to low temperatures. You may push yourself to make your skin unnaturally hot.

Lantern: While charged the tattoo emits a gentle beam of light. This light can be disguised by heavy clothing. You may push yourself to briefly increase the light to dazzling intensity.

Created by Forzare for the Unusual Suspects Game Jam, September 2020. Shout out to SMKUltra for their help.

Thanks for taking the time to check out my playbook. Comments and feedback are appreciated.

If you use this playbook in your Blades game, I'd love to hear how it goes! Leave a comment on the itch.io page.

Blades in the Dark (www.bladesinthedark.com) is a product of One Seven Design, developed and authored by John Harper.