

Into the Dark

Murkhunter

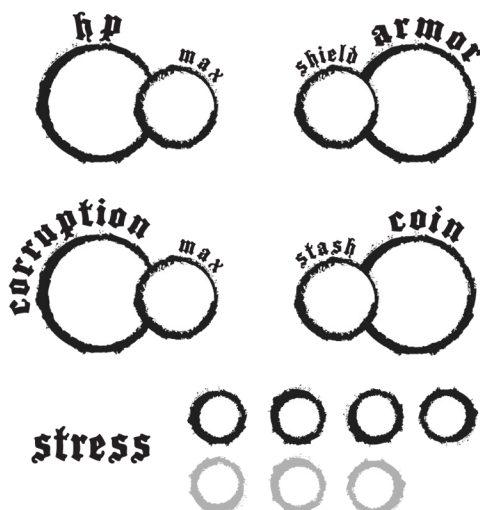
Attributes



Actions

ATHLETICS
ATTUNE
CHANNEL
LEADERSHIP
LORE
PROWL
SHOOT
SKIRMISH
STUDY
THREATEN
TINKER
VIGILANCE

Name:



Abilities

- ◇ **TOUGH:** Gain +6 hp permanently.
- ◇ **WEAPONMASTER:** Melee attacks deal an additional +1d6 damage. Your two-handed weapon melee attacks do +1d6+1 instead.
- ◇ **WAR MACHINE:** Any armor you wear does not limit your speed. Heavy armor you wear counts for 2 armor.
- ◇ **VIGOROUS:** When you camp, or rest for a while, you heal 1d6 damage automatically.
- ◇ **LOADED FOR BEAR:** Carry up to 2 extra items per load category. *Ex: At 5 load you still count as light.*
- ◇ **TOUGH AS NAILS:** Gain +1d to resist venoms, immobilizing effects, fear effects, and environmental hazards.
- ◇ **VETERAN:** Get an ability of another delver type.

xp



7xp: New Action. Toughening.
+1 Max Stress. +4 Max hp.
13xp: +1 Attribute (max +2).

Mark below as you do the deeds. At the end of a session convert checks to xp 1-for-1.

- ☐ ☐ ☐ **THE SHIELD:** Protect a teammate from a Murk threat.
- ☐ ☐ **THE SLAYER:** Land the killing blow on a Shade or Murkbeast.
- ☐ ☐ **THE UNYIELDING:** Reduce the damage from a blow to 0.
- ☐ ☐ **THE WRECKER:** Land a blow for 4+ damage.
- ☐ **THE SURVIVOR:** Survive an expedition into the Murk.

■ LIGHT LOAD

1-3 Load. Quick & Quiet.

■ NORMAL LOAD

4-7 Load.

■ HEAVY LOAD

8-9 Load. Slow and Noisy.

KEYWORDS: **Alchemical.** Liquid in Flask or vial. **Armor.** Reduces hp damage by the number. **Heavy.** Can't count as Light load. **Light.** Weighs little to nothing: 0 load. **Pre-murk.** Ancient tech from a previous era. Hard to replicate or repair. **Slow.** You never count as Light or Normal.

NAME	LOAD	DESCRIPTION	COST	OWNED
☐ Armor	I	Heavy. Armor 1.	1/3	◇
☐ Armor Kit	I	Spend to repair armor.	-/-	◆
☐ Heavy Armor	2	Slow. Armor 2.	3/7	◇
☐ Seal	I	Spend for Corruption-1 and +1d to resist it.	3/5	◇
☐ Shield	I	Armor +1. Spend to negate 1 hit.	2/5	◇
☐ Hand Weapon	I	1d6 damage. Melee. One Handed.	1/4	◇
☐ 2H Weapon	I	1d6+1 damage. Melee.	1/4	◇
☐ Spring Caster	I	1d6 at Range. Relatively accurate.	3/6	◇
☐ Bolts	O	5 ammo for Spring Caster.	1/2	◇
☐ Box Kit	I	Pre-Murk. Can start/override Pre-Murk tech.	5/10	◇
☐ Climbing Kit	I	Rope. Grapnels. Pitons. Etc.	2/5	◇
☐ Compass	I	Pre-Murk.	1/3	◇
☐ Chain & Winch	I	For heavy lifting, or tying up.	1/3	◇
☐ Blackwater	O	Alchemical. Ignites on contact with air.	2/3	◇
☐ ☐ ☐ Books	I PER	+1d to Looting/Study/Tinker.	1/3	◇◇◇
☐ ☐ ☐ Medkit	I PER	Requires rest. Recovers 1d6 hp.	1/4	◇◇◇
☐ ☐ ☐ Torch	I PER	Metal. Strike to light.	1/4	◇◇◇
☐ Birdstone	I	Pre-Murk. Makes things float.	-/9	◇
☐ Redline	O	Alchemical. Injection. Heals 1d6.	-/-	◆
☐ Screamer	I	When shattered will lure/distract murkbeasts.	2/-	◇
☐ Flicker Flash	O	Alchemical. Bright light explosive.	2/-	◇
☐ Crackler	I	Pre-Murk. Trap. 3d6 damage. Used up.	3/-	◇
☐ Harvest Kit	I	Turn Monster bits into Loot.	-/-	◆
☐ Shadow Band	I	Grants massive strength. May remove limb.	-/5	◇
☐ ☐ ☐ Loot				
☐ ☐ ☐ Loot				
☐ Lightcage	I	Holds Silver Flame.	-/-	

Into the Dark

Lightbearer

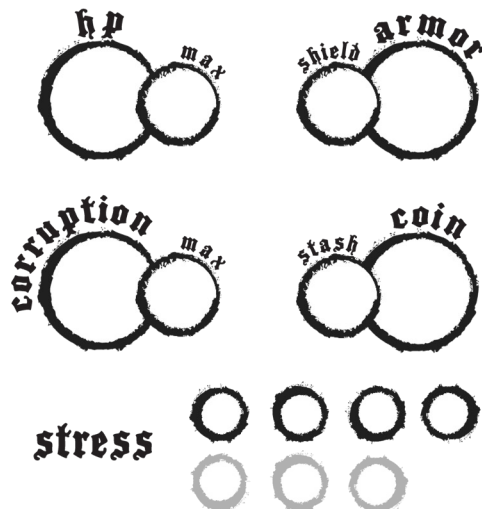
Attributes



Actions

ATHLETICS
ATTUNE
 CHANNEL
 LEADERSHIP
 LORE
 PROWL
 SHOOT
 SKIRMISH
 STUDY
 THREATEN
 TINKER
 VIGILANCE

Name:



Abilities

- ◆ **SEALS:** 1/expedition spend to fully ignore a consequence of Murk powers or magic.
- ◆ **WARDS:** Attune the Flame into barriers/warding circles. Resist when powerful things try to break it.
- ◆ **MEDIC:** Spend medkits in combat. When you rest the kits you spend on others heal for +1d6 hp.
- ◆ **DISPEL:** Use a handful of Silver Flame to consume mystic effects. May burn you.
- ◆ **FIREBLOOD:** Attune the Flame into the living. Cauterizes wounds (1d6 healing), removes enchantments and venoms. Hurts.
- ◆ **SILVER WEAPON:** Attune the Flame into a weapon. +1d6 damage to Murktouched.
- ◆ **VETERAN:** Get an ability of another delver type.

xp

7xp: New Action. Toughening.
 +1 Max Stress. +4 Max hp.
 13xp: +1 Attribute (max +2).

Mark below as you do the deeds. At the end of a session convert checks to xp 1-for-1.

- ☐ ☐ ☐ **THE MERCY:** Heal a teammate for 3+ damage.
- ☐ ☐ ☐ **THE BEARER:** Use the Flame to end a threat to your group.
- ☐ ☐ **THE LEADER:** Overcome a difficult obstacle with leadership and wisdom.
- ☐ **THE CLOSER:** Close a nightwell.
- ☐ **THE SURVIVOR:** Survive an expedition into the Murk.

■ LIGHT LOAD

1-3 Load. Quick & Quiet.

■ NORMAL LOAD

4-7 Load.

■ HEAVY LOAD

8-9 Load. Slow and Noisy.

KEYWORDS: **Alchemical.** Liquid in Flask or vial. **Armor.** Reduces hp damage by the number. **Heavy.** Can't count as Light load. **Light.** Weighs little to nothing: 0 load. **Pre-murk.** Ancient tech from a previous era. Hard to replicate or repair. **Slow.** You never count as Light or Normal.

NAME	LOAD	DESCRIPTION	COST	OWNED
☐ Armor	I	Heavy. Armor 1.	1/3	◇
☐ Heavy Armor	2	Slow. Armor 2.	3/7	◇
☐ Seal	I	Spend for Corruption-1 and +1d to resist it.	3/5	◇
☐ Shield	I	Armor +1. Spend to negate 1 hit.	2/5	◇
☐ Hand Weapon	I	1d6 damage. Melee. One Handed.	1/4	◇
☐ Hand Gun	I	Pre-Murk. 2d6 Range. Loud. 1d6+1 shots.	4/-	◇
☐ 2H Weapon	I	1d6+1 damage. Melee.	1/4	◇
☐ Chain, Unbkr.	I	Unbreakable. Burns Murkmonsters.	-/8	◇
☐ Spring Caster	I	1d6 at Range. Relatively accurate.	3/6	◇
☐ Bolts	O	5 ammo for Spring Caster.	1/2	◇
☐ Box Kit	I	Pre-Murk. Can start/override Pre-Murk tech.	5/10	◇
☐ Climbing Kit	I	Rope. Grapnels. Pitons. Etc.	2/5	◇
☐ Compass	I	Pre-Murk.	1/3	◇
☐ Chain & Winch	I	For heavy lifting, or tying up.	1/3	◇
☐ Argent Oil	O	Alchemical. +1d6 melee. Consumes.	2/-	◇
☐ Blackwater	O	Alchemical. Ignites on contact with air.	2/3	◇
☐ ☐ ☐ Books	I PER	+1d to Looting/Study/Tinker.	1/3	◇◇◇
☐ ☐ ☐ Medkit	I PER	Requires rest. Recovers 1d6 hp.	1/2	◇◇◇
☐ ☐ ☐ Torch	I PER	Metal. Strike to light.	1/4	◇◇◇
☐ Rebreather	O	Pre-Murk. Breathe in smoke/gas/etc.	1/4	◇
☐ Smoggers	O	Alchemical. Breathe out smoke clouds.	-/-	◆
☐ Whisper	O	Pre-Murk. Communicator marbles.	3/-	◆
☐ ☐ ☐ Loot				
☐ ☐ ☐ Loot				
☐ Lightcage	I	Holds Silver Flame.	-/-	

Into the Dark

Shadowbinder

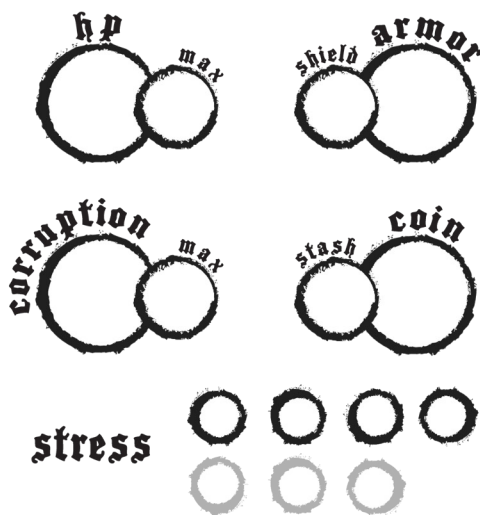
Attributes



Actions

ATHLETICS
ATTUNE
CHANNEL
LEADERSHIP
LORE
PROWL
SHOOT
SKIRMISH
STUDY
THREATEN
TINKER
VIGILANCE

Name:



Abilities

- ◇ SHADOWSHAPING: Channel the Murk into weapons/claws/etc attached to you.
- ◇ CONJURATION: Channel Shades. Start with 1 Shade True Name. It has 2 Knowledges (*slaying, scouting, assisting w/ magic*).
- ◇ BLOOD MAGIC: Take 1d6-2 damage to add +1d to a Channel roll.
- ◇ BINDING: Bind still or command Murkbeasts. Resolve resist their will/strength.
- ◇ SHADOWY CONTACTS: Safely sell Murk plants, beast parts, etc. +1 coin per.
- ◇ WARDS: 1 Armor vs mystic/ghostly attacks. -1 Corruption whenever you take it.
- ◇ VETERAN: Get an ability of another delver type.

xp



7xp: New Action. Toughening.
+1 Max Stress. +4 Max hp.
13xp: +1 Attribute (max +2).

Mark below as you do the deeds. At the end of a session convert checks to xp 1-for-1.

- ☐ ☐ ☐ THE BINDER: Overcome a difficulty with a minion.
- ☐ ☐ THE CUNNING: Solve problem with cunning/arcane knowledge.
- ☐ ☐ THE UNYIELDING: Overcome a difficulty using the Murk.
- ☐ ☐ THE HUNGRY: Get new occult knowledge or source of power.
- ☐ THE SURVIVOR: Survive an expedition into the Murk.

■ LIGHT LOAD

1-3 Load. Quick & Quiet.

■ NORMAL LOAD

4-7 Load.

■ HEAVY LOAD

8-9 Load. Slow and Noisy.

KEYWORDS: **Alchemical.** Liquid in Flask or vial. **Armor.** Reduces hp damage by the number. **Heavy.** Can't count as Light load. **Light.** Weighs little to nothing: 0 load. **Pre-murk.** Ancient tech from a previous era. Hard to replicate or repair. **Slow.** You never count as Light or Normal.

NAME	LOAD	DESCRIPTION	COST	OWNED
☐ Armor	I	Heavy. Armor 1.	1/3	◇
☐ Heavy Armor	2	Slow. Armor 2.	3/7	◇
☐ Seal	I	Spend for Corruption-1 and +1d to resist it.	3/5	◇
☐ Shield	I	Armor +1. Spend to negate 1 hit.	2/5	◇
☐ Athame	I	1d6 damage. Melee. Can strike incorporeal.	-/3	◇
☐ Hand Weapon	I	1d6 damage. Melee. One Handed.	1/4	◇
☐ 2H Weapon	I	1d6+1 damage. Melee.	1/4	◇
☐ Spring Caster	I	1d6 at Range. Relatively accurate.	3/6	◇
☐ Bolts	O	5 ammo for Spring Caster.	1/2	◇
☐ Box Kit	I	Pre-Murk. Can start/override Pre-Murk tech.	5/10	◇
☐ Climbing Kit	I	Rope. Grapnels. Pitons. Etc.	2/5	◇
☐ Compass	I	Pre-Murk.	1/3	◇
☐ Chain & Winch	I	For heavy lifting, or tying up.	1/3	◇
☐ Blackwater	O	Alchemical. Light. Ignites on air contact.	2/3	◇
☐ ☐ ☐ Books	I PER	+1d to Looting/Study/Tinker.	1/3	◇◇◇
☐ ☐ ☐ Medkit	I PER	Requires rest. Recovers 1d6 hp.	1/4	◇◇◇
☐ ☐ ☐ Torch	I PER	Metal. Strike to light.	1/4	◇◇◇
☐ Black Candles	I	Alchemical. +1d to summon Shades.	4/-	◇
☐ Dreamsmoke	O	Herbs that let you Astral Project.	2/4	◇
☐ Fetch	O	Small goblin. Control via linked piece.	2/8	◇
☐ Glimmerstone	O	Chills when Murkbeasts are close	2/-	◇
☐ Blood Bladder	I	Smell distracts Murkbeasts. Feeds shades.	1/8	◇
☐ Quicksilver	O	Alchemical. +1d to Channel. Addictive.	2/4	◇
☐ ☐ ☐ Loot				
☐ ☐ ☐ Loot				
☐ Lightcage	I	Holds Silver Flame.	-/-	

Into the Dark Explorer

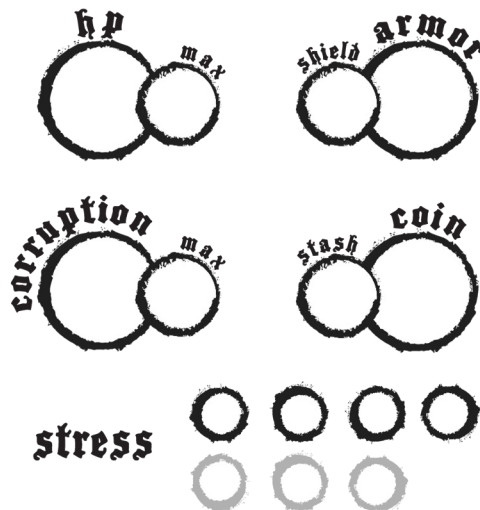
Attributes



Actions

ATHLETICS
 ATTUNE
 CHANNEL
 LEADERSHIP
 LORE
 PROWL
 SHOOT
 SKIRMISH
STUDY
 THREATEN
 TINKER
 VIGILANCE

Name:



Abilities

- ◇ **AMBUSH:** Take +1d and +1d6 damage when attacking from surprise.
- ◇ **ALCHEMIST:** Equip 3 free Alchemicals without paying at the start of each delve.
- ◇ **LOOTER:** GM rolls an extra loot die. You can sell forbidden tech, Make +3 coin total when selling loot at the end of a delve.
- ◇ **TINKER:** Pre-Murk knowledge as a perfect tool for studying artifacts etc.
- ◇ **TRAPPER:** +1d to Tinker traps or resist/avoid ambushes, traps etc.
- ◇ **QUICK:** Act as though you were 1 load category lighter than you are.
- ◇ **VETERAN:** Get an ability of another delver type.

xp

7xp: New Action. Toughening.
 +1 Max Stress. +4 Max hp.
 13xp: +1 Attribute (max +2).

Mark below as you do the deeds. At the end of a session convert checks to xp 1-for-1.

- ☐ ☐ **THE ARCHEOLOGIST:** Solve a problem with Pre-Murk tech.
- ☐ ☐ **THE BREWER:** Solve a problem using Alchemicals.
- ☐ ☐ **THE FIXER:** Repair or reconstruct a pre-murk artifact.
- ☐ ☐ **THE LOOTER:** Sell 3+ coin item.
- ☐ **THE SHINY:** Find Mint Loot.
- ☐ **THE SURVIVOR:** Survive an expedition into the Murk.

■ LIGHT LOAD

1-3 Load. Quick & Quiet.

■ NORMAL LOAD

4-7 Load.

■ HEAVY LOAD

8-9 Load. Slow and Noisy.

KEYWORDS: **Alchemical.** Liquid in Flask or vial. **Armor.** Reduces hp damage by the number. **Heavy.** Can't count as Light load. **Light.** Weighs little to nothing: 0 load. **Pre-murk.** Ancient tech from a previous era. Hard to replicate or repair. **Slow.** You never count as Light or Normal.

NAME	LOAD	DESCRIPTION	COST	OWNED
☐ Armor	I	Heavy. Armor 1.	1/3	◇
☐ Heavy Armor	2	Slow. Armor 2.	3/7	◇
☐ Seal	I	Spend for Corruption-1 and +1d to resist it.	3/5	◇
☐ Shield	I	Armor +1. Spend to negate 1 hit.	2/5	◇
☐ Hand Weapon	I	1d6 damage. Melee. One Handed.	1/4	◇
☐ 2H Weapon	I	1d6+1 damage. Melee.	1/4	◇
☐ Spring Caster	I	1d6 at Range. Relatively accurate.	3/6	◇
☐ Bolts	O	Light. 5 ammo for Spring Caster.	1/2	◇
☐ Box Kit	I	Pre-Murk. Can start/override Pre-Murk tech.	-/-	◆
☐ Climbing Kit	I	Rope. Grapnels. Pitons. Etc.	2/5	◇
☐ Compass	I	Pre-Murk.	1/3	◇
☐ Chain & Winch	I	For heavy lifting, or tying up.	1/3	◇
☐ Blackwater	O	Alchemical. Ignites on contact with air.	2/3	◇
☐ ☐ ☐ Books	I PER	+1d to Looting/Study/Tinker.	1/3	◇◇◇
☐ ☐ ☐ Medkit	I PER	Requires rest. Recovers 1d6 hp.	1/4	◇◇◇
☐ ☐ ☐ Torch	I PER	Metal. Strike to light.	1/4	◇◇◇
☐ Quiet Oil	O	Alchemical. Devours sound.	4/-	◇
☐ Shrooms, Mrk.	O	Alchemical. See in the Murk.	-/-	◆
☐ ☐ ☐ Brighters	O	Alchemical. Cold, Bright, flare. 30 min.	2/-	◇
☐ Quickbone	O	Alchemical. Turns bones to jelly.	4/-	◇
☐ Shadowbite	O	Alch. Poison. Half dam or +1d resist.	3/-	◇
☐ ☐ Corpsepip	O	Alchemical. Look/Feel dead.	1/-	◇
☐ ☐ ☐ Loot				
☐ ☐ ☐ Loot				
☐ Lightcage	I	Holds Silver Flame.	-/-	