

BLADES IN THE DARK

SIMPLE RULES OVERVIEW

ACTION ROLLS

When a player character does something challenging, we make an **action roll** to see how it turns out. An action is challenging if there's an obstacle to the PC's goal that's dangerous or troublesome in some way.

The player rolls a number of d6 equal to their character's **action rating** (from 1 to 4). The action rating they use depends on what their character is doing. If they're fighting, it's Skirmish, if they're using magic, it's Attune, etc. See the list of actions at right.

For each roll, we set the **position** and **effect level**. Position tells us how dangerous it is for the PC. A **controlled** position isn't very dangerous. A **risky** position is pretty dangerous. A **desperate** position is very dangerous. The effect level tells us how much impact this roll will have on the situation. **Great** effect means a big impact, enough to overcome a tough obstacle.

Standard effect means decent impact—enough to overcome a standard obstacle. **Limited** effect means poor impact, requiring multiple rolls to overcome an obstacle.

The outcome of the roll is determined by the **single highest die result**. **If the highest die is a 6, it's a full success:** the PC's action is effective and there are no complications. **If the highest die is a 4 or 5, it's a partial success:** the PC's action is effective, but there's a complication. **If the highest die is a 1-3, it's a failure:** the PC's action is not effective, and there's a complication, too.

Basically, when someone makes an action roll, we all look for that 6. If they don't get a 6, some kind of complication or bad consequence will happen, based on the PC's position. **If a player rolls more than one 6, that's a critical success**—they get an extra benefit of some kind.

FORTUNE ROLLS

A fortune roll tells us “how much” something manifests. There's no position or effect level, just a pool of d6 representing a trait. For example, the GM might make a fortune roll for the bad guys' morale to see if they can stay and fight. If they're brave, the GM might roll 3d6 and see how well they do. On a 6, they definitely stay and fight. On a 4/5, maybe a few of them run off. On a 1-3, they all break and flee.

RESISTANCE ROLLS

A PC can make a resistance roll to block or avoid a bad consequence that the GM inflicts. For example, if the GM says, “You do it, but Neela shoots you as you climb over. You take level 2 harm,” the player can say, “Nope! I want to resist that.” **When a PC resists a consequence, it's always effective**—the consequence will be reduced to something less severe or avoided entirely (depending on the situation).

The resistance roll tells us **how much stress** the PC takes (6 stress minus the highest die result).

ATTUNE
COMMAND
CONSORT
FINESSE
HUNT
PROWL
SKIRMISH
STUDY
SURVEY
SWAY
TINKER
WRECK

PROCEDURES

ACTION ROLL

1. The player states their **goal** for the action.
2. The player chooses the **action rating** that matches what their character is doing in the fiction.
3. The GM sets the **position** for the roll.
4. The GM sets the **effect level** for the action.
5. Add **bonus dice**.
6. **The player rolls the dice** and we judge the result.

BONUS DICE

- ◆ +1d from teammate (they take 1 stress)
- ◆ +1d if you push yourself or take a devil's bargain

FORTUNE ROLL

1. The GM determines the dice pool (generally 1 to 4 dice) based on the fictional trait that applies to the situation (morale, toughness, quality, etc.).
2. Roll the dice and read the highest single result to determine how strongly that trait manifests in the situation at hand.

RESISTANCE ROLL

1. The player chooses to resist a consequence.
2. The GM determines if the consequence will be reduced or negated by the resistance roll, depending on the details of the situation.
3. The GM determines which attribute applies to the consequence at hand (Insight, Prowess, or Resolve).
4. The player rolls the dice for that attribute.
5. The PC takes stress equal to 6 minus the highest dice result, and the consequence is negated or reduced.

FLASHBACKS

1. The player announces that they'd like a flashback to an action they performed in the past which will impact the current situation.
2. The GM briefly describes the scene for the flashback. The Player describes what their character does.
3. The GM sets a **stress cost** for the flashback action:
 - ◆ **0 STRESS:** An ordinary action for which you had easy opportunity.
 - ◆ **1 STRESS:** A complex action or unlikely opportunity.
 - ◆ **2 (OR MORE) STRESS:** An elaborate action that involved special opportunities or contingencies.
4. The PC takes the stress and attempts the flashback action.

CHARACTER CREATION

1 Choose a playbook. Your playbook represents your character's reputation in the underworld, their special abilities, and how they advance.

2 Choose a heritage. Detail your choice with a note about your family life. *For example, Skovlan: Ore miners, now war refugees in Duskwall.*

3 Choose a background. Detail your choice with your specific history. *For example, Labor: Leviathan hunter, mutineer.*

4 Assign four action dots. No action may begin with a rating higher than 2 during character creation. *(After creation, action ratings may advance up to 3. When you unlock the Mastery advance for your crew, you can advance actions up to rating 4.)*

5 Choose a special ability. They're in the gray column in the middle of the character sheet. If you can't decide, choose the first ability on the list. It's placed there as a good first option.

6 Choose a close friend and a rival. Mark the one who is a close friend, long-time ally, family relation, or lover (the upward-pointing triangle). Mark one who is a rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

7 Choose your vice. Pick your preferred type of vice, detail it with a short description and indicate the name and location of your vice purveyor.

8 Record your name, alias, and look. Choose a name, an alias (if you use one), and jot down a few words to describe your look. Examples are provided at right.

LOADOUT

You have access to all of the **items** on your character sheet. For each operation, decide what your character's **load** will be. During the operation, you may say that your character has an item on hand by checking the box for the item you want to use—up to a number of items equal to your chosen load. Your load also determines your movement speed and conspicuousness:

- ◆ **1-3 LOAD: Light.** *You're faster, less conspicuous; you blend in with citizens.*
- ◆ **4/5 LOAD: Normal.** *You look like a scoundrel, ready for trouble.*
- ◆ **6 LOAD: Heavy.** *You're slower. You look like an operative on a mission.*
- ◆ **7-9 LOAD: Encumbered.** *You're overburdened and can't do anything except move very slowly.*

Some special abilities (like the Cutter's **MULE** ability or a Demon's incredible strength) increase the load limits.

Some items count as two items for load (they have two connected boxes). *Items in italics don't count toward your load.*

You don't need to select specific items now. Review your personal items and the standard item descriptions provided in this PDF.

VICES

- **FAITH:** You're dedicated to an unseen power, forgotten god, ancestor, etc.
- **GAMBLING:** You crave games of chance, betting on sporting events, etc.
- **LUXURY:** Expensive and/or ostentatious displays of opulence.
- **OBLIGATION:** You're devoted to a family, a cause, a charity, etc.
- **PLEASURE:** Gratification from lovers, food, drink, drugs, art, theater, etc.
- **STUPOR:** You seek oblivion in the abuse of drugs, drink to excess, getting beaten to a pulp in the fighting pits, etc.
- **WEIRD:** You experiment with strange essences, consort with rogue spirits, observe bizarre rituals or taboos, etc.

NAMES

Adric, Aldo, Amosen, Andrel, Arden, Arlyn, Arquo, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crawl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grine, Helles, Hix, Holtz, Kamelin, Kelyr, Kobb, Kristov, Laudius, Lauria, Lenia, Lizete, Lorette, Lucella, Lynthia, Mara, Milos, Morlan, Myre, Narcus, Naria, Noggs, Odrienne, Orlan, Phin, Polonia, Quess, Remira, Ring, Roethe, Seseareth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timoth, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira.

LOOKS

Man, Woman, Ambiguous, Concealed.

Affable, Athletic, Bony, Bright, Brooding, Calm, Chiseled, Cold, Dark, Delicate, Fair, Fierce, Grimy, Handsome, Huge, Hunched, Languid, Lovely, Open, Plump, Rough, Sad, Scarred, Slim, Soft, Squat, Stern, Stout, Striking, Twitchy, Weathered, Wiry, Worn.

<i>Collared Shirt</i>	<i>Heavy Jacket</i>	<i>Knit Sweater</i>	<i>Rags & Tatters</i>	<i>Slim Jacket</i>	<i>Tricorn Hat</i>
<i>Eel-skin Bodysuit</i>	<i>Hide & Furs</i>	<i>Leathers</i>	<i>Rough Tunic</i>	<i>Soft Boots</i>	<i>Vest or Waistcoat</i>
<i>Fitted Dress</i>	<i>Hood & Veil</i>	<i>Long Coat</i>	<i>Scavenged Uniform Suit & Tie</i>		<i>Waxed Coat</i>
<i>Fitted Leggings</i>	<i>Hooded Cape</i>	<i>Long Scarf</i>	<i>Sharp Trousers</i>	<i>Suspenders</i>	<i>Wide Belt</i>
<i>Half-Cape</i>	<i>Hooded Coat</i>	<i>Loose Silks</i>	<i>Short Cloak</i>	<i>Tall Boots</i>	<i>Work Boots</i>
<i>Heavy Cloak</i>	<i>Knit Cap</i>	<i>Mask & Robes</i>	<i>Skirt & Blouse</i>	<i>Thick Greatcoat</i>	<i>Work Trousers</i>

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	HEALING	NEED HELP	ARMOR USES
3		project clock	
2		-1D	ARMOR <input type="checkbox"/>
1		LESS EFFECT	HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES

ALCHEMICALS

Bandolier

Bandolier

When you use a bandolier slot, choose an alchemical:

- ◆ Alcahest
- ◆ Binding Oil
- ◆ Drift Oil
- ◆ Drown Powder
- ◆ Eyebind Poison
- ◆ Fire Oil
- ◆ Grenade
- ◆ Quicksilver
- ◆ Skullfire Poison
- ◆ Smoke Bomb
- ◆ Spark (drug)
- ◆ Standstill Poison
- ◆ Trance Powder

LEECH

A SABOTEUR AND TECHNICIAN

STASH COIN

SPECIAL ABILITIES

- **ALCHEMIST:** When you **invent** or **craft** a creation with *alchemical* features, take +1 **result level** to your roll. You begin with one special formula already known.
- **ANALYST:** During **downtime**, you get **two ticks** to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- **ARTIFICER:** When you **invent** or **craft** a creation with *spark-craft* features, take +1 **result level** to your roll. You begin with one special design already known.
- **FORTITUDE:** You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- **GHOST WARD:** You know how to **Wreck** an area with arcane substances and methods so it is either anathema or enticing to spirits (your choice).
- **PHYSICKER:** You can **Tinker** with bones, blood, and bodily humours to treat wounds or stabilize the dying. You may **study** a malady or corpse. Everyone in your crew gets +1d to their healing treatment rolls.
- **SABOTEUR:** When you **Wreck**, the work is much quieter than it should be and the damage is hidden from casual inspection.
- **VENOMOUS:** Choose a drug or poison (from your bandolier stock) to which you have become immune. You can **push yourself** to secrete it through your skin or saliva or exhale it as a vapor.
- ○ ○ **VETERAN:** Choose a special ability from another source.

PLAYBOOK

INSIGHT

- ● ● ● HUNT
- ● ● ● STUDY
- ● ● ● SURVEY
- ● ● ● TINKER

PROWESS

- ● ● ● FINESSE
- ● ● ● PROWL
- ● ● ● SKIRMISH
- ● ● ● WRECK

RESOLVE

- ● ● ● ATTUNE
- ● ● ● COMMAND
- ● ● ● CONSORT
- ● ● ● SWAY

BONUS DIE

PUSH YOURSELF (take +2 stress) -OR- accept a **DEVIL'S BARGAIN**.

CLEVER FRIENDS

- △▽ Stazia, an apothecary
- △▽ Veldren, a psychonaut
- △▽ Eckerd, a corpse thief
- △▽ Jul, a blood dealer
- △▽ Malista, a priestess

ITEMS

- Fine tinkering tools
- Fine wrecking tools
- Blowgun & darts, syringes
- Bandolier (3 uses)
- Bandolier (3 uses)
- Gadgets

LOAD 3 light 5 normal 6 heavy

- A Blade or Two
- Throwing Knives
- A Pistol A 2nd Pistol
- A Large Weapon
- An Unusual Weapon
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

XP

- ◆ 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 technical skill or mayhem.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

TEAMWORK

Assist a teammate

Lead a **group action**

Protect a teammate

Set up a teammate

PLANNING & LOAD

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

Assault: Point of attack

Occult: Arcane power

Deception: Method

Social: Connection

Stealth: Entry point

Transport: Route

GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What can I tinker with here?
- ◆ What might happen if I [X]?
- ◆ How can I find [X]?
- ◆ What's really going on here?

STANDARD ITEMS

A Blade or Two: Perhaps you carry a simple fighting knife. Or two curved swords. Or a rapier and stiletto. Or a heavy butcher's cleaver. [1 LOAD]

Your choice of blade might reflect your heritage:

In the North (Akoros and Skovlan) blades tend to be broad, heavy, and single-edged.

In Severos, the horse-lords favor spears in battle, but for personal combat they carry distinctive double-edged daggers with very wide blades, often intricately inscribed with family histories.

In the Dagger Isles, the corsairs often use narrow, light blades made for quick thrusts—such as the rapier and stiletto.

In Iruvia, curved blades are common; sharpened on the outer edge like a saber, or sharpened on the inner edge, like a sickle.

Throwing Knives: Six small, light blades. [1 LOAD]

A Pistol: A heavy, single-shot, breech-loading firearm. Devastating at 20 paces, slow to reload. [1 LOAD]

A Large Weapon: A weapon meant for two hands. A battle-axe, greatsword, warhammer, or pole-arm. A hunting rifle. A blunderbuss. A bow or crossbow. [2 LOAD]

An Unusual Weapon: A curiosity or tool turned into a weapon. A whip, a flail, a hatchet, a shovel, a length of chain, a razor-edged fan, steel-toed boots. [1 LOAD]

Armor: A thick leather tunic plus reinforced gloves and boots. [2 LOAD]

+Heavy: The addition of chain mail, metal plates, a metal helm. [3 LOAD] *The load for heavy armor is in addition to normal armor—5 load total.*

Burglary Gear: A set of lockpicks. A small pry-bar. Vials of oil to silence squeaky hinges. A coil of wire and fishing hooks. A small pouch of fine sand. [1 LOAD]

Climbing Gear: A large coil of rope. A small coil of rope. Grappling hooks. A small pouch of chalk dust. A climbing harness with loops and metal rings. A set of iron pitons and a small mallet. [2 LOAD]

Documents: A collection of slim volumes on a variety of topics, including a registry of the nobility, City Watch commanders, and other notable citizens. Blank pages, a vial of ink, a pen. A number of interesting maps. [1 LOAD]

Arcane Implements: A vial of quicksilver. A pouch of black salt. A spirit anchor in the form of a small stone. A spirit bottle. A vial of electroplasm, designed to break and splatter on impact. [1 LOAD]

Subterfuge supplies: A theatrical make-up kit. A selection of blank documents, ready for the forger's hand. Costume jewelry. A reversible cloak and distinctive hat. A forged badge of office. [1 LOAD]

Demolition tools: A sledgehammer and iron spikes. Heavy drill. Crowbar. [2 LOAD]

Tinkering Tools: An assortment for detailed mechanist work: jeweler's loupe, tweezers, a small hammer, pliers, screwdriver, etc. [1 LOAD]

Lantern: A simple oil lantern, a fancy electroplasmic lamp, or other light source. [1 LOAD]

Spiritbane Charm: A small arcane trinket that ghosts prefer to avoid. [0 LOAD]

DUSKWALL: VICE PURVEYORS

FAITH

- ◆ **Mother Narya**, House of the Weeping Lady, Six Towers.
- ◆ **Ilacille**, the ruins of the Temple to forgotten gods, Coalridge.
- ◆ **Nelisanne**, The Church of the Ecstasy of the Flesh, Brightstone.
- ◆ **Lord Penderyn**, the Archive of Echoes, Charterhall.

GAMBLING

- ◆ **Spogg's** dice game, Crow's Foot.
- ◆ **Grist**, boxing, the Docks.
- ◆ **Helene**, Silver Stag casino, Silkshore.
- ◆ **Master Vreen**, hound racing, Nightmarket.
- ◆ **Lady Dusk**, the Dusk Manor Club, Whitecrown.
- ◆ **Sergeant Velk**, the fighting pits, Dunslough.

LUXURY, PLEASURE

- ◆ **Singer**, bath house, Crow's Foot.
- ◆ **Harvale Brogan**, the Centuralia Club, Brightstone.
- ◆ **Traven's** smoke shop, Coalridge.
- ◆ **Dunridge & Sons** fine fabrics and tailoring, Nightmarket.
- ◆ **Chef Roselle**, the Golden Plum restaurant, Six Towers.
- ◆ **Maestro Helleren**, Spiregarden theater, Whitecrown.

OBLIGATION

- ◆ **Family members** (heritage) or **former co-workers** (background).
- ◆ **Hutton**, Skovlander Refugees/Revolutionaries, Charhollow.
- ◆ **The Circle of Flame**, a secret society.

PLEASURE, STUPOR

- ◆ **Mardin Gull**, the Leaky Bucket, tavern, Crow's Foot.
- ◆ **Pux Bolin**, the Harping Monkey, tavern, Nightmarket.
- ◆ **Helene**, Silver Stag casino, Silkshore.
- ◆ **Lady Freyla**, the Emperor's Cask, bar, Whitecrown.
- ◆ **Avrick**, powder dealer, Barrowcleft.
- ◆ **Rolan Volaris**, the Veil, social club, Nightmarket.
- ◆ **Madame Tesslyn**, the Red Lamp, brothel, Silkshore.
- ◆ **Traven's** smoke shop, Coalridge.
- ◆ **Eldrin Prichard**, the Silver Swan pleasure barge, Brightstone canals.
- ◆ **Jewel, Bird, and Shine**, Catcrawl Alley, the Docks.

WEIRD

- ◆ **The hooded proprietor** of a half-flooded grotto tavern near the docks. Strange passageways lead to stranger chambers beyond.
- ◆ **Father Yoren**, House of the Weeping Lady, Six Towers.
- ◆ **"Salia,"** a spirit of the Reconciled, which moves from body to body at their whim.
- ◆ **Sister Thorn**, deathlands scavenger gang, Gaddoc Station.
- ◆ **Ojak**, Tycherosi rooftop market vendor, Silkshore.
- ◆ **Aranna the Blessed**, cultist of a forgotten god, barge moored in Nightmarket.

CREW CREATION

1 Choose a crew type. The crew type determines the group's purpose, their special abilities, and how they advance.

You begin at **Tier 0**, with **strong hold** and **0 REP**. You start with **2 COIN**.

2 Choose an initial reputation and lair. Choose how other underworld factions see you: *Ambitious—Brutal—Daring—Honorable—Professional—Savvy—Subtle—Strange*. Look at the map and pick a district in which to place your lair. Describe the lair.

3 Establish your hunting grounds. Look at the map and pick a district in which to place your hunting grounds. Decide how to deal with the faction that claims that area.

- ◆ Pay them **1 COIN**.
- ◆ Pay them **2 COIN**. Get **+1 status**.
- ◆ Pay nothing. Get **-1 status**.

4 Choose a special ability. They're in the gray column in the middle of the crew sheet. If you can't decide, choose the first ability on the list. It's placed there as a good first option.

5 Assign crew upgrades. Your crew has two upgrades pre-selected. Choose two more. If your crew has a cohort, follow the procedure to create it. Record the faction status changes due to your upgrades:

- ◆ One faction helped you get an upgrade. Take **+1 status** with them. Or spend **1 COIN** for **+2 status** instead.
- ◆ One faction was harmed when you got an upgrade. Take **-2 status** with them. Or spend **1 COIN** for **-1 status** instead.

6 Choose a favorite contact. Mark the one who is a close friend, long-time ally, or partner in crime. Record the faction status changes related to your contact:

- ◆ One faction is friendly with your contact. Take **+1 status** with them.
- ◆ One faction is unfriendly with your contact. Take **-1 status** with them.

At your option, increase the intensity of the factions' relationship with your contact and take **+2** and **-2 status**, instead.

CREW UPGRADES

- ◆ **BOAT HOUSE:** You have a boat, a dock on a waterway, and a small shack to store boating supplies. A second upgrade improves the boat with armor and more cargo capacity.
- ◆ **CARRIAGE HOUSE:** You have a carriage, two goats to pull it, and a stable. A second upgrade improves the carriage with armor and larger, swifter goats. *Horses are very rare in Doskvol—most carriages in the city use the large Akorosian goat as their draft animal.*
- ◆ **COHORT:** A cohort is a gang or a single expert NPC who works for your crew. For all the details on cohorts, see page 96.
- ◆ **HIDDEN LAIR:** Your lair has a secret location and is disguised to hide it from view. If your lair is discovered, use two downtime activities and pay **COIN** equal to your Tier to relocate it and hide it once again.
- ◆ **MASTERY:** Your crew has access to master level training. You may advance your PCs' action ratings to 4 (until you unlock this upgrade, PC action ratings are capped at 3). This costs four upgrade boxes to unlock.
- ◆ **QUALITY:** Each upgrade improves the **quality rating** of all the PCs' items of that type, beyond the quality established by the crew's Tier and fine items. You can improve the quality of **Documents**, **Gear** (covers Burglary Gear and Climbing Gear), **Arcane Implements**, **Subterfuge Supplies**, **Tools** (covers Demolitions Tools and Tinkering Tools), and **Weapons**.

So, if you are Tier 0, with fine lockpicks (+1) and the Quality upgrade for gear (+1), you could contend equally with a Tier II quality lock.

- ◆ **QUARTERS:** Your lair includes living quarters for the crew. Without this upgrade, each PC sleeps elsewhere, and is vulnerable when they do so.
- ◆ **SECURE LAIR:** Your lair has locks, alarms, and traps to thwart intruders. A second upgrade improves the defenses to include arcane measures that work against spirits. *You might roll your crew's Tier if these measures are ever put to the test, to see how well they thwart an intruder.*
- ◆ **TRAINING:** If you have a Training upgrade, you earn 2 xp (instead of 1) when you train a given xp track during downtime (**INSIGHT**, **PROWESS**, **RESOLVE**, or Playbook xp). This upgrade essentially helps you advance more quickly. See **Advancement**, page 48.

*If you have **Insight Training**, when you train **INSIGHT** during downtime, you mark 2 xp on the **INSIGHT** track (instead of just 1). If you have **Playbook Training**, you mark 2 xp on your **playbook xp** track when you train.*

- ◆ **VAULT:** Your lair has a secure vault, increasing your storage capacity for **COIN** to 8. A second upgrade increases your capacity to 16. A separate part of your vault can be used as a holding cell.
- ◆ **WORKSHOP:** Your lair has a workshop appointed with tools for tinkering and alchemy, as well as a small library of books, documents, and maps. You may accomplish long-term projects with these assets without leaving your lair.

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

REP TURF HOLD WEAK STRONG TIER

<input type="checkbox"/> TRAINING ROOMS +1 scale for your Skulks cohorts	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> FIXER +2 coin for lower-class targets	<input type="checkbox"/> INFORMANTS +1d gather info for scores	<input type="checkbox"/> HAGFISH FARM Body disposal, +1d to reduce heat after killing
<input type="checkbox"/> VICTIM TROPHIES +1 rep per score	<input type="checkbox"/> TURF	<input checked="" type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> COVER OPERATION -2 heat per score
<input type="checkbox"/> PROTECTION RACKET (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> INFIRMARY +1d to healing rolls	<input type="checkbox"/> ENVOY +2 coin for high-class targets	<input type="checkbox"/> LOVER IDENTITIES +1d engagement for deception and social plans	<input type="checkbox"/> CITY RECORDS +1d engagement for stealth plans

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

ASSASSINS

MURDERERS FOR HIRE

SPECIAL ABILITIES

- DEADLY:** Each PC may add +1 action rating to **Hunt, Prowl, or Skirmish** (up to a max rating of 3).
- CROW'S VEIL:** Due to hard-won experience or occult ritual, your activities are hidden from the notice of the death-seeker crows. You don't take extra heat when killing is involved on a score.
- EMBERDEATH:** Due to hard-won experience or occult ritual, you know the arcane method to destroy a living victim's spirit at the moment you kill them. Take 3 stress to channel electroplasmic energy from the ghost field to disintegrate the spirit and dead body in a shower of sparking embers.
- NO TRACES:** When you keep an operation quiet or make it look like an accident, you get half the rep value of the target (round up) instead of zero. When you end **downtime** with zero heat, take +1 rep.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- PREDATORS:** When you use stealth or subterfuge to commit murder, take +1d to the **engagement** roll.
- VIPERS:** When you acquire or craft poisons, you get +1 result level to your roll. When you employ a poison, you are specially prepared to be immune to its effects.
- VETERAN:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Execute a successful accident, disappearance, murder, or ransom operation.
- ◆ Contend with challenges above your current station.
- ◆ Bolster your crew's reputation or develop a new one.
- ◆ Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- Trev, a gang boss
- Lydra, a deal broker
- Irimina, a vicious noble
- Karlos, a bounty hunter
- Exeter, a spirit warden
- Sevoy, a merchant lord

CREW UPGRADES

- Assassin rigging (2 free load of weapons or gear)
- Ironhook Contacts (+1 Tier in prison)
- Elite Skulks
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR	QUALITY
<input type="checkbox"/> <input type="checkbox"/> Carriage	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Gear
<input type="checkbox"/> <input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> <input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> <input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> <input type="checkbox"/> Workshop	

TRAINING	COHORTS
<input checked="" type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

REP TURF HOLD WEAK STRONG TIER

<input type="checkbox"/> TURF	<input type="checkbox"/> PERSONAL CLOTHIER +1d engagement roll for social plans	<input type="checkbox"/> LOCAL GRAFT +2 coin for show of force or socialize	<input type="checkbox"/> LOOKOUTS +1d to Survey or Hunt on your turf	<input type="checkbox"/> INFORMANTS +1d gather info for scores
<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> LUXURY VENUE +1d to Consort and Sway on site
<input type="checkbox"/> FOREIGN MARKET (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> SURPLUS CACHES +2 coin for product sale or supply	<input type="checkbox"/> COVER OPERATION -2 heat per score	<input type="checkbox"/> LOVER IDENTITIES +1d engagement for deception and transport plans

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

HAWKERS

VICE DEALERS

SPECIAL ABILITIES

- SILVER TONGUES:** Each PC may add +1 action rating to **Command**, **Consort**, or **Sway** (up to a max rating of 3).
- ACCORD:** Sometimes friends are as good as territory. You may count up to three +3 **faction statuses** you hold as if they are **turf**.
- THE GOOD STUFF:** Your merchandise is exquisite. The product **quality** is equal to your **Tier+2**. When you deal with a crew or faction, the GM will tell you who among them is hooked on your product (one, a few, many, or all).
- GHOST MARKET:** Through arcane ritual or hard-won experience, you have discovered how to prepare your product for sale to ghosts and/or demons. *They do not pay in coin. What do they pay with?*
- HIGH SOCIETY:** It's all about who you know. Take -1 **heat** during downtime and +1d to **gather info** about the city's elite.
- HOOKED:** Your gang members use your product. Add the *savage, unreliable, or wild* flaw to your gangs to give them +1 **quality**.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- VETERAN:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Acquire product supply, execute clandestine/covert sales, or secure new territory.
- ◆ Contend with challenges above your current station.
- ◆ Bolster your crew's reputation or develop a new one.
- ◆ Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- ▷ Rolan Wott, a magistrate
- ▷ Laroze, a bluecoat
- ▷ Lydra, a deal broker
- ▷ Hoxley, a smuggler
- ▷ Anya, a dillittante
- ▷ Marlo, a gang boss

CREW UPGRADES

- Hawker's rigging (1 carried item is concealed and has no load)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rooks
- Elite Thugs
- Composed (+1 stress box)

SALES TERRITORY: SALE—SUPPLY—SHOW OF FORCE—SOCIALIZE

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR	QUALITY
<input type="checkbox"/> <input type="checkbox"/> Carriage	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input checked="" type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> <input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input type="checkbox"/> Prowess	New Cohort: 2
<input checked="" type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

REP TURF HOLD WEAK STRONG TIER

<input type="checkbox"/> TURF	<input type="checkbox"/> SIDE BUSINESS (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> LUXURY FENCE +2 coin for high-class targets	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> TAVERN +1d to Consort and Sway on site
<input type="checkbox"/> ANCIENT GATE Safe passage in the Deathlands	<input type="checkbox"/> TURF	<input checked="" type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> SECRET ROUTES +1d engagement for transport plans	<input type="checkbox"/> INFORMANTS +1d gather info for scores	<input type="checkbox"/> FLEET Your cohorts have their own vehicles	<input type="checkbox"/> COVER OPERATION -2 heat per score	<input type="checkbox"/> WAREHOUSE Stockpiles give you +1d to acquire assets

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

VEHICLE EDGES

Nimble: The vehicle handles easily. Consider this an assist for tricky maneuvers.

Simple: The vehicle is easy to repair. Remove all of its harm during downtime.

Sturdy: The vehicle keeps operating even when *broken*.

VEHICLE FLAWS

Costly: The vehicle costs 1 coin per downtime to keep in operation.

Distinct: The vehicle has memorable features. Take +1 heat when you use it on a score.

Finicky: The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.

SMUGGLERS

SUPPLIERS OF ILLICIT GOODS

SPECIAL ABILITIES

- LIKE PART OF THE FAMILY:** Create one of your vehicles as a cohort (use the vehicle edges and flaws, below). Its **quality** is equal to your Tier +1.
- ALL HANDS:** During **downtime**, one of your cohorts may perform a downtime activity for the crew to **acquire an asset, reduce heat, or work on a long-term project.**
- GHOST PASSAGE:** From harsh experience or occult ritual, all crew members become immune to possession by spirits, but may choose to "carry" a second ghost as a passenger within their body.
- JUST PASSING THROUGH:** During **downtime**, take -1 heat. When your heat is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary citizens.
- LEVERAGE:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain +1 rep.
- REAVERS:** When you go into conflict aboard a vehicle, you gain +1 effect for vehicle damage and speed. Your vehicle gains armor.
- RENEGADES:** Each PC may add +1 action rating to **Finesse, Prowl, or Skirmish** (up to a max rating of 3).
- VETERAN:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Execute a successful smuggling or acquire new clients or contraband sources.
- ◆ Contend with challenges above your current station.
- ◆ Bolster your crew's reputation or develop a new one.
- ◆ Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- ▷ Elynn, a dock worker
- ▷ Rolan, a drug dealer
- ▷ Sera, an arms dealer
- ▷ Nyelle, a spirit trafficker
- ▷ Decker, an anarchist
- ▷ Esme, a tavern owner

CREW UPGRADES

- Smuggler's rigging (2 items carried are perfectly concealed)
- Camouflage (vehicles are perfectly concealed at rest)
- Elite Rovers
- Barge (+mobility for lair)
- Steady (+1 stress box)

CARGO TYPES: ARCANE/WEIRD—ARMS—CONTRABAND—PASSENGERS

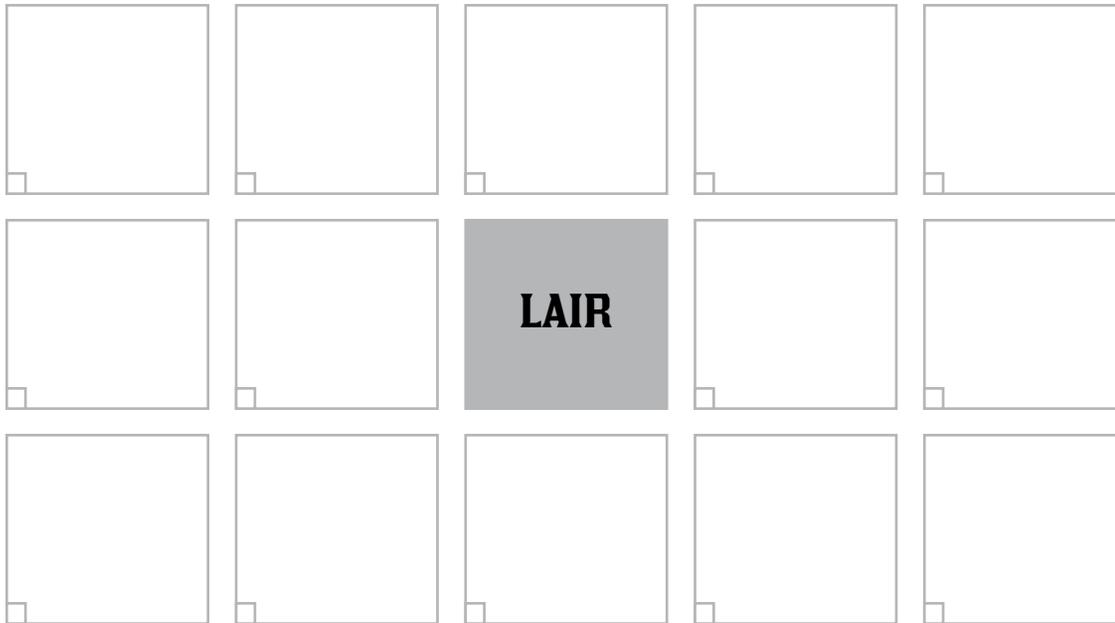
COHORT GANG EXPERT
WEAK IMPAIRED BROKEN ARMOR

LAIR	QUALITY
<input checked="" type="checkbox"/> <input type="checkbox"/> Vehicle	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> Vehicle	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> <input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

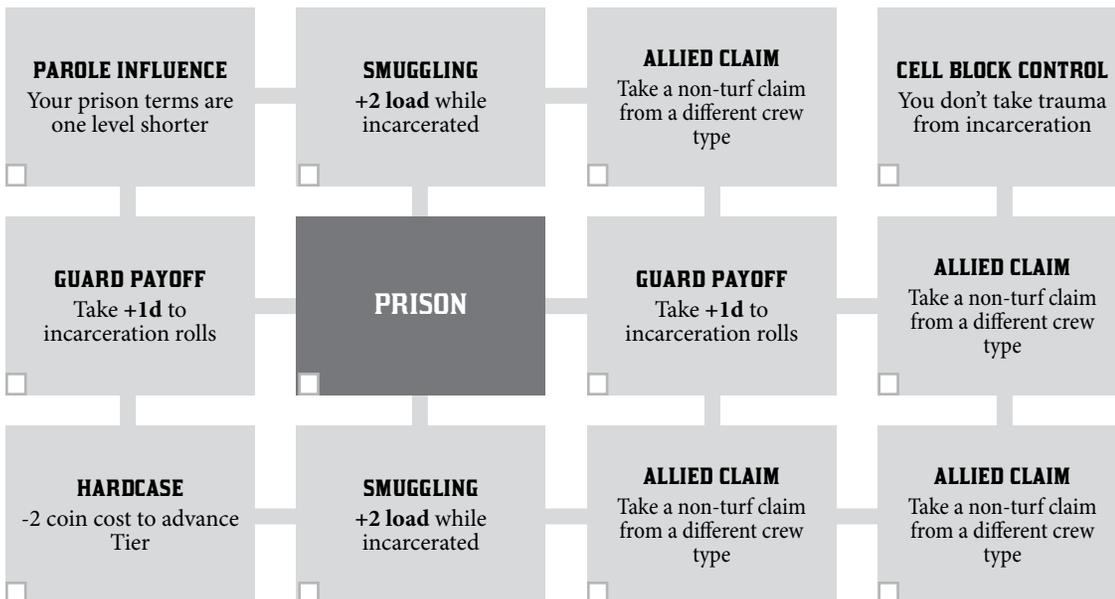
TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

BLADES IN THE DARK

CREW:



PRISON CLAIMS



Every time a member of your crew goes to prison, you have a chance to gain a prison claim. See **Incarceration**, page 148.

ALLIED CLAIM

One of your allies on the inside arranges for their faction to grant you a boon. Take a claim for your crew from a different crew type. You can't take turf with this claim.

CELL BLOCK CONTROL

Your crew has a cell block under their total control—guards and all. You never take trauma from incarceration.

GUARD PAYOFF

You claim several Ironhook prison guards on your payroll. Take +1d to your Tier roll when a member of your crew is incarcerated.

HARDCASE

Your reputation as a tough inmate bolsters your crew's image in Duskwall. When your crew advances Tier, it costs 2 fewer coins than it normally would.

PAROLE INFLUENCE

Political pressures of various sorts can be applied to the magistrates and warden who oversee sentences for crimes. With this claim, you're always able to arrange for a shorter prison stay—as if your **wanted level** was 1 lower. So, if your wanted level was 3 when you went in, you'd spend only several months behind bars (equivalent to level 2) instead of a full year.

SMUGGLING

You arrange smuggling channels inside. You have +2 load while incarcerated, (starting from zero as a prisoner). If you take this claim twice, you'll have 4 load while you're serving time in Ironhook. Also, you may choose to have 1 coin in place of a load item for purposes of bribes or acquiring assets while in prison. You may reset your prison load whenever your crew has downtime.

DOSKVOL



LANDMARKS

1 THE VOID SEA. During the cataclysm, the oceans turned to black ink. Tiny points of light, arrayed like constellations of stars, can be seen far below the surface. Only the bravest or most desperate of captains dare to sail beyond sight of land, into a sea as black and dark as the sky above. The vengeful ghosts which plague the land tend to shun the open ocean, but there are more terrible things prowling the deeps.

2 THE LOST DISTRICT. A once wealthy area, ravaged by plague then abandoned to the Death Lands when the second lightning barrier was built. Contains many lost treasures for the foolhardy to seek out.

3 IRONHOOK PRISON. A towering metal fortress, where the worst (or most unlucky) criminals are incarcerated. Many are forced into labor in the Southern fields and pit-mines of Dunsloough. The condemned are sent to scavenge in the Death Lands.

4 GADDOC RAIL STATION. Electro-rail trains from across the Imperium arrive here daily with goods and passengers.

5 EELERIES & FARMS. About half of Doskvol's food needs are met by imports; the other half is gathered locally from eel farms, mushroom caverns, and crops nurtured by wondrous radiant energy lamps.

6 OLD NORTH PORT. Before the deluge of the second century, the Dusk River delta was only a shallow bog surrounding a coal mining settlement. Ships used the Old North Port to dock and re-supply before crossing the open sea to Skovlan. The obsolete port was abandoned to the Death Lands when the second lightning barrier was built.

7 THE DEATH LANDS. Beyond the lightning barrier, the world is a barren wasteland of petrified trees, ash, and choking clouds of black miasma. Legions of restless ghosts ceaselessly search for the faintest spark of life essence upon which to prey.

DISTRICTS

WHITECROWN. The sprawling estates of the Lord Governor, Hunter Commander, Master Warden, and Doskvol Academy.

BRIGHTSTONE. The grand mansions and luxury shops of the wealthy elite.

CHARTERHALL. The city's civic offices and the hub for shops, artisans, and commerce.

SIX TOWERS. A formerly rich district, now worn down and dilapidated.

SILKSHORE. The "red lamp district" and artist community.

NIGHTMARKET. The trade center for exotic goods imported by rail. Many vendors also trade in illicit goods.

CROW'S FOOT. A cramped neighborhood of multi-level streets, ruled by gangs.

THE DOCKS. Rough taverns, tattoo parlors, fighting pits, and warehouses.

BARROWCLEFT. Residences and markets for the farmers who work the fields and eeleries.

COALRIDGE. The remnants of Doskvol's original hilltop mining settlement, now home to laborers and industrial factories.

CHARHOLLOW. A maze of tenements and squalid row houses.

DUNSLOUGH. A labor camp served by convicts and a ghetto for the destitute poor.

WEALTH High ■ Medium ■ Low ■

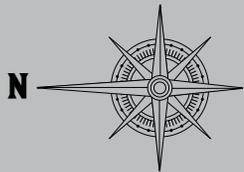


DOSKVOL

ALSO KNOWN AS DUSKWALL, NORTH HOOK

Imperial Province Of Akoros

Circa 847 AC





THE SHATTERED ISLES

AKOROS

A land of dark, petrified forests and rocky hills. The rich coastal cities get their wealth from leviathan hunting and from mining colonies deep inland. The Akorosi are sometimes called “Imperials” since the Imperium began there. They are generally fair-skinned and dark haired.

SEVEROS

A land of windswept plains, covered in dark scrub and thorny growths. Outside the Imperial cities on the coast, some native Severosi still live in free tribes, scavenging the death-lands on their ghost-hunting horses. They are generally dark-skinned and dark haired.

IRUVIA

A land of black deserts, obsidian mountains, and raging volcanoes. Some say that positions of power are openly held by demons in Iruvia. The people are generally dark-skinned and dark haired.

THE DAGGER ISLES

A tropical archipelago covered in dense jungle growth; now turned dark and twisted from the strange magic of the cataclysm. Some say that the people there live without lightning barriers. How do they manage that? Native islanders are generally copper-skinned and dark haired.

SKOVLAN

A ragged land of cold mountains and rough tundra. Skovlan was the last holdout against Imperial control. They are generally pale-skinned and fair haired or red haired.

TYCHEROS

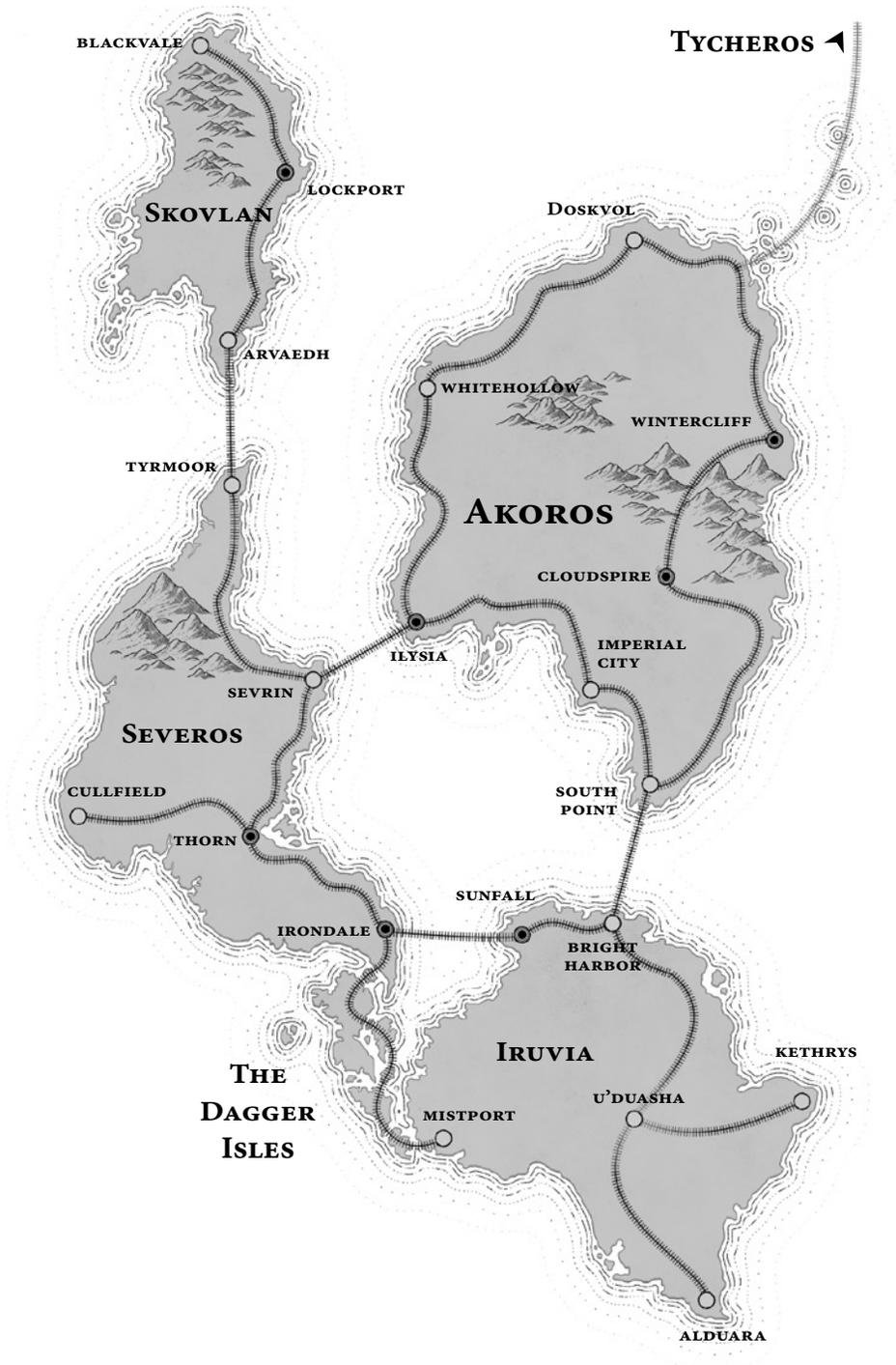
A far off land, disconnected from the Empire. People say the Tycherosi (rudely called “Strangers”) have demon blood in their lineage.

A NOTE ABOUT THE WORLD

The shattered isles have wildly different climates due to magical forces left over from the cataclysm. The “water” of the Void Sea seems to be composed of opaque black ink, but it’s possible to see constellations of shimmering stars far below the surface. The sun is a dim ember, providing only meager twilight at dawn and dusk; leaving the world in darkness otherwise.

This was once a storybook fantasy world of magic and wonders, which was destroyed and an industrial civilization was built on top of the ruins.

Don’t expect scientific realism here.



RULES REFERENCE 1

ACTION ROLL

◆ **1d** for each **ACTION** rating dot.

◆ **+1d** if you have **ASSISTANCE**.

◆ **+1d** if you **PUSH** yourself -OR- you accept a **DEVIL'S BARGAIN**.

CONTROLLED

You act on your terms. You exploit a dominant advantage.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor **complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky** position.

1-3: You falter. Press on by seizing a **risky** opportunity, or withdraw and try a different approach.

RISKY

You go head to head. You act under fire. You take a chance.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a consequence: you suffer **harm**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

1-3: Things go badly. You suffer **harm**, a **complication** occurs, you end up in a **desperate** position, you **lose this opportunity**.

DESPERATE

You overreach your capabilities. You're in serious trouble.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a consequence: you suffer **severe harm**, a **serious complication** occurs, you have **reduced effect**.

1-3: It's the worst outcome. You suffer **severe harm**, a **serious complication** occurs, you **lose this opportunity** for action.

Each time you roll a desperate action, mark a tick of *xp* for that attribute.

The GM sets the *consequences* according to the situation. You may suffer one, some, or all of the listed consequences. You may attempt to *avoid or reduce a consequence with a resistance roll*.

RESISTANCE ROLL

◆ **1d** for each **ATTRIBUTE** dot.

You reduce or avoid the consequence and take **6 STRESS minus your highest die result**. When you roll a *critical* on resistance, *clear 1 stress*.

TEAMWORK

ASSIST

Take 1 stress to give another player **+1d**. You might also suffer consequences from the roll. Only one person may assist a roll.

LEAD A GROUP

Lead a **group action**. Roll for each character who participates in the group action. The best single roll counts as the action result, which applies to every character that rolled.

PROTECT

Face danger for a teammate. Step in to suffer a consequence in their place. You may roll to resist as normal, if you wish.

SET UP

Set up another character with your action. If you achieve it, any team members who follow up get **+1 effect** or **improved position**.

ACTIONS

- ◆ **ATTUNE** to spirits and the ghost field; channel electroplasmic energy; perceive and communicate with ghosts; understand spectrology.
- ◆ **COMMAND** obedience with your force of personality; intimidate or threaten; lead an action with one of the crew's **GANGS**.
- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **FINESSE** an item from someone's pocket; employ subtle misdirection or sleight-of-hand; handle a vehicle or a mount.
- ◆ **HUNT** a target; gather information about its location and movements; attack with precision shooting from a distance.
- ◆ **PROWL** about unseen and traverse obstacles; climb, swim, run, jump, and tumble. Ambush with close violence—a backstab, throat cutting, black-jack, etc.
- ◆ **SKIRMISH** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **STUDY** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.
- ◆ **SURVEY** a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.
- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **TINKER** with mechanisms to create, modify, disable, or repair; disable a trap, pick a lock, or crack a safe. Use the ubiquitous clockwork and electroplasmic devices around the city to your advantage.
- ◆ **WRECK** a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force; create distractions and chaos.

RULES REFERENCE 2

After the score, resolve Payoff, Heat, Entanglements, then Downtime—in that order

1. PAYOFF

The crew earns 2 **REP** per score by default. If the target of the score is higher Tier, take **+1 REP per Tier higher**. If the target of the score is lower Tier, you get **-1 REP per Tier lower** (minimum zero). *(If you keep the job completely quiet you earn zero rep instead).*

You also earn a **COIN** reward based on the nature of the operation (see list at right).

3. ENTANGLEMENTS

After the payoff, roll dice equal to your **WANTED LEVEL**, and read the result according to your **HEAT**.

HEAT 0-3		HEAT 4/5		HEAT 6+	
1-3	Gang Trouble or The Usual Suspects	1-3	Gang Trouble or Questioning	1-3	Flipped or Interrogation
4/5	Rivals or Unquiet Dead	4/5	Reprisals or Unquiet Dead	4/5	Demonic Notice or Show of Force
6	Cooperation	6	Show of Force	6	Arrest

ARREST. An Inspector presents a case file of evidence to a magistrate, to begin prosecution of your crew. The Bluecoats send a detail to arrest you. Pay them off with **COIN** (Wanted Level +3), hand someone over for arrest (this clears your heat), or try to evade capture.

COOPERATION. A +3 status faction asks you for a favor. Agree to do it or forfeit **1 REP** per **TIER** of the friendly faction or lose 1 status with them. If you don't have a +3 faction status, you avoid entanglements right now.

DEMONIC NOTICE. A demon approaches the crew with a dark offer. Accept, hide until it loses interest (forfeit **3 REP**), or deal with it another way.

FLIPPED. One of your contacts, patrons, clients, or a group of your customers switches allegiances due to the heat on you. They're loyal to another faction now.

GANG TROUBLE. One of your gangs (or other cohorts) causes trouble due to their flaw(s). Lose face (forfeit **REP** equal to your **TIER+1**), make an example of one of the gang members, or face reprisals from the wronged party. If you lack a gang or other cohort with a flaw, there's no entanglement.

INTERROGATION. The Bluecoats round up one of the PCs to question them about the crew's crimes. *How did they manage to capture you?* Pay them off with **3 COIN**, or they beat you up (**level 2 harm**) and you tell them what they want to know (**+3 HEAT**). You can **resist** each of those consequences separately.

- ◆ **2 COIN:** Minor job; several full purses.
- ◆ **4 COIN:** Small job; a strongbox.
- ◆ **6 COIN:** Standard score; decent loot.
- ◆ **8 COIN:** Big score; serious loot.
- ◆ **10+ COIN:** Major score; impressive loot.

Subtract coin equal to your Tier+1 if you pay a tithe to a ward boss or larger organization.

QUESTIONING. The Bluecoats grab an NPC member of your crew or one of the crew's contacts, to question them about your crimes. *Who do the Bluecoats think is most vulnerable?* Make a **fortune roll** to see how much they talk (**1-3: +2 HEAT, 4/5: +1 HEAT**), or pay the Bluecoats off with **2 COIN**.

REPRISALS. An enemy faction makes a move against you (or a friend, contact, or vice purveyor). Pay them (**1 REP** and **1 COIN**) per **TIER** of the enemy as an apology, allow them to mess with you or yours, or fight back and show them who's boss.

RIVALS. A neutral faction throws their weight around. They threaten you, a friend or contact, or one of your vice purveyors. Forfeit (**1 REP** or **1 COIN**) per **TIER** of the rival, or stand up to them and lose **1 STATUS** with them.

SHOW OF FORCE. A faction with whom you have a negative status makes a play against your holdings. Give them **1 CLAIM** or go to war (drop to -3 status). If you have no claims, **lose 1 hold** instead.

UNQUIET DEAD. A rogue spirit is drawn to you (perhaps it's a past victim?). Acquire the services of a Whisper or Rail Jack to attempt to destroy or banish it, or deal with it yourself.

THE USUAL SUSPECTS. The Bluecoats grab someone in the periphery of your crew. One player volunteers a friend or vice purveyor as the person most likely to be taken. Make a **fortune roll** to find out if they resist questioning (**1-3: +2 HEAT, 4/5: level 2 harm**), or pay the Bluecoats off with **1 COIN**.

2. HEAT

After a score or conflict with an opponent, the crew takes **HEAT**. Add **+1 HEAT** for a high-profile or well-connected target. Add **+1 HEAT** if the situation happened on hostile turf. Add **+1 HEAT** if you're at war. Add **+2 HEAT** if killing was involved.

- ◆ **0 HEAT:** Smooth & quiet; low exposure.
- ◆ **2 HEAT:** Contained; standard exposure.
- ◆ **4 HEAT:** Loud & chaotic; high exposure.
- ◆ **6 HEAT:** Wild; devastating exposure.

Plus any additional heat from complications or devil's bargains during the session.

4. DOWNTIME

When you're at liberty between scores and find some respite from peril, **you may pursue two downtime activities** from the list below. You also recover all of your **armor** uses. During downtime, you may perform **additional activities** from the list by spending **1 COIN** or **1 REP** for each.

For any downtime roll, add **+1d** to the roll if you get help from a **friend** or **contact**. After the roll, you may **increase the result level** by one for each **COIN** spent, by hiring assistance, paying a bribe, etc. (so, a 1-3 result becomes a 4/5, 4/5 becomes 6, 6 becomes **CRITICAL**).

ACQUIRE ASSET

Acquire temporary use of an **asset**. Roll the crew's **TIER**. The result indicates the **quality** of the asset (**1-3: Inferior** (Tier -1), **4/5: Standard** (Tier), **6: Fine** (Tier +1), **CRIT: Exceptional** (Tier +2)). *You may spend coin to bump this result beyond exceptional, to reach higher quality Tiers, but it costs 2 coin per level to do so.*

LONG TERM PROJECT

Work on a **Long Term Project**, if you have the means. Roll a trait and mark 1 segment on the project clock per level (**1-3: one, 4/5: two, 6: three, CRIT: five**).

RECOVER

Get **treatment** to tick your **healing clock** (like a long-term project). *When you fill a clock, each harm is reduced by one level.*

REDUCE HEAT

Say how you reduce **Heat** on the crew and roll your **ACTION**. Reduce heat according to the result level (**1-3: one, 4/5: two, 6: three, CRIT: five**).

TRAIN

Mark **1 XP** for an attribute or your playbook (**+1 XP** if you have the appropriate crew training upgrade). *You can train a given xp track only once per downtime.*

INDULGE VICE

Visit a purveyor of your vice and roll dice equal to your **lowest attribute**. Clear stress equal to your highest die result. If you clear more stress levels than you had marked, you **overindulge** (see below). *If you do not or cannot indulge your vice during downtime, you take stress equal to your **TRAUMA**.*

OVERINDULGE.

You make a bad call because of your vice—in acquiring it or while under its influence. What did you do?

- ◆ **ATTRACT TROUBLE:** Select or roll an additional **entanglement**.
- ◆ **BRAG** bout your exploits. **+2 HEAT**.
- ◆ **LOST:** Play a different character until this one returns from their bender.
- ◆ **TAPPED.** Your current purveyor cuts you off. Find a new source for your vice.

GM REFERENCE

GM GOALS

Play to find out what happens.
Bring Doskvol to Life.
Convey the world honestly.

GM PRINCIPLES

Be a fan of the PCs.
Let everything flow from the fiction.
Hold on lightly.
Address the characters.
Address the players.
Paint the world w/ a haunted brush.
Surround them w/ industrial sprawl.
Consider the risk.

GM ACTIONS

When things are getting started:

- ◆ **What's your goal?**
- ◆ **What plan did you make?** (and what's the detail?)

And when things are underway:

- ◆ **How do you do that?** (which action do you use?)
- ◆ **What's your goal?** (what's the effect?)

Cut to the moment of crisis.
Telegraph trouble before it strikes.
Tell them the consequences and ask.
Offer a devil's bargain.

Make a progress clock or tick one.
Ask the players.
Actions ripple through the network.
Think off-screen.

What do you do?

NAMES: Adric, Aldo, Amison, Andrel, Arcy, Arden, Arilyn, Arquo, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Canter, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crowl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grell, Helles, Hix, Holtz, Kamelin, Kelyr, Kobb, Kristov, Laudius, Lauria, Lenia, Lizete, Lorette, Lucella, Lynthia, Mara, Milos, Morlan, Myre, Narcus, Naria, Noggs, Odrienne, Orlan, Phin, Polonia, Quess, Remira, Ring, Roethe, Seseereth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timothy, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira.

FAMILY NAMES: Arran, Athanoch, Basran, Boden, Booker. Ankhayat, Bowmore, Breakiron, Brogan, Clelland, Clermont, Coleburn, Comber, Daava, Dalmore, Danfield, Dunvil, Edrad, Farros, Grine, Haig, Helker, Helles, Hellyers, Jayan, Jeduin, Kardera, Karstas, Keel, Kessarín, Kinclath, Lomond, Maroden, Michter, Morríston, Penderyn, Prichard, Rowan, Salkara, Sevoy, Skelkallan, Slane, Strangford, Strathmill, Templeton, Tyrconnell, Vale, Vedat, Walund.

ALIASES: Bell, Birch, Bird, Bliss, Bricks, Bug, Chime, Coil, Cricket, Cross, Crow, Echo, Flint, Frog, Frost, Grip, Hook, Ink, Junker, Mist, Moon, Nail, Needle, Ogre, Pool, Ring, Ruby, Silver, Skinner, Song, Spur, Tackle, Thistle, Thorn, Tick Tock, Trick, Vixen, Whip, Wicker.

LOOKS

Man, Woman, Ambiguous, Concealed.

Affable	Athletic	Plump
Brooding	Stout	Squat
Bright	Scarred	Weathered
Dark	Rough	Cold
Fair	Striking	Sad
Worn	Lovely	Stern
Lean	Handsome	Open
Wiry	Slim	Languid
Huge	Delicate	Calm
Chiseled	Bony	Fierce

<i>Tricorn Hat</i>	<i>Fitted Dress</i>
<i>Long Coat</i>	<i>Heavy Cloak</i>
<i>Hood & Veil</i>	<i>Thick Greatcoat</i>
<i>Short Cloak</i>	<i>Soft Boots</i>
<i>Knit Cap</i>	<i>Loose Silks</i>
<i>Slim Jacket</i>	<i>Sharp Trousers</i>
<i>Hooded Coat</i>	<i>Waxed Coat</i>
<i>Tall Boots</i>	<i>Long Scarf</i>
<i>Work Boots</i>	<i>Leathers</i>
<i>Mask & Robes</i>	<i>Eel-skin Bodysuit</i>
<i>Suit & Vest</i>	<i>Hide & Furs</i>
<i>Collared Shirt</i>	<i>Scavenged Uniform</i>
<i>Suspenders</i>	<i>Threadbare Tatters</i>
<i>Skirt & Blouse</i>	<i>Fitted Leggings</i>

CITY DESCRIPTORS

soot-choked, cobblestones, dim, ink-dark, cooking-smells, oily puddles, silver moonlight, fog-shrouded, damp, chill, wind-swept, shadowy, brick walls, echoes, chimneys, gas-lights, electro-lights, carriages, clocktowers, lanterns, pipe-smoke, canals, gondolas, rain-slick, gargoyles, ruins, steeples, bridges, walkways, scaffolds, alleys, cisterns, sewers, clanking machinery, ironwork.

DOSKVOL NOTABLES

Lyssa, a crime boss. Cold and calculating. Killed her former boss, **Roric**.

The Dimmer Sisters. People say they're witches who bathe in fresh blood. Never seen outside their home.

Ulf Ironborn, a brutal Skovlander; craves power.

Mylera Klev, leader of the *Red Sash* gang. Art collector.

Baszo Baz, leader of the *Lampblacks*. Loves whisky.

Merrul Brime, secrets broker; owns the Hooded Fox.

Lady Drake, a magistrate on the payroll of criminals.

The Tower, anonymous leader of *The Unseen*. **The Star**, chief lieutenant. **Grull**, a mid-level thug with ambitions.

Mordis, a merchant of the night market. A fence. Hides his true appearance under a robe and hood.

Taffer, a merchant of the night market. A cultist.

Jira, a merchant of the night market. A smuggler.

Elstera Avrathi, resident diplomat of Iruvia.

Bryнна Skyrkallan, resident diplomat of Skovlan.

Tyrin Nol, resident diplomat of Severos.

Andris, a spy and informant with flexible loyalties.

Krop, a constable of the watch. Refuses bribes.

Lewit, Jol, Cinda, Reyf, bluecoats of the watch.

Alon Helker, a judge-inspector. Rooting out corruption.

Casslyn Mora, a judge with family ties to criminals.

Belindra, a jailor of Ironhook Prison.

Ereth Skane, an advocate with unseemly vices.

Denkirk Sol, an advocate with surprising scruples.

Polix, attache to the Lord Governor of Doskvol. A secret spiritualist and rune-binder.

Nyryx and **Hoxan**, rogue spirits possessing the bodies of streetwalkers, looking for a whisper to serve.

Levyra, a spirit medium.

Kember, a distiller of essences and potions, proprietor of the Devil's Tooth.

Raffello, a master painter obsessed w/ the unnatural.

Lannic, an expert art forger.

DISTRICTS (richest to poorest)

Whitecrown	Coalridge
Brightstone	The Docks
Six Towers	Crow's Foot
Charterhall	Dunslough
Nightmarket	Barrowcleft
Silkshore	Charhollow

LOCATIONS

Undercross	The Hooded Fox
Echo Gardens	The Hook & Line
The Night Market	The Leaky Bucket
The Canals	The Devil's Tooth
Chalk Street Bridge	The Black Tree
Candle Street Bridge	The Cat & Candle
Gaddoc Rail Station	The Broken Anchor
Heartbreak Square	The Red Lamp
The Anvilworks	The Nail & Bottle
The Black Circle	The Six Arms
Bellweather	The Old Rasp
Crematorium	The Moon's Daughter
Ironhook Prison	The Sexton
The Blood Pits	Hazlewood
The Lost Ward	Quinn's
Razor Hill	

FLASHBACK STRESS COSTS

0 STRESS for a normal action for which you had easy opportunity.

1 STRESS for a complex action or unlikely opportunity.

2+ STRESS for an elaborate action which involved several special opportunities or contingencies.

INSIGHT

Hunt
Study
Survey
Tinker

PROWESS

Finesse
Prowl
Skirmish
Wreck

RESOLVE

Attune
Command
Consort
Sway

CONSEQUENCES

Complication (Tick a clock, 1-3 segments. Or a new **obstacle** or **threat** appears.)

You have **reduced effect**.

You suffer **harm** (1-3).

You **lose your opportunity**.

You end up in a **worse position**.

EFFECT

How does the effect manifest?

If there's a clock for your obstacle, tick segments equal to the effect level.

- LIMITED:** *How is the effect diminished? What significant obstacle remains?*
- STANDARD:** *How does the expected effect manifest? What's left to do, if anything?*
- GREAT:** *How is the effect increased? What extra benefit manifests?*

EFFECT FACTORS

-	QUALITY / TIER	+
-	SCALE	+
-	POTENCY	+

ENGAGEMENT ROLL

◆ **Start with 1d** for sheer luck.

◆ Is this operation particularly bold or daring? Take **+1d**. Is this operation overly complex or contingent on many factors? Take **-1d**.

◆ Does the **plan's detail** expose a vulnerability of the target or hit them where they're weakest? Take **+1d**. Is the target strongest against this approach, or do they have particular defenses or special preparations? Take **-1d**.

◆ Can any of your **friends or contacts** provide aid or insight for this operation? Take **+1d**. Are any **enemies or rivals** interfering in the operation? Take **-1d**.

◆ Are there any **other elements** that you want to consider? Tier, location, etc.

CRIT: *You've already overcome the first obstacle and you're in a controlled position.*

6: *You're in a controlled position when the action starts.*

4/5: *You're in a risky position when the action starts.*

1-3: *You're in a desperate position when the action starts.*

BLADES IN THE DARK

CAMPAIGN TRACKER

SHEET NUMBER _____

SCORE TYPE

TARGET

LOCATION

PAYOFF: COIN / REP

HEAT

ENTANGLEMENTS, FACTION STATUS CHANGES

NOTES, EVENTS, AND CLOCKS ADVANCED

SCORE TYPE

TARGET

LOCATION

PAYOFF: COIN / REP

HEAT

ENTANGLEMENTS, FACTION STATUS CHANGES

NOTES, EVENTS, AND CLOCKS ADVANCED

SCORE TYPE

TARGET

LOCATION

PAYOFF: COIN / REP

HEAT

ENTANGLEMENTS, FACTION STATUS CHANGES

NOTES, EVENTS, AND CLOCKS ADVANCED

BLADES IN THE DARK

CREW _____

NAME _____

ALIAS _____

LOOK _____

HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS **BACKGROUND:** ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD

Your **VICE** is life essence, consumed from a living human. Use 1 downtime activity to **hunt** prey and indulge your vice. Also, when you feed, erase all level 1 harm and mark 4 ticks on your healing clock. This is the only way you can heal. How do you feed? What telltale sign do you leave on your victims?

STRESS **TRAUMA** **COLD—HAUNTED—OBSESSED—PARANOID RUTHLESS—SECRETIVE—UNSTABLE—VICIOUS**

HARM	HEALING	NEED HELP	ARMOR USES
3	project clock		
2		-1D	ARMOR <input type="checkbox"/>
1		LESS EFFECT	HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

GHOST SPECIAL ABILITIES (FROM ORIGINAL PLAYBOOK)

STRICTURES

When you gain a new vampire trait (except veteran), add a stricture.

○ **SLUMBER:** In downtime, you must spend one activity resting in a dark, silent place (or else suffer 3 stress).

○ **FORBIDDEN:** You cannot enter a private residence without permission from the owner.

○ **REPULLED:** Spiritbane charms can hold you at bay. (Take 2 stress to resist the repulsion.)

○ **BESTIAL:** When you suffer physical harm or *overindulge* your vice, your body twists into a horrific bestial form until you next feed without overindulging.

○ **BOUND:** Your spirit must remain in this body, or be destroyed.

VAMPIRE

A spirit animating an undead body
SPIRIT PLAYBOOK

VAMPIRE TRAITS

● **UNDEAD:** You are a spirit which animates an undead body. Your trauma is maxed out. Choose four trauma conditions which reflect your vampiric nature. Arcane attacks are *potent* against you. If you suffer fatal harm or trauma, your undead spirit is overwhelmed. You take level 3 harm: "Incapacitated" until you feed enough to recover. If you suffer arcane harm while in this state, you are destroyed utterly. Your XP tracks are longer (you now advance more slowly). You have more stress boxes.

○ **TERRIBLE POWER:** Take 1 stress to perform a feat of superhuman strength or speed (run faster than a carriage, break stone with bare hands, leap onto the roof of a building, etc.). *This factors into effect.*

○ **ARCANE SIGHT:** Take 1 stress to sense beyond human limits. "Hear" a subject's true thoughts or feelings, see in pitch darkness, sense the presence of invisible things, intuit the location of a hidden object, etc.

○ **A VOID IN THE ECHO:** You are invisible to spirits and may not be harmed by them. Take 2 stress to cause living things to avert their gaze and fail to observe you for a few moments.

○ **DARK TALENT:** Choose Insight, Prowess, or Resolve. Your max rating for actions under that attribute becomes 5. When you take this ability, add +1 dot to the resistance rating of the attribute you've chosen.

○ **SINISTER GUILF:** During **downtime**, choose one: Get a free additional downtime activity, or take +1d to all downtime activity rolls.

○ ○ ○ ○ ○ **VETERAN:** Choose a special ability from another source.

DARK SERVANTS (You start with two)

- Rutherford, a butler.
- Lylandra, a consort.
- Kira, a bodyguard.
- Otto, a coachman.
- Edrik, an envoy.

ITEMS

- Fine clothes and accoutrements
- Fine personal weapon
- Fine shadow cloak
- Demonbane charm
- Spiritbane charm

LOAD 3 light 5 normal 6 heavy

XP

- ◆ 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 2xp if that item occurred multiple times.
- ◆ You displayed your dominance or slayed without mercy.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice, traumas, or strictures during the session.

TEAMWORK

Assist a teammate

Lead a group action

Protect a teammate

Set up a teammate

PLANNING & LOAD

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

Assault: Point of attack

Occult: Arcane power

Deception: Method

Social: Connection

Stealth: Entry point

Transport: Route

STASH
COIN

PLAYBOOK

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DIE

PUSH YOURSELF (take 2 stress) -OR- accept a **DEVIL'S BARGAIN.**

- A Blade or Two
- Throwing Knives
- A Pistol A 2nd Pistol
- A Large Weapon
- An Unusual Weapon
- Armor Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What are they really feeling?
- ◆ What should I lookout for?
- ◆ Where's the weakness here?
- ◆ How can I find [X]?
- ◆ What's really going on here?