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 covercome 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, mayhe 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).

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.

ATTUNE

COMMAND

CONSORT

FINESSE

Hunt

PROWL

STUDY

SWAY

SURVEY

TINKER

WRECK

SKIRMISH

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.
- 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

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.

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

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.)

S 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.

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

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

- forgotten god, ancestor, etc.
- GAMBLING: You crave games of chance, betting STUPOR: You seek oblivion in the abuse of drugs, on sporting events, etc.
- **LUXURY**: Expensive and/or ostentatious displays of opulence.
- **OBLIGATION:** You're devoted to a family, a cause, a charity, etc.

NAMES

Adric, Aldo, Amosen, Andrel, Arden, Arlyn, Arquo, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crowl, Cyrene, Daphnia, Dray, 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, Sesereth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timoth, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira.

- FAITH: You're dedicated to an unseen power, PLEASURE: Gratification from lovers, food, drink, drugs, art, theater, etc.
 - 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.

FAMILY NAMES

Ankhayat, Arran, Athanoch, Basran, Boden, Booker, Bowman, Breakiron, Brogan, Clelland, Clermont, Coleburn, Comber, Daava, Dalmore, Danfield, Dunvil, Farros, Grine, Haig, Helker, Helles, Hellyers, Jayan, Jeduin, Kardera, Karstas, Keel, Kessarin, Kinclaith, Lomond, Maroden, Michter, Morriston, Penderyn, Prichard, Rowan, Sevoy, Skelkallan, Skora, Slane, Strangford, Strathmill, Templeton, Tyrconnell, Vale, Walund, Welker.

ALIASES

Bell, Birch, Bricks, Bug, Chime, Coil, Cricket, Cross, Crow, Echo, Flint, Frog, Frost, Grip, Gunner, Hammer, Hook, Junker, Mist, Moon, Nail, Needle, Ogre, Pool, Ring, Ruby, Silver, Skinner, Song, Spur, Tackle, Thistle, Thorn, Tick-Tock, Twelves, Vixen, Whip, Wicker.

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.

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

BLADESINTHI	EDARK CREW			CUT!	rer	A DANGEROUS & INTIMIDATING FIGHTER	COIN COIN COIN COIN COIN COIN COIN COIN
NAME	ALIAS			O BATTLEBORN: You n	nay expend your speci mbat or to push your s	al armor to reduce harm elf during a fight.	INSIGHT
LOOK					r info to anticipate poss	ake +1d to your resistance ible threats in the current	HUNT STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD				O GHOST FIGHTER: You with spirit energy. Yo You may grapple with	PROWESS FINESSE		
	G—LUXURY—OBLIGATION—PLEASURE—			to fight when they v	would otherwise brea l	n combat, they continue x (they're not taken out -1 effect and 1 armor.	PROWL SKIRMISH WRECK
	RECKLESS—SOFT—UNSTA			O MULE: Your load lim		• • • • • • • • • • • • • • • • • • •	RESOLVE
HARM 3	NEED HELP	HEALING project clock	\bigoplus	the following: perfo superhuman—engage	rm a feat of physical e a small gang on equa	h yourself to do one of force that verges on the footing in close combat.	• COMMAND CONSORT
2	-1D	ARMOR USES ARMOR			u unleash physical v ou Command a fright	riolence, it's especially ened target, take +1d.	BONUS DIE
1	LESS EFFECT	HEAVY SPECIAL		O Vigorous: You reco	Č	Permanently fill in one of	PUSH YOURSELF (take 2 stress) -OR- accept a
NOTES				OOO VETERAN: Cho	ose a special ability fro	om another source.	DEVIL'S BARGAIN.
				DANGEROUS FRIENDS	ITEMS		AD \diamondsuit 3 light \diamondsuit 5 normal \diamondsuit 6 heavy
				△		e hand weapon	☐ A Blade or Two
				$\triangle \nabla$ Chael, a vicious	□Scar	ine heavy weapon y weapon or tool	☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
				△ Mercy, a cold kil	ler	ıacles & chain	☐ ⊢ ☐ A Large Weapon
				$\triangle \nabla$ Grace, an extort	ionist Rag	e essence vial	☐ An Unusual Weapon
				$\triangle \nabla$ Sawtooth, a phys	sicker	itbane charm	☐ Armor ☐ + ☐ + Heavy☐ Burglary Gear
				XP			Climbing Gear
				• Every time you roll a de			☐ Arcane Implements
				At the end of each session an attribute) or 2 xp if that		rk 1 xp (in your playbook or times.	☐ Documents ☐ Subterfuge Supplies
				◆ You addressed a challen	*		Demolition Tools
				◆ You expressed your belie		· ·	☐ Tinkering Tools
				You struggled with issue.	s from your vice or traum	as during the session.	Lantern
				TEAMWORK	PLANNING & LOAD	e the <i>detail</i> . Choose your	GATHER INFORMATION
				Assist a teammate	load limit for the oper	ation.	How can I hurt them?Who's most afraid of me?
				Lead a group action	Assault: Point of attack	Occult: Arcane power	 Who's most dangerous here? What do they intend to do?
				Protect a teammate	Deception: Method	Social: Connection	◆ How can I get them to [X]?
				Set up a teammate	Stealth: Entry point	Transport: Route	Are they telling the truth?What's really going on here?

BLADESINTH	EDARK CREW				HOU	ND	A DEADLY SHARPSHOOTER AND TRACKER	STASH COIN DATE DATE DATE DATE DATE DATE DATE DATE
NAME	ALIAS				O SHARPSHOOTER: You make a ranged attack	k at extreme distanc	f to do one of the following: we beyond what's normal for	INSIGHT
LOOK	CED ISING BACKGROUND: AC	ADEMIC	I A B O B	-T A3A7	O FOCUSED: You may e of surprise or mental or to push yourself	xpend your special a harm (fear, confusion for ranged combat co		• HUNT STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD				It gains potency wh	nen tracking or figh ity: ghost-form, min	imbued with spirit energy. ting the supernatural, and <i>d-link</i> , or <i>arrow-swift</i> . Take I arcane ability for your pet.	PROWESS FINESSE PROWL	
VICE / PURVEYOR: FAITH—GAMBLIN	NG—LUXURY—OBLIGATION—PLE				O Scout: When you g When you hide in a p	gather info to locate or pared position or	e a target, you get +1 effect. use camouflage, you get +1d	SKIRMISH WRECK
HARM 3	RECKLESS—SOFT—	UNSTA		OUS	immune to the poiso subsist on the strang • Tough as Nails:	nard won experience onous miasma of the ge flora and fauna the Penalties from harr	te or occult ritual, you are de deathlands and are able to ere. You get +1 stress box. m are one level less severe	ATTUNE COMMAND CONSORT SWAY
2		-1D LESS	ARMOR HEAVY			in an additional x	trigger: You got payback eone you care about. If your	BONUS DIE
NOTES		EFFECT			crew helped you get	payback, also mark	crew xp.	PUSH YOURSELF (take 2 stress) -OR- accept a DEVIL'S BARGAIN .
					DEADLY FRIENDS	IT	EMS LO	AD \Diamond 3 light \Diamond 5 normal \Diamond 6 heavy
					△ ♥ Steiner, an assas		Fine pair of pistols	☐ A Blade or Two
					△ ▽ Celene, a sentin	.C1	Fine long rifle	☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
					△ Melvir, a physic	ker	Electroplasmic ammunition <i>A trained hunting pet</i>	☐ A Fision ☐ A 2 Fision ☐ A Large Weapon
					△		Spyglass	☐ An Unusual Weapon
					△ ▽ Casta, a bounty		Spiritbane charm	☐ Armor ☐ ☐ +Heavy
					XP			☐ Burglary Gear ☐☐ Climbing Gear
					• Every time you roll a de	esperate action, mark x	p in that action's attribute.	☐ Arcane Implements
					At the end of each session an attribute) or 2 xp if that		mark 1 xp (in your playbook or	
					◆ You addressed a challer	· ·	•	☐ Subterfuge Supplies ☐☐ Demolition Tools
					◆ You expressed your beli		•	☐ Tinkering Tools
					◆ You struggled with issue	es from your vice or tra	umas during the session.	☐ Lantern
					TEAMWORK	PLANNING & LOA		GATHER INFORMATION
					Assist a teammate	load limit for the o	vide the <i>detail</i> . Choose your peration.	◆ What do they intend to do?◆ How can I get them to [X]?
					Lead a group action	Assault: Point of att	ack Occult: Arcane power	 What are they really feeling? Where are they vulnerable?
					Protect a teammate	Deception: Method	Social: Connection	◆ Where did [X] go?
					Set up a teammate	Stealth: Entry point	Transport: Route	◆ How can I find [X]?◆ What's really going on here?

BLADESINTHEDARK A SABOTEUR AND TECHNICIAN SPECIAL ABILITIES PLAYBOOK NAME ALIAS O 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. HUNT LOOK O ANALYST: During downtime, you get two ticks to distribute among STUDY any long term project clocks that involve investigation or learning a new formula or design plan. TINKER HERITAGE: AKOROS-THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW • ARTIFICER: When you invent or craft a creation with spark-craft IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE-MILITARY-NOBLE-UNDERWORLD features, take +1 result level to your roll. You begin with one special design already known. FINESSE O FORTITUDE: You may expend your special armor to resist a PROWL consequence of fatigue, weakness, or chemical effects, or to push SKIRMISH VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD yourself when working with technical skill or handling alchemicals. WRECK O GHOST WARD: You know how to Wreck an area with arcane substances RESOLVE and methods so it is either anothema or enticing to spirits (your choice). RECKLESS—SOFT—UNSTABLE—VICIOUS O PHYSICKER: You can Tinker with bones, blood, and bodily humours to ATTUNE treat wounds or stabilize the dying. You may **study** a malady or corpse. COMMAND NEED project clock Everyone in your crew gets +1d to their healing treatment rolls. 3 CONSORT HELP O SABOTEUR: When you Wreck, the work is much quieter than it ARMOR USES • • SWAY should be and the damage is hidden from casual inspection. 2 -1D ARMOR **BONUS DIE** O VENOMOUS: Choose a drug or poison (from your bandolier stock) to HEAVY which you have become immune. You can push yourself to secrete it LESS PUSH YOURSELF (take through your skin or saliva or exhale it as a vapor. SPECIAL 2 stress) -or- accept a DEVIL'S BARGAIN. OOO **VETERAN**: Choose a special ability from another source. NOTES ALCHEMICALS **CLEVER FRIENDS ITEMS LOAD** \diamondsuit 3 light \diamondsuit 5 normal \diamondsuit 6 heavy Bandolier □**-**□**-**□ ☐ Fine tinkering tools ☐ A Blade or Two △ ✓ Stazia, an apothecary Bandolier □-□-□ ☐ Throwing Knives ☐ Fine wrecking tools △ ▽ Veldren, a psychonaut When you use a bandolier ☐ A Pistol ☐ A 2nd Pistol ☐ Blowgun & darts, syringes slot, choose an alchemical: $\triangle \nabla$ Eckerd, a corpse thief ☐ A Large Weapon ☐ Bandolier (3 uses) ◆ Alcahest ☐ An Unusual Weapon △ ▽ Jul, a blood dealer ☐ Bandolier (3 uses) ◆ Binding Oil ☐ Armor ☐ + Heavy ◆ Drift Oil △ ▽ Malista, a priestess ☐ ☐ ☐ Gadgets ☐ Burglary Gear ◆ Drown Powder □**-**□ Climbing Gear ◆ Eveblind Poison ☐ Arcane Implements • Every time you roll a desperate action, mark xp in that action's attribute. ◆ Fire Oil ☐ Documents At the end of each session, for each item below, mark 1 xp (in your playbook or ♦ Grenade an attribute) or 2 xp if that item occurred multiple times. ☐ Subterfuge Supplies ◆ Quicksilver • You addressed a challenge with technical skill or mayhem. **□H**□ Demolition Tools ◆ Skullfire Poison ◆ You expressed your beliefs, drives, heritage, or background. ☐ Tinkering Tools ◆ Smoke Bomb • You struggled with issues from your vice or traumas during the session. □ Lantern Spark (drug) Standstill Poison **TEAMWORK** PLANNING & LOAD **GATHER INFORMATION** ◆ Trance Powder Choose a plan, provide the detail. Choose your ◆ What do they intend to do? **Assist** a teammate *load* limit for the operation. \bullet How can I get them to [X]? • Are they telling the truth? **Assault:** Point of attack Lead a group action Occult: Arcane power ◆ What can I tinker with here? Protect a teammate **Deception:** Method **Social:** Connection ◆ What might happen if I [X]? ◆ How can I find [X]? Set up a teammate Stealth: Entry point **Transport:** Route

SURVEY

◆ What's really going on here?

BLADESINTH	=UARR			INFILTRATOR	
	CREW	LUR		AND BURGLAR	
		SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS	○ Infiltrator : You a bypass security meas ○ Ambush : When you	ures.		INSIGHT HUNT
LOOK		O DAREDEVIL: When	0 1	on, you get +1d to your	STUDY SURVEY TINKER
HERITAGE: AKOROS—THE DAGO IRUVIA—SEVEROS—SKOVLAN—TYO		of the following addi	STEPS: When you push itional benefits: perform man—maneuver to confi h other.	a feat of athletics that	PROWESS FINESSE PROWL
	NG—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD		one of your action rati hat action, you can suffe aber of failed rolls.		SKIRMISH WRECK
HARM	COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS HEALING	shadowy and insubst you shift, plus 1 stress	ay shift partially into the tantial for a few momer is for each extra feature: I	nts. Take 2 stress when the stress of the st	RESOLVE
3	NEED project clock HELP ARMOR USES	<i>may float through the</i> OREFLEXES : When the	ere's a question about wh	no acts first, the answer	COMMAND CONSORT SWAY
2	-1D ARMOR LESS HEAVY	O SHADOW: You may ex	rs with Reflexes act simu pend your special armo n curity measures, or to p	r to resist a consequence	BONUS DIE PUSH YOURSELF (take
NOTES	EFFECT SPECIAL	of athletics or stealth		·	+ 2 stress) -OR- accept a DEVIL'S BARGAIN.
		SHADY FRIENDS	ITEMS	I.D.A	AD 🛇 3 light 🔷 5 normal 🔷 6 heavy
					AL VINSIII VINCIII VINCIII)
		△ ▽ Telda, a beggar	☐ Fine l	lockpicks	☐ A Blade or Two
			oat Fine	lockpicks shadow cloak	☐ A Blade or Two ☐ Throwing Knives
		△ ▽ Telda, a beggar	oat Fine :	lockpicks shadow cloak climbing gear	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
		$\triangle \bigtriangledown$ Telda, a beggar $\triangle \bigtriangledown$ Darmot, a blueco	th Fine:	lockpicks shadow cloak	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ H☐ A Large Weapon ☐ An Unusual Weapon
		△ ▽ Telda, a beggar △ ▽ Darmot, a blueco △ ▽ Frake, a locksmi	oat	lockpicks shadow cloak climbing gear se potion vial	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ + Heav
		$\triangle \bigtriangledown$ Telda, a beggar $\triangle \bigtriangledown$ Darmot, a blueco $\triangle \bigtriangledown$ Frake, a locksmi $\triangle \bigtriangledown$ Roslyn Kellis, a 1	oat	lockpicks shadow cloak climbing gear ce potion vial -sight goggles	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ H A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ + Heav
		△ ▽ Telda, a beggar △ ▽ Darmot, a blueco △ ▽ Frake, a locksmi △ ▽ Roslyn Kellis, a r △ ▽ Petra, a city clerl XP ◆ Every time you roll a dead the end of each session.	th Light noble Dark Sperate action, mark xp in t, for each item below, mark	lockpicks shadow cloak climbing gear re potion vial -sight goggles bane charm that action's attribute. s 1 xp (in your playbook or	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ + Heav
		△ ▽ Telda, a beggar	th Light noble Dark Spirit sperate action, mark xp in to for each item below, mark titem occurred multiple times.	lockpicks shadow cloak climbing gear re potion vial -sight goggles bane charm that action's attribute. s 1 xp (in your playbook or	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ + Heav ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies
		△ ▽ Telda, a beggar	th Light noble Dark Spirit sperate action, mark xp in to for each item below, mark titem occurred multiple times.	shadow cloak climbing gear ce potion vial -sight goggles bane charm chat action's attribute. 1 xp (in your playbook or mes.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ + Heav ☐ Burglary Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ ☐ Demolition Tools
		△ ▽ Telda, a beggar	th Light noble Dark Spirit sperate action, mark xp in the for each item below, mark item occurred multiple tinge with stealth or evasion.	shadow cloak climbing gear ce potion vial -sight goggles bane charm that action's attribute. 1 xp (in your playbook or mes.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ + Heav ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies
		△ ▽ Telda, a beggar	th Light noble Dark sperate action, mark xp in the for each item below, mark titem occurred multiple tinge with stealth or evasion. If s, drives, heritage, or back to from your vice or traumas PLANNING & LOAD	shadow cloak climbing gear ce potion vial -sight goggles bane charm that action's attribute. class 1 xp (in your playbook or mes. ground. during the session.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ Tinkering Tools
		△ ▽ Telda, a beggar	th Light noble Dark sperate action, mark xp in the for each item below, mark item occurred multiple tinge with stealth or evasion. If s, drives, heritage, or back is from your vice or traumas	shadow cloak climbing gear ce potion vial -sight goggles bane charm chat action's attribute. cl 1 xp (in your playbook or mes. ground. during the session.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ Heav ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ Demolition Tools ☐ Tinkering Tools ☐ Lantern GATHER INFORMATION ◆ What do they intend to do?
		△ ▽ Telda, a beggar	th Light character Light character Light character Light character Silena character Dark character Commander character Command	shadow cloak climbing gear ce potion vial -sight goggles bane charm chat action's attribute. cl 1 xp (in your playbook or mes. ground. during the session.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ Heave ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Documents ☐ Demolition Tools ☐ Tinkering Tools ☐ Lantern GATHER INFORMATION ◆ What do they intend to do? ◆ How can I get them to [X]? ◆ What should I look out for?
		△ ▽ Telda, a beggar	th Light noble Dark Silena Silena Silena Spirit sperate action, mark xp in the second of the second	shadow cloak climbing gear ce potion vial -sight goggles bane charm that action's attribute. cl xp (in your playbook or mes. ground. during the session.	☐ A Blade or Two ☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ ☐ Heav ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Documents ☐ Demolition Tools ☐ Tinkering Tools ☐ Lantern GATHER INFORMATION ◆ What do they intend to do? ◆ How can I get them to [X]?

STASH

BLADESINTH	EDARK		SLID			A SUBTLE MANIPULATOR	COIN	
CREW			SLIDE MANIPULATOR AND SPY					
			SPECIAL ABILITIES				PLAYBOOK	
NAME	ALIAS		O Rook's Gambit: Ta performing a different				INSIGHT	
LOOK	ER ISLES BACKGROUND: ACADEMIC—LABOR—LA		OCLOAK & DAGGER: misdirection, you go When you throw off the initiative in the s	et +1d to rolls to converge your disguise, the	onfuse or def	lect suspicion.	HUNT STUDY SURVEY TINKER	
HERITAGE: AKOROS—THE DAGG IRUVIA—SEVEROS—SKOVLAN—TYCI	OGHOST VOICE: You keep demon as if it was a suppears. You gain pot	normal human, rega ency when commun	ardless of how acating with th	wild or feral it e supernatural.	PROWESS FINESSE PROWL			
VICE / PURVEYOR: FAITH—GAMBLING	G—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEI	RD	O LIKE LOOKING INTO is lying to you.	A MIRROR: You ca	an always tell v	when someone	• • • SKIRMISH	
STRESS	AUMA COLD—HAUNTED—OBSESSED—PARANO RECKLESS—SOFT—UNSTABLE—VICIO		O A LITTLE SOMETHI phase, you earn +2 s	NG ON THE SIDE: A	At the end of e	ach downtime	RESOLVE WRECK	
HARM	HEALING NEED project clock	\rightarrow	○ Mesmerism : When forget that it's happe				ATTUNE COMMAND	
3	HELP ARMOR USES		O SUBTERFUGE: You consequence from s				OCONSORT SWAY	
2	^{-1D} ARMOR		subterfuge.		-		BONUS DIE	
1	LESS HEAVY EFFECT SPECIAL		O TRUST IN ME: You intimate relationship		et with whon	n you have an	PUSH YOURSELF (take 2 stress) -OR- accept a	
NOTES			OOO VETERAN: Cho	oose a special ability	y from anothe	r source.	DEVIL'S BARGAIN.	
			SLY FRIENDS	IT	EMS	LOA	AD \diamondsuit 3 light \diamondsuit 5 normal \diamondsuit 6 heavy	
			$\triangle \nabla$ Bryl, a drug dea		Fine clothes &		☐ A Blade or Two	
			△▽ Bazso Baz, a gar	ig icaaci	Fine disguise		☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol	
			△ Klyra, a tavern o	owner	Fine loaded di Trance powde	ice, trick cards	☐ A Fision ☐ A 2 Fision ☐ A Large Weapon	
			△ Nyryx, a prostit		A cane-sword		☐ An Unusual Weapon	
			△ ▽ Harker, a jail-bi	ш.	Spiritbane cha		☐ Armor ☐ +Heavy☐ Burglary Gear	
			XP				☐ Climbing Gear	
			 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 of an attribute) or 2 xp if that item occurred multiple times. You addressed a challenge with deception or influence. You expressed your beliefs, drives, heritage, or background. You struggled with issues from your vice or traumas during the session. 			your playbook or	☐ Arcane Implements	
			TEAMWORK	PLANNING & LO.			GATHER INFORMATION	
			Assist a teammate	Choose a plan, pro <i>load</i> limit for the o	operation.	·	What do they intend to do?How can I get them to [X]?	
			Lead a group action	Assault: Point of at	tack Occult:	: Arcane power	 Are they telling the truth? What are they really feeling?	
			Protect a teammate	Deception: Method	d Social:	Connection	◆ What do they really care about?	
			Set up a teammate	Stealth: Entry poin	Transp	ort: Route	How can I blend in here?What's really going on here?	

BLADESINTHEDARK	SPIL	1FD	A DEVIOUS	COIN
CREW		JER	MASTERMIND	
	SPECIAL ABILITIES			PLAYBOOK
NAME ALIAS	paying stress. Tell us	s how you prepared for		INSIGHT
LOOK	you may give yourse	lf or another crew meml	ing, during downtime , per +1 downtime action.	• HUNT • STUDY
HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW	acquire an asset or	reduce heat.	1 result level when you	SURVEY TINKER
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD	the dice outcome by vice may do the same	7 1 or 2 (up or down). A ne.	ur vice, you may adjust n ally who joins in your	PROWESS FINESSE PROWL
VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD STRESS TRAUMA COLD—HAUNTED—OBSESSED—BARANOLD	partner—human or		a deal, you and your a mark of your oath. If harm, "Cursed".	SKIRMISH WRECK
HARM COLD—HACNTED—OBSESSED—FARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	O JAIL BIRD: When in your Tier as 1 more,	ncarcerated, your wante	ed level counts as 1 less, status with a faction you	RESOLVE ATTUNE COMMAND
NEED project clock HELP ARMOR USES	 MASTERMIND: You teammate, or to pust on a long-term proj 	h yourself when you gat	cial armor to protect a her information or work	OCONSORT SWAY
LESS HEAVY	O WEAVING THE WE information on a ta roll for that operation	rget for a score. You get	nsort when you gather +1d to the engagement	BONUS DIE PUSH YOURSELF (take
NOTES SPECIAL	-	oose a special ability fro	m another source.	+ 2 stress) -OR- accept a DEVIL'S BARGAIN .
	SHREWD FRIENDS	ITEMS	LO	AD 🔷 3 light 🔷 5 normal 🔷 6 heavy
	△		cover identity	☐ A Blade or Two
	△∇ Augus, a master	i aiciiitect	bottle of whiskey	☐ Throwing Knives ☐ A Pistol ☐ A 2 nd Pistol
	△	□ Blue nt □ Vial	of slumber essence	☐ A Fision ☐ A 2 Fision ☐ A Large Weapon
	△ ▽ Riven, a chemis		cealed palm pistol	☐ An Unusual Weapon
	$\triangle abla$ Jeren, a bluecoa		itbane charm	☐ Armor ☐ +Heavy☐ Burglary Gear
	XP			□ - □ Climbing Gear
		esperate action, mark xp in		☐ Arcane Implements ☐ Documents
		n, for each item below, mai at item occurred multiple t	k 1 xp (in your playbook or imes.	☐ Subterfuge Supplies
	_	nge with calculation or con		□ Demolition Tools
		iefs, drives, heritage, or bac	*	☐ Tinkering Tools
		es from your vice or trauma	s auring the session.	☐ Lantern
	TEAMWORK	PLANNING & LOAD Choose a plan, provide	the <i>detail</i> . Choose your	GATHER INFORMATION ◆ What do they want most?
	Assist a teammate Lead a group action	load limit for the operation. Assault: Point of attack	Occult: Arcane power	 What should I look out for? Where's the leverage here?
	Protect a teammate	Deception: Method	Social: Connection	How can I discover [X]?What do they intend to do?
		Stealth: Entry point	Transport: Route	◆ How can I get them to [X]?

BLADESINTHEDARK WHISPER AN ARCANE ADEPT AND CHANNELER PLAYBOOK NAME ALIAS O COMPEL: You can Attune to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel (though your allies may be). HUNT LOOK O GHOST MIND: You're always aware of supernatural entities in your STUDY presence. Take +1d when you gather info about the supernatural. SURVEY O IRON WILL: You're immune to the terror that some supernatural TINKER HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW entities inflict on sight. Take +1d to resistance rolls with **Resolve**. IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE-MILITARY-NOBLE-UNDERWORLD OCCULTIST: You know the secret ways to Consort with ancient FINESSE powers, forgotten gods or demons. Once you've consorted with one, you get +1d to command cultists who worship it. PROWL VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD SKIRMISH O RITUAL: You can Study an occult ritual (or create a new one) to WRECK summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned. O STRANGE METHODS: When you invent or craft a creation with ATTUNE arcane features, take +1 result level to your roll. You begin with one COMMAND arcane design already known. NEED project clock 3 CONSORT HELP **TEMPEST**: You can **push yourself** to do one of the following: *unleash* • • SWAY ARMOR USES a stroke of lightning as a weapon—summon a storm in your immediate -1D ARMOR vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.). **BONUS DIE** ○ WARDED: You may expend your special armor to resist a supernatural HEAVY LESS PUSH YOURSELF (take consequence, or to push yourself when you deal with arcane forces. SPECIAL 2 stress) -or- accept a DEVIL'S BARGAIN. OOO **VETERAN**: Choose a special ability from another source. NOTES **LOAD** \Diamond 3 light \Diamond 5 normal \Diamond 6 heavy STRANGE FRIENDS **ITEMS** ☐ Fine lightning hook ☐ A Blade or Two △▽ Nyryx, a possessor ghost ☐ Throwing Knives ☐ Fine spirit mask △ ▼ Scurlock, a vampire ☐ A Pistol ☐ A 2nd Pistol ☐ *Electroplasm vials* △▽ Setarra, a demon ☐ A Large Weapon ☐ Spirit bottles (2) ☐ An Unusual Weapon △▽ Quellyn, a witch ☐ *Ghost key* ☐ Armor ☐ + Heavy △▽ Flint, a spirit trafficker □ Demonbane charm ☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements • Every time you roll a desperate action, mark xp in that action's attribute. ☐ Documents 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. ☐ Subterfuge Supplies ◆ You addressed a challenge with knowledge or arcane power. **□H**□ Demolition Tools • You expressed your beliefs, drives, heritage, or background. ☐ Tinkering Tools • You struggled with issues from your vice or traumas during the session. □ Lantern **TEAMWORK** PLANNING & LOAD **GATHER INFORMATION** Choose a plan, provide the detail. Choose your ◆ What is arcane or weird here? **Assist** a teammate load limit for the operation. ◆ What echoes in the ghost field? ◆ What is hidden or lost here? Lead a group action **Assault:** Point of attack Occult: Arcane power ◆ What do they intend to do? Protect a teammate **Deception:** Method **Social:** Connection ◆ What drives them to do this? ◆ How can I reveal [X]? Set up a teammate Stealth: Entry point **Transport:** Route

◆ What's really going on here?

BLADESINTHED			_			STASH COIN
	CREW		PLAYBOOK			
			SPECIAL ABILITIES			PLAYBOOK
NAME	ALIAS					INSIGHT
			_			INSIGHT
LOOK						STUDY
						SURVEY
HERITAGE: AKOROS—THE DAGGER ISI						• • • TINKER
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS	TRADE—MILITARY—N	NOBLE—UNDERWORLD				PROWESS FINESSE
			_			PROWL
VICE / PURVEYOR: FAITH—GAMBLING—LUX	CURY—OBLIGATION—PLEASE	URE—STUPOR—WEIRD				• • • SKIRMISH
STRESS TRAUMA	COLD—HAUNTED—OB	SESSED—PARANOID	•			• • • WRECK
	RECKLESS—SOFT—UN	NSTABLE - VICIOUS	3			RESOLVE
HARM		HEALING	,			COMMAND
3		NEED project clock	_			• • CONSORT
2		-1D ARMOR USES				• • SWAY
		ARMOR				BONUS DIE
1		$egin{array}{cccc} LESS & HEAVY & oxdot \\ FFECT & SPECIAL & oxdot \\ \end{array}$				PUSH YOURSELF (take 2 stress) -OR- accept a
NOTES						DEVIL'S BARGAIN.
			FRIENDS	ITEMS	LOA	AD 🔷 3 light 🔷 5 normal 🔷 6 heavy
			Δ∇			
			Δ∇			
			- Δ∇			
			Δ∇			
			Δ∇			
			XP			00
			◆ Every time you roll a	desperate action, mark xp in	that action's attribute.	00
			At the end of each sessi	on, for each item below, mar	k 1 xp (in your playbook o	r 🗆 🗆
			an attribute) or 2xp if the You addressed a chall	hat item occurred multiple ti	mes.	
				eliefs, drives, heritage, or back	cground.	-
			◆ You struggled with is.	sues from your vice or trauma	s during the session.	
			TEAMWORK	PLANNING & LOAD		GATHER INFORMATION
			Assist a teammate		the <i>detail</i> . Choose your tion.	◆ What do they intend to do?
			Lead a group action	Assault: Point of attack	Occult: Arcane power	◆ How can I get them to [X]?◆ What are they really feeling?
			Protect a teammate	Deception: Method	Social: Connection	What should I lookout for?Where's the weakness here?
			Set up a teammate	Stealth: Entry point	Transport: Route	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, breechloading 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 razoredged 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. [**o 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 halfflooded 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.
- **B** 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.
- 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.

- 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.
- **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.

BLADESINTHEDARK CREW SHEET WEAK IMPAIRED BROKEN ARMOR **ASSASSINS** SPECIAL ABILITIES REPUTATION NAME O DEADLY: Each PC may add +1 action rating to Hunt, Prowl, or LAIR **Skirmish** (up to a max rating of 3). Crow's Veil: Due to hard-won experience or occult ritual, your HOLD WEAK TIER STRONG activities are hidden from the notice of the death-seeker crows. WEAK IMPAIRED BROKEN ARMOR You don't take extra heat when killing is involved on a score. **EMBERDEATH**: Due to hard-won experience or occult ritual, you **TRAINING** HAGFISH FARM know the arcane method to destroy a living victim's spirit at the VICE DEN FIXER INFORMANTS ROOMS Body disposal. moment you kill them. Take 3 stress to channel electroplasmic (Tier roll) - Heat = +2 coin for lower-+1d gather info +1 scale for your +1d to reduce heat energy from the ghost field to disintegrate the spirit and dead coin in downtime class targets for scores Skulks cohorts after killing 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 COVER VICTIM of zero. When you end **downtime** with zero heat, take +1 rep. COHORT **TROPHIES** LAIR **OPERATION** TURF TURF WEAK IMPAIRED BROKEN ARMOR **PATRON**: When you advance your **Tier**, it costs **half the coin** it +1 rep per score -2 heat per score 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. PROTECTION LOVER IDENTITIES ENVOY CITY RECORDS INFIRMARY • VIPERS: When you acquire or craft poisons, you get +1 result RACKET +1d engagement level to your roll. When you employ a poison, you are specially +1d to healing +2 coin for high-+1d engagement (Tier roll) - Heat = for deception and prepared to be immune to its effects. for stealth plans rolls class targets coin in downtime social plans • • VETERAN: Choose a special ability from another crew. COHORT VAULTS WEAK IMPAIRED BROKEN ARMOR At the end of each session, for each item below, mark 1 xp (or instead mark Upon crew advance, each PC gets stash = Tier+2. 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 CREW UPGRADES LAIR QUALITY Trev, a gang boss ☐ Assassin rigging (2 free load of □□ Carriage weapons or gear) ☐ Documents Lydra, a deal broker □□ Boat ☐ Ironhook Contacts (+1 Tier in ☐ Gear Irimina, a vicious noble □ Hidden prison) ☐ Implements ☐ Quarters Karlos, a bounty hunter ☐ Elite Skulks ☐ Supplies □□ Secure Exeter, a spirit warden ☐ Elite Thugs ☐ Tools □□ Vault Hardened (+1 trauma box) Sevoy, a merchant lord ☐ Workshop ☐ Weapons TRAINING COHORTS HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM Insight UPGRADE COSTS Prowess New Cohort: 2 ☐ Resolve Add Type: 2 ☐ Personal

COHORT

□**-**□**-**□**-**□ Mastery

COHORT BLADESINTHEDARK CREW SHEET WEAK IMPAIRED BROKEN ARMOR BRAVOS MERCENARIES, THUGS & Thugs **KILLERS** SPECIAL ABILITIES NAME REPUTATION ODANGEROUS: Each PC may add +1 action rating to Hunt, LAIR **Skirmish,** or **Wreck** (up to a max rating of 3). **BLOOD BROTHERS**: When you fight alongside your cohorts H(I) III WEAK STRONG TIER in combat, they get +1d for teamwork rolls (setup and group WEAK IMPAIRED BROKEN ARMOR actions). All of your cohorts get the *Thugs* type for free (if they're TERRORIZED **PROTECTION** already Thugs, add another type). BARRACKS INFORMANTS CITIZENS **BACKET Door Kickers**: When you execute an assault plan, take +1d to TURF +1 scale for your +1d gather info (Tier roll) - Heat = +2 coin for battle the engagement roll. Thug cohorts for scores or extortion coin in downtime • FIENDS: Fear is as good as respect. You may count each wanted level as if it was turf. FIGHTING PITS • Forged in the Fire: Each PC has been toughened by cruel LAIR TURF **TURF TURF** (Tier roll) - Heat = experience. You get +1d to resistance rolls. WEAK IMPAIRED BROKEN ARMOR coin in downtime **PATRON**: When you advance your **Tier**, it costs **half the coin** it normally would. Who is your patron? Why do they help you? BLUECOAT WAREHOUSES WAR DOGS: When you're at war (-3 faction status), your crew BLUECOAT STREET FENCE **INFIRMARY** CONFEDERATES does not suffer -1 hold and PCs still get two downtime activities, Stockpiles give you INTIMIDATION +2 coin for lower-+1d to healing +1d engagement +1d to acquire instead of just one. -2 heat per score rolls class targets for assault plans assets **VETERAN**: Choose a special ability from another crew. COHORT WEAK IMPAIRED BROKEN ARMOR At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

Opon crew davance, each PC gets stash = 11er+2.

• Express the goals, drives, inner conflict, or essential nature of the crew.					
CONTACTS	CREW UPGRADES				
⊳Meg, a pit-fighter	☐ Bravos rigging (2 free load of				
Conway, a bluecoat	weapons or armor)				
⊳Keller, a blacksmith	☐ Ironhook Contacts (+1 Tier in prison)				
N 70 1 1 1					

• Execute a successful battle, extortion, sabotage, or smash & grab operation.

Contend with challenges above your current station.
Bolster your crew's reputation or develop a new one.

►Keller, a blacksmith	prison)
▶Tomas, a physicker	☐ Elite Rovers
⊳Walker, a ward boss	☐ Elite Thugs
Lutes, a tavern owner	☐ ☐ ☐ Hardened (+1 trauma box

HUNTING GROUNDS: BATTLE—	-EXTORTION-	-SABOTAGE-	-SMASH &	GRA

	LAIR	QUALITY
	□□ Carriage	☐ Documents
	□□Boat	☐ Gear
	□ Hidden	☐ Implement
	Quarters	☐ Supplies
	□□ Secure □□ Vault	□ Tools
2)		
.,	□Workshop	☐ Weapons
В	TRAINING	COHORTS

3	IKAINING	
	□Insight	
_	■ Prowess	

UPGRADE COSTS New Cohort: 2 Add Type: 2

☐ Resolve ☐ Personal

□**-**□**-**□**-**□ Mastery

BLADESINTHEDARK CREW SHEET CITY T

ULAULJ:	DAIL			LULI	OF A DEITY	Adepts	
NAME		EPUTATION		SPECIAL ABILITIES			
LAIR	R	EPUTATION		OCHOSEN: Each PC may add + Sway (up to a max rating of 3	1 action rating to Attune , Study , or s).		
DEITY		FEATURES G—CRUEL—FEROCIC —SINISTER—SERENI		threats. You get +1d to healing r Bound in Darkness: You	resistance rolls against supernatural olls when you have supernatural harm. may use teamwork with any cult listance separating you. By taking	COHORT G WEAK IMPAIRED	BROKEN ARMOR
CLOISTER VI	TURF HOLD W	ANCIENT OBELISK	ANCIENT TOWER	1 stress, your whispered mess • CONVICTION: Each PC gains a indulge this vice and bring a pla if you clear excess stress. In ad			
Adept cohorts coin in	oll) - Heat = +2 coin for occult operations	-1 stress cost for all arcane powers and rituals	+1d to Consort w/ arcane entities on site	OGLORY INCARNATE: Your physical world. This can be a values of a god are not those	deity sometimes manifests in the a great boon, but the priorities and of mortals. You have been warned.	COHORT G WEAK IMPAIRED	BROKEN ARMOR
TURF	TURF LAIR	TURF	TURF	any ritual you perform.ZEALOTRY: Your cohorts have themselves to the cult. They will	nan sacrifice yields -3 stress cost for re abandoned their reason to devote undertake any service, no matter how +1d to rolls against enemies of the faith.		
+1d to Attune Safe	Passage in Peathlands SANCTUARY +1d to Command and Sway on site	SACRED NEXUS +1d to healing rolls	ANCIENT ALTAR +1d engagement for occult plans	O VETERAN: Choose a special CREW XP	l ability from another crew.		BROKEN ARMOR
HEAT DESCRIPTION OF THE PROPERTY OF THE PROPER		VAULTS □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□		 Advance the agenda of your deity Contend with challenges above yo Bolster your crew's reputation or a Express the goals, drives, inner con 	our current station. levelop a new one.		
				CONTACTS Gagan, an academic Adikin, an occultist Hutchins, an antiquarian Moriya, a spirit trafficker Mateas Kline, a noble Bennett, an astronomer	CREW UPGRADES Cult rigging (2 free load of documents or implements) Ritual sanctum in lair Elite Adepts Elite Thugs Ordained (+1 trauma box)	LAIR Carriage Boat Hidden Quarters Secure Vault Workshop	QUALITY Documents Gear Implements Supplies Tools Weapons
				SACRED SITES: ACQUISITION—A	AUGURY—CONSECRATION—SACRIFICE	•	COHORTS UPGRADE COSTS New Cohort: 2 Add Type: 2

WEAK IMPAIRED BROKEN ARMOR

ACOLYTES

BLADESINTHEDARK CREW SHEET HAWKERS

	AAA VV ANLIKS DEALERS	
TE REPUTATION	SPECIAL ABILITIES	
R	OSILVER TONGUES: Each PC may add +1 action rating to Command, Consort, or Sway (up to a max rating of 3).	
TURF HOLD WEAK STRONG TIER	• Accord: Sometimes friends are as good as territory. You may count up to three +3 faction statuses you hold as if they are turf.	COHORT GANG O EXPERT O WEAK IMPAIRED BROKEN ARMOR
TURF PERSONAL CLOTHIER +1coin for show of force or roll for social plans LOCAL GRAFT +2 coin for show of force or socialize LOCKOUTS LOCKOUTS +1d to Survey or Hunt on your turf for scores	f ti th - CM - : 11 t - 11 th : - h 1 1 1	
LUXURY VENUI	, , , , , , , , , , , , , , , , , , , ,	COHORT GANG O EXPERT O
TURF TURF LAIR TURF +1d to Consort and Sway on site	Then bootes it it is an about who you know. Take I heat during	WEAK IMPAIRED BROKEN ARMOR
COVER IDENTITIE	○ HOOKED : Your gang members use your product. Add the <i>savage</i> , <i>unreliable</i> , or <i>wild</i> flaw to your gangs to give them +1 quality.	
REIGN MARKET VICE DEN SURPLUS CACHES Per roll) - Heat = In in downtime Coin in downtime Coin in downtime SURPLUS CACHES +1d engagement for deception and transport plans	PATRON: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?	
11	OVETERAN : Choose a special ability from another crew.	COHORT GANG O EXPERT O
Upon crew advance, each PC gets stash = Tier+2.	 At the end of each session, for each nem 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 CREW UPGRADES	
	 Rolan Wott, a magistrate ☐ Hawker's rigging (1 carried item is concealed and has no load) 	LAIR QUALITY □□ Carriage □ Documents
	Lydra, a deal broker ☐ Ironhook Contacts (+1 Tier in prison)	□□ Boat □ Gear □ Hidden □ Implements
	→ Hoxley, a smuggler □ Elite Rooks	☐ Quarters ☐ Supplies ☐ Supplies
	>Anya, a dillettante ☐ Elite Thugs	□□ Vault □ Tools
	Marlo, a gang boss — Composed (+1 stress box)	☐ Workshop ☐ Weapons
	SALES TERRITORY: SALE—SUPPLY—SHOW OF FORCE—SOCIALIZE	TRAINING COHORTS ☐ Insight UPGRADE COSTS ☐ Prowess New Cohort: 2
		■ Resolve Add Type: 2 □ Personal
		- 1 C15011a1

WEAK IMPAIRED BROKEN ARMOR

COHORT BLADESINTHEDARK CREW SHEET WEAK IMPAIRED BROKEN ARMOR SHADOWS THIEVES, SPIES, AND **SABOTEURS** SPECIAL ABILITIES REPUTATION NAME • EVERYONE STEALS: Each PC may add +1 action rating to Prowl, LAIR **Finesse,** or **Tinker** (up to a max rating of 3). H(I) II WEAK STRONG TIER **GHOST ECHOES:** From weird experience or occult ritual, all crew members gain the ability to see and interact with the ghostly WEAK IMPAIRED BROKEN ARMOR structures, streets, and objects within the echo of Doskvol that NTERROGATION exists in the ghost field. LOYAL FENCE GAMBLING DEN TAVERN CHAMBER TURF **PACK RATS**: Your lair is a jumble of stolen items. When you roll +2 coin for burglary (Tier roll) - Heat = +1d to Consort +1d to Command or robbery coin in downtime and Sway on site to acquire an asset, take +1d. and Sway on site O PATRON: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you? DRUG DEN INFORMANTS LOOKOUTS **SECOND STORY:** When you execute a clandestine infiltration, you LAIR TURF (Tier roll) - Heat = +1d gather info +1d to Survey or WEAK | IMPAIRED | BROKEN | JARMOR get +1d to the engagement roll. coin in downtime Hunt on your turf for scores **SLIPPERY**: When you roll **entanglements**, roll twice and keep the one you want. When you reduce heat on the crew, take +1d. HAGFISH FARM SECRET **COVERT DROPS** INFIRMARY **PATHWAYS** • SYNCHRONIZED: When you perform a group action, you may Body disposal, TURF +1d to healing +2 coin for espionage count multiple 6s from different rolls as a critical success. +1d to reduce heat +1d engagement rolls or sabotage after killing for stealth plans **VETERAN**: Choose a special ability from another crew. COHORT WEAK IMPAIRED BROKEN ARMOR At the end of each session, for each item below, mark 1 xp (or instead mark Upon crew advance, each PC gets stash = Tier+2. 2xp if that item occurred multiple times). • Execute a successful espionage, sabotage, or theft 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 CREW UPGRADES Dowler, an explorer LAIR QUALITY ☐ Thief Rigging (2 free load of □□ Carriage tools or gear) ☐ Documents Laroze, a bluecoat □□ Boat ☐ Gear ☐ Underground maps & passkeys >Amancio, a deal broker ■ Hidden ☐ Implements ☐ Elite Rooks ☐ Quarters Fitz, a collector ☐ Supplies □□ Secure ☐ Elite Skulks Adelaide Phroaig, a noble ☐ Tools □□ Vault Steady (+1 stress box) Rigney, a tavern owner ☐ Workshop ☐ Weapons TRAINING **COHORTS** HUNTING GROUNDS: BURGLARY—ESPIONAGE—ROBBERY—SABOTAGE ☐ Insight UPGRADE COSTS

Prowess

☐ Resolve

☐ Personal
☐ H☐H☐ Mastery

New Cohort: 2

Add Type: 2

BLADESINTHEDARK CREWSHEET SMUGGLERS OF ILLICITY

						GOODS		
NAME REPUTATION		SPECIAL ABILITIES						
LAIR WOLD WELV CERONS TIER OF O O				cohort (use the vehicle edges to your Tier +1.	Y: Create one of your vehicles as a and flaws, below). Its quality is equal	COHORT	GANG O EXPERT O	
					a downtime activity for the cr	me, one of your cohorts may perform rew to acquire an asset, reduce heat,		BROKEN ARMOR
	SIDE BUSINESS	LUXURY FENCE	☐ VICE DEN	TAVERN	or work on a long-term pro			
TURF	(Tier roll) - Heat = coin in downtime	+2 coin for high- class targets	(Tier roll) - Heat =	+1d to Consort	members become immune to	h experience or occult ritual, all crew possession by spirits, but may choose a passenger within their body.		
						uring downtime, take -1 heat. When		
ANCIENT GATE				Ш	your heat is 4 or less, you get yourselves off as ordinary cit	+1d to deceive people when you pass	COHORT	GANG O EXPERT O
Safe passage in the Deathlands	TURF	LAIR	TURF	TURF	• Leverage: Your crew supplie	es contraband for other factions. Your nenever you gain rep, gain +1 rep.		BROKEN ARMOR
				□ WAREHOUSE	O REAVERS: When you go into	o conflict aboard a vehicle, you gain and speed. Your vehicle gains armor .		
+1d engagement	INFORMANTS +1d gather info	FLEET Your cohorts have	COVER OPERATION	Stockpiles give you		dd +1 action rating to Finesse , Prowl ,		
for transport plans	for scores	their own vehicles	-2 heat per score	+1d to acquire assets	or Skirmish (up to a max ra			
				ussets	OVETERAN : Choose a specia	al ability from another crew.	COHORT	GANG O EXPERT O
HEAT	WANT	ED LEVEL COIN	VAULTS		CREW XP		WEAK IMPAIRED	BROKEN ARMOR
UUUL						h item below, mark 1 xp (or instead mark		
		Upon c	rew advance, each PO	C gets stash = Tier+2.	2xp if that item occurred multiple	·		
				Vehicle Edges		acquire new clients or contraband sources.		
				imble: The vehicle handles	• Contend with challenges above y			
				asily. Consider this an assist	Bolster your crew's reputation or a	*		
				or tricky maneuvers.		nflict, or essential nature of the crew.		
				imple: The vehicle is easy	CONTACTS	CREW UPGRADES		
				repair. Remove all of its	Elynn, a dock worker	☐ Smuggler's rigging (2 items carried are perfectly concealed)	LAIR	QUALITY
				arm during downtime. turdy: The vehicle keeps	⊳Rolan, a drug dealer	• '	■□ Vehicle	☐ Documents
				perating even when broken. VEHICLE FLAWS	Sera, an arms dealer	☐ Camouflage (vehicles are perfectly concealed at rest)	□□ Vehicle □ Hidden	☐ Gear ☐ Implements
				ostly: The vehicle costs 1	Nyelle, a spirit trafficker	☐ Elite Rovers	Quarters	☐ Supplies
			co	oin per downtime to keep operation.	Decker, an anarchist	☐ Barge (+mobility for lair)	□□ Secure □□ Vault	☐ Tools
				Pistinct : The vehicle has	Esme, a tavern owner	☐ ☐ Steady (+1 stress box)	□Workshop	☐ Weapons
				nemorable features. Take	CADCO TYPES ADCANE/WEIDD		TRAINING	COHORTS
				1 heat when you use it on	CARGO IIFES. ARCANE/ WEIRD	—ARM3—CONTRADAND—PASSENGERS	☐Insight	UPGRADE COSTS
				score.			■ Prowess	New Cohort: 2
				inicky: The vehicle has uirks that only one person			Resolve	Add Type: 2
			u	nderstands. When operated			□ Personal	71
				rithout them, the vehicle as -1 quality.				asterv
			II	as -1 Yuaniy.				20001 y

WEAK IMPAIRED BROKEN ARMOR

BLA	DESINTH	DAR	K CREV	VSHEET				WEAK IMPAIRED	BROKEN ARMOR
NAME			REPUTATION		SPECIAL ABILITIES				
LAIR									
REP		TURF HOL	WEAK STRONG	TIER OOOO				COHORT G WEAK IMPAIRED	ANG O EXPERT O BROKEN ARMOR
		LAIR						COHORT G WEAK IMPAIRED	ANG O EXPERT O BROKEN ARMOR
HEAT					2xp if that item occurred ◆ Execute a successful _	on, for each item below, mark 1 xp l multiple times). The see above your current station.		COHORT G WEAK IMPAIRED	ANG O EXPERT O BROKEN ARMOR
						utation or develop a new one. es, inner conflict, or essential nature (of the a susse		
					CONTACTS	CREW UPGRADES	of the crew.		
					D D D D D D			LAIR Carriage Boat Hidden Quarters Secure Vault Workshop	QUALITY Documents Gear Implements Supplies Tools Weapons
					I		l	TRAINING	

BLADESINI	HEDARK			CREW:	
	LA	.IR			
PRISON CLAIMS				Every time a member of your crew goes to claim. See Incarceration , page 148.	prison, you have a chance to gain a prison
PAROLE INFLUENCE Your prison terms are one level shorter GUARD PAYOFF	SMUGGLING +2 load while incarcerated	ALLIED CLAIM Take a non-turf claim from a different crew type GUARD PAYOFF	You don't take trauma from incarceration ALLIED CLAIM	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.	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.
Take +1d to incarceration rolls	PRISON	Take +1d to incarceration rolls	Take a non-turf claim from a different crew	GUARD PAYOFF You claim several Ironhook prison	SMUGGLING

HARDCASE

-2 coin cost to advance Tier

SMUGGLING

+2 load while incarcerated

ALLIED CLAIM

Take a non-turf claim from a different crew type

ALLIED CLAIM

Take a non-turf claim from a different crew type

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.

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.

FACTIONS OF DOSKVOL

UNDERWORLD	TIER	HOLD	STATUS	INSTITUTIONS	TIER	HOLD	STAT
The Unseen	IV	s		Imperial Military	VI	s	
The Hive	IV	s		City Council	v	s	
The Circle of Flame	III	s		Ministry of Preservation	v	s	
The Silver Nails	III	s		Leviathan Hunters	v	s	
Lord Scurlock	III	s		Ironhook Prison	IV	s	
The Crows	II	w		Sparkwrights	IV	s	
The Lampblacks	II	w		Spirit Wardens	IV	s	
The Red Sashes	II	w		Bluecoats	III	s	
The Dimmer Sisters	II	s		Inspectors	III	s	
The Grinders	II	w		Iruvian Consulate	III	s	
The Billhooks	II	w		Skovlan Consulate	III	w	
The Wraiths	II	w		The Brigade	II	s	
The Gray Cloaks	II	s		Severosi Consulate	I	s	
Ulf Ironborn	I	s		Dagger Isles Consulate	I	s	
The Fog Hounds	I	w					
The Lost	I	w					

LABOR & TRADE	TIER	HOLD	STATU
The Foundation	IV	s	
Dockers	III	s	
Gondoliers	III	s	
Sailors	III	w	
Laborers	III	w	
Cabbies	II	w	
Cyphers	II	s	
Ink Rakes	II	w	
Rail Jacks	II	w	
Servants	II	w	

THE FRINGE	TIER	HOLD
The Church of Ecstasy	IV	s
The Horde	III	s
The Path of Echoes	III	s
The Forgotten Gods	III	w
The Reconciled	III	s
Skovlander Refugees	III	w
The Weeping Lady	II	s
Deathlands Scavengers	II	w

CITIZENRY	TIER	HOLD	STATUS
Whitecrown	v	s	
Brightstone	IV	s	
Charterhall	IV	s	
Six Towers	III	w	
Silkshore	II	s	
Nightmarket	II	s	
Crow's Foot	II	s	
The Docks	II	s	
Barrowcleft	II	s	
Coalridge	II	w	
Charhollow	I	s	
Dunslough	I	w	

WAR

When you're at war with any number of factions (status -3), the following penalties apply:

- ◆ Lose 1 hold (temporarily, while the war persists). This may knock you down a Tier.
- ◆ PCs get only one free downtime action instead of two.
- ◆ Take +1 heat from each score.
- ◆ Your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).



LANDMARKS

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.

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 Dunslough. The condemned are sent to scavenge in the Death Lands.

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

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.

OLD NORTH PORT. Before the deluge of the second century, the Dosk 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.

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.

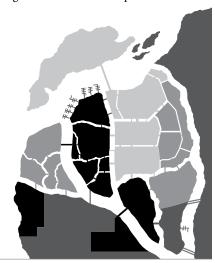
THE DOCKS. Rough taverns, tattoo parlors, fighting pits, and warehouses.

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

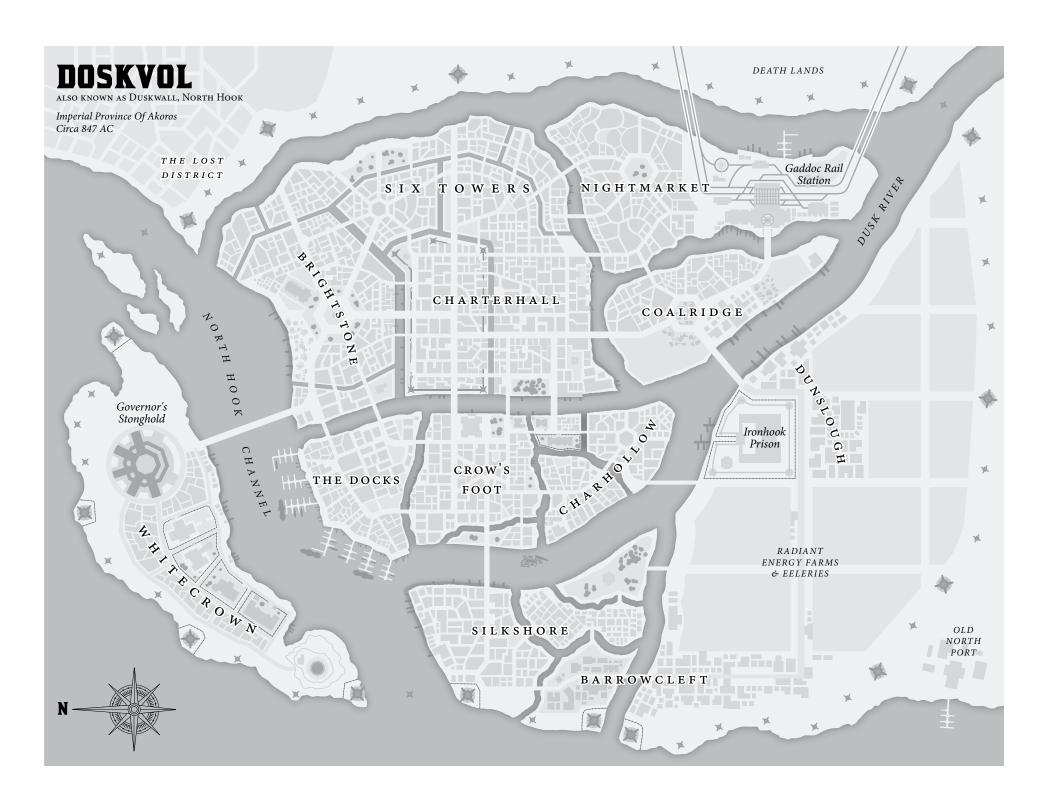
COALRIDGE. The remnants of Doskvol's original hilltop mining settlement, now home to laborers and industrial factories.

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





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 Serverosi 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 copperskinned 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

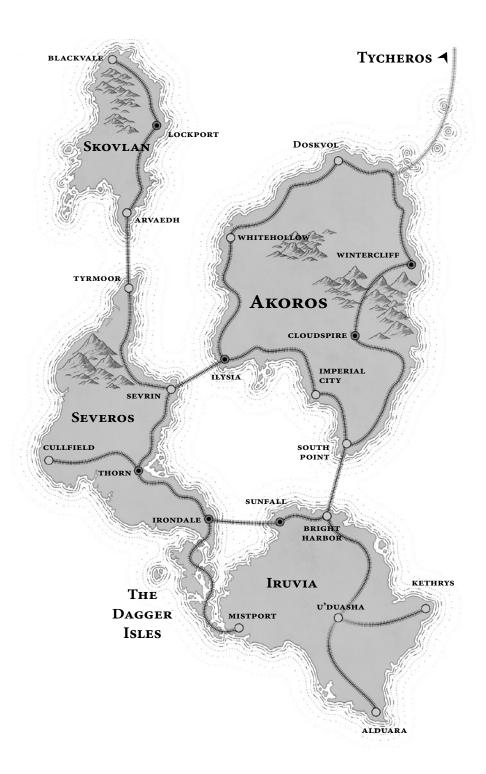
A far off land, disconnected from the Empire. People say the Tycherosi (rudely called "Strangers") have demon blood in their lineage.

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

1-3: You falter. Press on by seizing a risky opportunity, or withdrawand 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**.

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

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.

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).

- 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.

Two Small jobs a stronghov

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.

- ◆ o 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.

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		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.

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.

4. DOWNTIME

2. HEAT

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 accoding 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 yo 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, Kelvr,

Kobb, Kristov, Laudius, Lauria, Lenia,

Lizete, Lorette, Lucella, Lynthia, Mara,

Milos, Morlan, Myre, Narcus, Naria,

Noggs, Odrienne, Orlan, Phin, Polonia,

Quess, Remira, Ring, Roethe, Sesereth,

Sethla, Skannon, Stavrul, Stev, Syra,

Talitha, Tesslyn, Thena, Timoth, 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,

Kessarin, Kinclaith, Lomond, Maroden,

Michter, Morriston, Penderyn, Prichard,

Rowan, Salkara, Sevoy, Skelkallan, Slane,

Strangford, Strathmill, Templeton,

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,

Tyrconnell, Vale, Vedat, Walund.

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

Tricorn Hat
Long Coat
Hood & Veil
Short Cloak
Knit Cap
Slim Jacket
Hooded Coat
Tall Boots
Work Boots
Mask & Robes
Suit & Vest
Collared Shirt
Suspenders
Skirt & Blouse

Fitted Dress Heavy Cloak Thick Greatcoat Soft Boots Loose Silks Sharp Trousers Waxed Coat Long Scarf Leathers Eel-skin Bodysuit Hide & Furs Scavenged Uniform Threadbare Tatters Fitted Leggings

CITY DESCRIPTORS

soot-choked, cobblestones, dim, inkdark, cooking-smells, oily puddles, silver moonlight, fog-shrouded, damp, chill, wind-swept, shadowy, brick walls, echoes, chimneys, gas-lights, electrolights, carriages, clocktowers, lanterns, pipe-smoke, canals, gondolas, rainslick, 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. Brynna Skyrkallan, resident diplomat of Skovlan. Tyrsin Nol, resident diplomat of Severos. Lewit, Jol, Cinda, Revf, bluecoats of the watch.

Andris, a spy and informant with flexible loyalties. Krop, a constable of the watch. Refuses bribes.

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.

Levvra, 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)

SIGIRIO (FICE	
Whitecrown	Coalridge
Brightstone	The Docks
Six Towers	Crow's Foot
Charterhall	Dunslough
Nightmarket	Barrowcleft
Silkshore	Charhollow
LOCATIONS	PUBLIC HOUSES
	PUBLIC HOUSES The Hooded Fox
LOCATIONS Jndercross Echo Gardens	
Indercross	The Hooded Fox
Jndercross Echo Gardens	The Hooded Fox The Hook & Line

Chalk Street Bridge The Black Tree Heartbreak Square The Anvilworks The Black Circle Bellweather Crematorium Ironhook Prison The Blood Pits

The Lost Ward

Razor Hill

e et Candle Street Bridge The Cat & Candle Gaddoc Rail Station The Broken Anchor The Red Lamp The Nail & Bottle The Six Arms The Old Rasp The Moon's Daughter The Sexton Hazlewood Ouinn's

FLASHBACK STRESS COSTS

- o 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	Prowess	RESOLVE
Hunt	Finesse	Attune
Study	Prowl	Command
Survey	Skirmish	Consort
Tinker	Wreck	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.

Trick, Vixen, Whip, Wicker.

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.

- **1. LIMITED:** How is the effect diminished? What significant obstacle remains?
- 2. STANDARD: How does the expected effect manifest? What's left to do, if anything?
- 3. 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.

BLADESINTHEDARK

CAMPAIGN TRACKER

SHEE	T		M D	
SHEE		۱U.) E R

SCORE TYPE	SCORE TYPE	SCORE TYPE
TARGET	TARGET	TARGET
LOCATION	LOCATION	LOCATION
PAYOFF: COIN / REP HEAT	PAYOFF: COIN / REP HEAT	PAYOFF: COIN / REP HEAT
ENTANGLEMENTS, FACTION STATUS CHANGES	ENTANGLEMENTS, FACTION STATUS CHANGES	ENTANGLEMENTS, FACTION STATUS CHANGES
NOTES, EVENTS, AND CLOCKS ADVANCED	NOTES, EVENTS, AND CLOCKS ADVANCED	NOTES, EVENTS, AND CLOCKS ADVANCED

BLADESINTHEDARK A spirit without a body SPIRIT PLAYBOOK **GHOST TRAITS** STUDY NAME ALIAS ● **GHOST FORM**: You are now a concentration of electroplasmic vapor SURVEY which resembles your living body and clothes. You may weakly interact TINKER with the physical world and vice versa. You're vulnerable to arcane LOOK powers and electroplasmic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small FINESSE openings as a vapor. You chill the area around you and are terrifying PROWL for the living to behold. You are affected by spiritbane charms (take 2 HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW SKIRMISH drain to overcome the repulsion). Whenever you would take stress, take IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD WRECK drain instead. When you would take trauma, take gloom instead. You have an intense **NEED**: life essence. To satisfy this need, possess a living victim and consume their O DISSIPATE: You can disperse the electroplasmic vapor of your ghostly spirit energy (this may be a downtime action). When you do so, clear half your **DRAIN** (round down). form in order to pass through solid objects for a moment. Take ATTUNE 1 drain when you dissipate, plus 1 drain for each feature: It lasts COMMAND longer (a minute—an hour—a day)—you also become invisible— CONSORT CHAOTIC — DESTRUCTIVE — FURIOUS anything that passes through your form becomes dangerously electrified • • • SWAY OBSESSIVE — TERRITORIAL — SAVAGE or frozen. **BONUS DIE** ○ MANIFEST: Take 1 drain to flow through the electroplasmic pathways NEED project clock of the ghost field in order to instantly travel to any place you knew 3 PUSH YOURSELF (take HELP intimately in life, or to answer the summoning call of a **compel**. 2 drain) -OR- accept a ARMOR USES DEVIL'S BARGAIN. O POLTERGEIST: Take 1 drain to strongly interact with the physical -1D ARMOR world for a few moments (as if you had a normal body). Extend the HEAVY LESS reach and magnitude of your interaction to include telekinetic force ITEMS (With you in ghost form) SPECIAL and electroplasmic discharges by taking more drain (2-6). NOTES O Possess: You may attune to the ghost field in order to take control of a living body. When your control is challenged, you must re-attune (risking electroplasmic harm) or leave the body. Your control is challenged when: you consume spirit energy from the host—when arcane powers act against you—when the host's will is driven to desperation. You may easily and indefinitely possess a hull or hollow which has been ritually prepared for you (change your playbook to **ENEMIES & RIVALS** Hull or Vampire, respectively). OOO VETERAN: Choose a special ability from another source. • 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 occured multiple times. • You exacted vengeance upon those whom you deem deserving. ◆ You expressed your your outrage or anger, or settled scores from your heritage or background. • You struggled with issues from your need or glooms during the session.

TEAMWORK PLANNING & LOAD

Assist a teammate

Lead a group action

Protect a teammate

Set up a teammate

PLANNING & LUAU Choose a plan, provide the *detail*

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?
- \bullet 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?

BLADESINTHEDARK

NAME

LOOK								
HERITAGE: AKOROS—THE DAGGER IS	SLES						C—LABOR— E—UNDERWO	
MY FUNCTIONS ARE: TO GUARD—TO DEST that which my master commands.	roy-	-то	DISC	COVER	—то	ACQUIR	Е—ТО LABO	R AT
Your clockwork body runs on electropl industrial-grade generator (downtime action	. ASM . n). Wh	Rec hen	harge you d	e your lo this,	capac clear	itors by 5 drain	connecting :	to ar
DRAIN WEAR							— F I X A T E — U N S T A	
HARM							HEALING	
3						NEED HELP	project clock ARMOR USES	士
2						-1D	ARMOR	
1						LESS EFFECT	HEAVY SPECIAL	
GHOST SPECIAL ABILITIES (TRANSFERRED	EDOM	r OD	ICINI	AT DIA	VPOO	Z) EDAI	ME EEATUDE	6
GHOST SPECIAL ADILITIES (TRANSFERRED	FROM	IOK	IGINA	AL PLA	1 600	•	VITATION	3
						O RE	EFLEXES	
						O L11	FE-LIKE APPEAR	RANCI
						O Sp	ider Climb	
						O In	TERIOR CHAM	BER
						O PL	ATING	
						ОРН	IONOGRAPH	
						O SE	NSORS	
							юке Ркојесто	
						-	RING-LEAP PIS	
							nay swap out you es with a downt ty.	

ALIAS

This factors into effect.

A spirit animating a clockwork frame SPIRIT PLAYBOOK A hull has no **coin** or **stash** of their own, but might be granted access to the resources of their master.

PLAYBOOK

INSIGHT

- HUNT STUDY
- SURVEY
- TINKER

- FINESSE PROWL
- SKIRMISH • • • WRECK

- ATTUNE
- COMMAND CONSORT
- SWAY

BONUS DIE

PUSH YOURSELF (take 2 drain) -or- accept a DEVIL'S BARGAIN.

☐ A Blade or Two

☐ Throwing Knives

☐ A Pistol ☐ A 2nd Pistol

☐ A Large Weapon

☐ Burglary Gear

☐ Documents

☐ Climbing Gear ☐ Arcane Implements

☐ Subterfuge Supplies

□**⊢**□ Demolition Tools

☐ Tinkering Tools

☐ An Unusual Weapon

■ Armor □+□+□+Heavy

○ ○ ○ ○ **FRAME UPGRADE**: Choose an additional frame *feature*. FRAME & ITEMS Choose your frame & look (or create one). Choose a starting feature. LOAD \bigcirc 3 small \bigcirc 5 medium \bigcirc 7 heavy

AUTOMATON: You are a spirit animating a clockwork body. You have

human-like strength and senses, by default. Your hull has natural armor

(this doesn't count for your load). Your former human feelings, interests,

and connections are only dim memories. You now exist to fulfill your

functions. Choose three (at left). You may be rebuilt if damaged or

destroyed. If your soul vessel is shattered, you are freed from servitude and become a Ghost. Whenever you would take stress, take drain instead. OVERCHARGE: Take 1 drain to perform a feat of extreme strength

or speed (run faster than a horse, rend metal with bare hands, etc.).

recess beneath panels out of sight. Your frame can now carry +2 load. O ELECTROPLASMIC PROJECTORS: You may release some of your

plasmic energy as an electrical shock around you or as a directed

beam. You may also use this ability to create a lightning barrier to

repel or trap a spirit. Take 1 drain for each level of magnitude.

O INTERFACE: You may attune to the local electroplasmic power field to control it or something connected to it (including another hull).

O SECONDARY HULL: Choose an additional frame and its starting feature.

You may transfer your consciousness between your frames at will.

O COMPARTMENTS: Your items are built-in to your frame and may

- SMALL (cat size, -1 scale): A metal orb, a mechanical doll, a clockwork spider. Levitation—Reflexes
- ☐ **MEDIUM** (human size): A metal mannequin, a clockwork animal. Life-Like Appearance—Spider Climb
- ☐ **HEAVY** (wagon size, +1 scale): A hulking metal giant, a self-driving vehicle. *Interior Chamber—Plating (special armor)*

Feature options for any frame: Phonograph (Record & Playback)— Sensors—Smoke Projectors—Spring-Leap Pistons

TEAMWORK

Assist a teammate

Lead a group action

Set up a teammate

- 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 occured multiple times.
- You fulfilled your functions despite difficulty or danger.
- ◆ You suppressed or ignored your former human beliefs, drives, heritage, or background.
- You struggled with issues from your wear during the session.

☐ Lantern

PLANNING & LOAD

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

Assault: Point of attack

Protect a teammate **Deception:** Method

Stealth: Entry point

Occult: Arcane power

Social: Connection

Transport: Route

◆ What do they intend to do? \bullet How can I get them to [X]?

GATHER INFORMATION

- ◆ 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?

BLADESINTHEDARK

NAME		ALIAS			
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HERITAGE: AKOROS—THE DARUVIA—SEVEROS—SKOVLAN—YOUR VICE is life essence, consumend indulge your vice. Also, where the contraction of the contraction of the contraction of the contractions?	TYCHEROS TRA ned from a living hum en you feed, erase al	l level 1 harr	RY—NOBLI wntime act n and mar	e—underwo tivity to hunt rk 4 ticks on	prey you
STRESS		LD—HAUNTE			
HARM 3			NEED HELP	HEALING project clock ARMOR USES	\exists
2			-1D	ARMOR HEAVY	
1			LESS EFFECT		
GHOST SPECIAL ABILITIES (FRO	M ORIGINAL PLAYBOO	When you (except O SLUI	veteran), a mber: In do d one activi	new vampire add a stricture owntime, you ity resting in a	e. mus dark
		O For a p perm	BIDDEN: 'rivate res	else suffer 3 st. You cannot esidence wit. m the owner. piritbane cha	hou
			hold you at sist the rep	bay. (Take 2 soulsion.)	stres
		phys — vice horr	ical harm o your bo ific bestia	hen you so or <i>overindulge</i> dy twists in l form until out overindul	you nto a you
				spirit must rei be destroyed	

A spirit animating an undead body SPIRIT PLAYBOOK

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COIN		

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.
- O 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.
- O 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.
- O 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.
- O 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.
- O SINISTER GUILE: During downtime, choose one: Get a free additional downtime activity, or take +1d to all downtime activity rolls.
- OOOO VETERAN: Choose a special ability from another sou

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☐ Fine clothes and	! accoutrements
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☐ Fine personal weapon Lylandra, a consort.

O Kira, a bodyguard. ☐ Fine shadow cloak

DARK SERVANTS (You start with two)

O Rutherford, a butler.

Otto, a coachman. ☐ Demonbane charm O Edrik, an envoy. ☐ *Spiritbane charm*

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- ◆ 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.

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 - \bullet How can I get them to [X]?
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O HUNT • • • • STUDY

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- ☐ An Unusual Weapon
- ☐ Armor ☐ + Heavy
- ☐ Burglary Gear
- □**-**□ Climbing Gear ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- □**-**□ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern

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