

# BLADES IN THE DARK

# CUTTER

A DANGEROUS AND INTIMIDATING FIGHTER

## FINESSE

- CONSORT
- DECEIVE
- SECURE
- SLIP

## INSIGHT

- CIPHER
- DISCERN
- SUPPLY
- TINKER

## RESOLVE

- ATTUNE
- COMMAND
- MURDER
- SWAY

## VIGOR

- BATTLE
- HANDLE
- PROWL
- STITCH

## DESPERATE ROLLS

### BONUS DICE

- PUSH** (You take 2 stress)
- ASSIST** (They take 1 stress)
- DEVIL'S BARGAIN**

### EFFECT MODIFIERS

- QUALITY**
- SCALE**
- POTENCY**

### RESISTANCE

6 STRESS - ROLL RESULT

### Arcy Keel

NAME ALIAS

Woman, dark, strong build, severe

LOOK

Family woman

Leviathan Hunter

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

VICE CHARITY—COLLECTOR—DRINK—DRUGS—FAITH—GAMBLING—LOVERS—LUXURIES—OBLIGATION—STUDY—WEIRD

STRESS TRAUMA ARMOR +HEAVY

HARM BATTLEBORN COIN STASH

I'm strained. I'm shaken. I'm weak. I'm hurt. I'm impaired. I'm disabled. I'm fading. I'm out. I'm finished.

- A Blade or Two
- Throwing Knives
- A Pistol & Shot
- A Large Weapon
- An Unusual Weapon
- Armor +Heavy
- Burglary Tools
- Climbing Gear
- Documents
- Arcane Implements
- Subterfuge Supplies
- Tinkering Tools
- A small personal item

### SPECIAL ABILITIES

- BRUTAL:** Your attacks are more powerful; you hit as if wielding a heavier weapon. Your melee attacks do +1 effect.
- RESOLUTE:** When you recover, you get +1 box of healing.
- TOUGH AS NAILS:** When you roll resistance with Vigor, you get +1d.
- SAVAGE:** When you make an example of someone, your opponents lose heart. When you Command their fear, take +1d.
- GHOST FIGHTER:** You may imbue your hands, melee weapons, or tools with spirit energy. You gain potency in combat vs. the supernatural.
- BATTLEBORN:** You get special armor against physical attacks in combat. When you roll a critical in combat, clear 1 stress.
- NOT TO BE TRIFLED WITH:** You're an expert in skirmish combat. In a melee, you and your team ignore effect modifiers due to scale.
- LEADER:** When you Command a gang in combat, they stand fast when they would otherwise break or flee. They get 1 armor.
- VETERAN:** Choose a special ability from another playbook.

### ITEMS (3,4)Light. (5)Normal. (6,7)Heavy. Items in italics don't count.

- Fine hand weapon
- Fine large weapon
- Manacles & chain
- Rage essence vial
- Demolition tools
- Spiritbane charm
- Marlane, a pugilist
- Thena, a veteran warrior
- Chael, a vicious thug
- Mercy, a cold killer
- Grace, an extortionist
- Stras, a clever blade

### PLAYBOOK ADVANCEMENT

- ◆ Address a challenge with violence or threats.
- ◆ Go into danger for your crew or to show your dominance.
- ◆ Express your beliefs, drives, heritage, or background.
- ◆ Cause a problem with your obsessions, secrets, or shortcomings.

### TEAMWORK: ON POINT

- Lead a group action.
- Set up another character.
- Follow through on a setup.

### TEAMWORK: BACKUP

- Face a danger for the character on point.
- Assist another character.

### PLANNING

- Choose a plan, provide the detail.
- ◆ **Assault plan:** Point of attack.
- ◆ **Deception plan:** Method.
- ◆ **Infiltration plan:** Entry point.
- ◆ **Occult plan:** Arcane power.
- ◆ **Social plan:** Social connection.
- ◆ **Transport plan:** Location / Route.

### GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ What might I suspect about this situation or person?
- ◆ What's the danger here?
- ◆ How can I find X?
- ◆ What's really going on here?
- ◆ Ask about a detail for a plan.

### EFFECT

- How does the effect manifest?
- 1. **POOR:** What significant obstacle remains?
- 2. **PARTIAL:** What have I left undone?
- 3. **FULL:** Is there anything left to do?
- 4. **GREAT:** What extra benefit manifests?

# BLADES IN THE DARK

# LURK

A STEALTHY  
INFILTRATOR  
AND ATHLETE

## FINESSE

- CONSORT
- DECEIVE
- SECURE
- SLIP

## INSIGHT

- CIPHER
- DISCERN
- SUPPLY
- TINKER

## RESOLVE

- ATTUNE
- COMMAND
- MURDER
- SWAY

## VIGOR

- BATTLE
- HANDLE
- PROWL
- STITCH

## DESPERATE ROLLS

### BONUS DICE

- PUSH** (You take 2 stress)
- ASSIST** (They take 1 stress)
- DEVIL'S BARGAIN**

### EFFECT MODIFIERS

- QUALITY**
- SCALE**
- POTENCY**

### RESISTANCE

6 STRESS - ROLL RESULT

## Canter Haig

NAME

ALIAS

Man, cold, stern, tricorne hat, long coat

LOOK

Orphanage trash

Corner boy

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

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

## VICE

- 

CHARITY—COLLECTOR—DRINK—DRUGS—FAITH—GAMBLING—  
LOVERS—LUXURIES—OBLIGATION—STUDY—WEIRD

## STRESS



## TRAUMA



## ARMOR

+HEAVY

## HARM

- |  |  |  |           |
|--|--|--|-----------|
| <input type="checkbox"/> I'm strained. | <input type="checkbox"/> I'm shaken.   | <input type="checkbox"/> I'm weak.     | -1 EFFECT |
| <input type="checkbox"/> I'm hurt.     | <input type="checkbox"/> I'm impaired. | <input type="checkbox"/> I'm disabled. | -1D       |
| <input type="checkbox"/> I'm fading.   | <input type="checkbox"/> I'm out.      | <input type="checkbox"/> I'm finished. | NEED HELP |

## ATHLETIC



other special armor

## COIN



## STASH



ITEMS (3,4)Light. (5)Normal. (6,7)Heavy. Items in italics don't count.

- A Blade or Two
- Throwing Knives
- A Pistol & Shot
- A Large Weapon
- An Unusual Weapon
- Armor +Heavy
- Burglary Tools
- Climbing Gear
- Documents
- Arcane Implements
- Subterfuge Supplies
- Tinkering Tools
- A small personal item

## SPECIAL ABILITIES

- AMBUSH:** When you attack from hiding or spring trap, take +1d.
- COMPOSURE:** Add an additional stress box.
- INFILTRATOR:** When you defeat security measures, you get +1 effect.
- FLY ON THE WALL:** When you gather information while hidden, take +1d.
- GHOST ECHO:** You may hide your spirit from the notice of ghosts, demons, or other arcane powers. You gain potency vs. supernatural attention or security measures.
- ATHLETIC:** You get special armor vs. harm from athletic feats (climbing, falling, tumbling, running, etc.). When you roll a critical on an athletic feat, clear 1 stress.
- DARING:** When you roll 1-3 and try again with more risk, you get +1d.
- REFLEXES:** When there's a question about who acts first, the answer is you (two characters with Reflexes act simultaneously).
- VETERAN:** Choose a special ability from another playbook.

## KEEN FRIENDS

- Fine lockpicks**
- Fine shadow cloak**
- Light climbing gear
- Silence potion vial
- Dark-sight goggles
- Spiritbane charm
- Telda, a beggar
- Darmot, a bluecoat
- Frake, a locksmith
- Roslyn Kellis, a noble
- Petra, a city clerk
- Loop, a bounty hunter

## PLAYBOOK ADVANCEMENT

- ◆ Address a challenge with athletics or infiltration.
- ◆ Go into danger for your crew or to remain hidden or unknown.
- ◆ Express your beliefs, drives, heritage, or background.
- ◆ Cause a problem with your obsessions, secrets, or shortcomings.

## TEAMWORK: ON POINT

Lead a group action.

Set up another character.

Follow through on a setup.

## TEAMWORK: BACKUP

Face a danger for the character on point.

Assist another character.

## PLANNING

- Choose a plan, provide the detail.
- ◆ **Assault plan:** Point of attack.
  - ◆ **Deception plan:** Method.
  - ◆ **Infiltration plan:** Entry point.
  - ◆ **Occult plan:** Arcane power.
  - ◆ **Social plan:** Social connection.
  - ◆ **Transport plan:** Location / Route.

## GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ What might I suspect about this situation or person?
- ◆ What's the danger here?
- ◆ How can I find X?
- ◆ What's really going on here?
- ◆ Ask about a detail for a plan.

## EFFECT

- How does the effect manifest?
- POOR:** What significant obstacle remains?
  - PARTIAL:** What have I left undone?
  - FULL:** Is there anything left to do?
  - GREAT:** What extra benefit manifests?

# BLADES IN THE DARK

*Oskarr Scurlock*

NAME

*Young man, pale, striking features*

LOOK

*Cursed family line*

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

*Witch Boy*

ALIAS

*Known mystic*

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

**VICE** ● ○ ○ ○

CHARITY—COLLECTOR—DRINK—DRUGS—FAITH—GAMBLING—  
LOVERS—LUXURIES—OBLIGATION—STUDY—**WEIRD**

**STRESS**

**TRAUMA**

**ARMOR** **+HEAVY**

**HARM**

- |  |  |  |                  |
|--|--|--|------------------|
| <input type="checkbox"/> I'm strained. | <input type="checkbox"/> I'm shaken.   | <input type="checkbox"/> I'm weak.     | <b>-1 EFFECT</b> |
| <input type="checkbox"/> I'm hurt.     | <input type="checkbox"/> I'm impaired. | <input type="checkbox"/> I'm disabled. | <b>-1D</b>       |
| <input type="checkbox"/> I'm fading.   | <input type="checkbox"/> I'm out.      | <input type="checkbox"/> I'm finished. | <b>NEED HELP</b> |

**BEYOND**

other special armor

**COIN**   **STASH**



**ITEMS** (3,4)Light. (5)Normal. (6,7)Heavy. *Items in italics don't count.*

- A Blade or Two
- Throwing Knives
- A Pistol & Shot
- A Large Weapon
- An Unusual Weapon
- Armor  +Heavy
- Burglary Tools
- Climbing Gear
- Documents
- Arcane Implements
- Subterfuge Supplies
- Tinkering Tools
- A small personal item

**Project: Setarra's Favor**

**Project: Research weird tattoo inks**

**Project: Learn whisper secrets from Silver**

# WHISPER

AN OCCULT  
ADEPT AND  
SUMMONER

**SPECIAL ABILITIES**

- RITUAL:** You know the arcane methods to prepare rituals to create supernatural effects. Costs stress equal to the magnitude of the results (2-6). *Answer the GM's questions to create the ritual (page 55).*
- COMPEL:** You can **attune** to force a spirit or demon to obey a direct instruction you give it.
- IRON WILL:** When you roll resistance with **Resolve**, you get +1d.
- TEMPEST:** Channel energy to produce storm effects (fog, frost, wind, rain, lightning). Costs **stress** equal to the magnitude of the results (0-6).
- SAVANT:** When you deal with a supernatural force that you've studied or created, you get +1 **effect**.
- BEYOND:** You get **special armor** vs. supernatural effects. When you roll a **critical** while dealing with arcane powers, **clear 1 stress**.
- STRANGE METHODS:** When you **tinker** with a device, tool, or weapon, you may include electroplasmic or arcane features.
- GHOST MIND:** You know how to find the weakness in each ghost, demon, or arcane force. You gain **potency** when you study the supernatural.
- VETERAN:** Choose a special ability from another playbook.

**STRANGE FRIENDS**

- Fine spirit anchor**
- Fine spirit mask**
- Electroplasm vials*
- Demon blood vials*
- Ghost key*
- Demonbane charm*
- Nyryx, a possessor ghost
- Hoxan, a rogue spirit
- Scurlock, a vampire
- Setarra, a demon
- Quellyn, a witch
- Flint, a spirit trafficker

**PLAYBOOK ADVANCEMENT**

- ◆ *Address a challenge with arcane power or knowledge.*
- ◆ *Go into danger for your crew or for arcane knowledge or power.*
- ◆ *Express your beliefs, drives, heritage, or background.*
- ◆ *Cause a problem with your obsessions, secrets, or shortcomings.*

**FINESSE**

- CONSORT
- DECEIVE
- SECURE
- SLIP

**INSIGHT**

- CIPHER
- DISCERN
- SUPPLY
- TINKER

**RESOLVE**

- ATTUNE
- COMMAND
- MURDER
- SWAY

**VIGOR**

- BATTLE
- HANDLE
- PROWL
- STITCH

**DESPERATE ROLLS**

**BONUS DICE**

- PUSH** (You take 2 stress)
- ASSIST** (They take 1 stress)
- DEVIL'S BARGAIN**

**TEAMWORK: ON POINT**

Lead a **group action**.

Set up another character.

Follow through on a setup.

**TEAMWORK: BACKUP**

Face a **danger** for the character on point.

Assist another character.

**PLANNING**

Choose a plan, provide the *detail*.

- ◆ **Assault plan:** *Point of attack.*
- ◆ **Deception plan:** *Method.*
- ◆ **Infiltration plan:** *Entry point.*
- ◆ **Occult plan:** *Arcane power.*
- ◆ **Social plan:** *Social connection.*
- ◆ **Transport plan:** *Location / Route.*

**GATHER INFORMATION**

- ◆ What do they intend to do?
- ◆ What might I suspect about this situation or person?
- ◆ What's the danger here?
- ◆ How can I find X?
- ◆ What's really going on here?
- ◆ Ask about a *detail* for a *plan*.

**EFFECT**

*How does the effect manifest?*

1. **POOR:** What significant obstacle remains?
2. **PARTIAL:** What have I left undone?
3. **FULL:** Is there anything left to do?
4. **GREAT:** What extra benefit manifests?

**EFFECT MODIFIERS**

- |   |                |   |
|---|----------------|---|
| - | <b>QUALITY</b> | + |
| - | <b>SCALE</b>   | + |
| - | <b>POTENCY</b> | + |

**RESISTANCE**

6 STRESS - ROLL RESULT

# BLADES IN THE DARK

## Six Towers Gang

NAME

## Scurlock Manor

LAIR

## Bazso Baz

WARD BOSS: ABSENT—BOLD—DRIVEN—  
CARELESS—FIENDISH—METICULOUS—  
PATIENT—RUTHLESS—SAVVY—STRANGE

HEAT WANTED COIN

CLAIMS CLAIMS HOLD 1 REP 1 TOTAL HOLD 2 TIER

TURF +3 hold	TURF +2 hold	VICE DEN +1 coin per development	LUXURY VENUE +1 hold, +1 coin per development	INFORMANTS +1d engagement roll for acquire or attract scores
TURF +4 hold	TURF +1 hold	LAIR	TURF +1 hold	CITY NETWORK +1d engagement roll for sales scores
TURF +3 hold	TURF +2 hold	FOREIGN MARKET +2 hold, +1 coin per development	SMUGGLERS +1d to development rolls	BLUECOAT BRIBES +1d gather info for scores

**CREW UPGRADES**

GANGS / EXPERTS	ITEM QUALITY	LAIR	TRAINING
<input type="checkbox"/> Add a gang <input type="checkbox"/> Add an expert <input type="checkbox"/> Upgrade <input type="checkbox"/> Upgrade <input type="checkbox"/> Upgrade <input type="checkbox"/> Upgrade <input type="checkbox"/> Upgrade	<input type="checkbox"/> Documents <input type="checkbox"/> Gear <input type="checkbox"/> Implements <input type="checkbox"/> Supplies <input type="checkbox"/> Tools <input type="checkbox"/> Weapons	<input type="checkbox"/> Carriage House <input type="checkbox"/> Boat House <input checked="" type="checkbox"/> Security <input checked="" type="checkbox"/> Quarters <input type="checkbox"/> Vault / Storage <input type="checkbox"/> Workshop	<input type="checkbox"/> Finesse Training <input type="checkbox"/> Insight Training <input type="checkbox"/> Resolve Training <input type="checkbox"/> Vigor Training <input type="checkbox"/> Expertise <input type="checkbox"/> Mastery

NOTES / CLAIMS DETAILS

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# HAWKERS

## SPECIAL ABILITIES

- SILVER TONGUES:** Each PC chooses to take +1 dot in **Consort, Deceive, Influence, or Sway.**
- THE GOOD STUFF:** Your product is especially appealing. When you deal with a crew or faction, the GM will tell you who among them is hooked on your product (one, a few, many, or all).
- LOOKOUTS:** When someone messes with you on your turf, you get advance warning of who and how many. Take +1d to rolls to escape or to lead them into a trap.
- SURPLUS:** You can produce 1 coin worth of spare product at a moment's notice, but using it adds +2 heat (you're too close to it).
- CACHES:** Your product is widely distributed, not centralized. It cannot be completely destroyed, stolen, or lost as long as your crew remains.
- HOKED:** Your gang members use your product. Add the *unreliable* or *savage* tag to any or all of your gangs to give them +1 quality.
- VETERAN:** Choose a special ability from another crew.

## CREW ADVANCEMENT

- ◆ Acquire product, attract customers, or covertly sell your contraband.
- ◆ Improve your product's quality, variety, or prestige.
- ◆ Seize a claim for your crew's turf (1 tick per step).
- ◆ Contend with challenges above your current station.

**CONTACTS**

- Fine Product**
- Fine Client Perks**
- All gangs add +Rooks or +Rovers
- Legit cover (-1 heat per roll)
- Connected (+1d to acquire assets)
- Leisure (+1d to recovery)

▶ Rolan Wott, a magistrate  
▶ Laroze, a bluecoat  
▶ Lydra, a broker  
▶ Hoxley, a smuggler  
▶ Anya, a dillettante  
▶ Marlo, a gang boss

**PRODUCTS**

<i>Leviathan blood</i>	QUALITY

**GANG**

<input type="checkbox"/> ADEPTS	FEARSOME	BROKEN <input type="checkbox"/>
<input type="checkbox"/> KILLERS	LOYAL	IMPAIRED <input type="checkbox"/>
<input checked="" type="checkbox"/> ROOKS	TENACIOUS	WEAK <input type="checkbox"/>
<input type="checkbox"/> ROVERS	PRINCIPLED	ARMOR <input type="checkbox"/>
<input type="checkbox"/> SHADOWS	SAVAGE	
<input type="checkbox"/> THUGS	UNRELIABLE	

QUALITY

*Lyzelle* *Corlane*  
*Grevor* *Quinn*

**GANG**

<input type="checkbox"/> ADEPTS	FEARSOME	BROKEN <input type="checkbox"/>
<input type="checkbox"/> KILLERS	LOYAL	IMPAIRED <input type="checkbox"/>
<input type="checkbox"/> ROOKS	TENACIOUS	WEAK <input type="checkbox"/>
<input type="checkbox"/> ROVERS	PRINCIPLED	ARMOR <input type="checkbox"/>
<input type="checkbox"/> SHADOWS	SAVAGE	
<input type="checkbox"/> THUGS	UNRELIABLE	

QUALITY

**GANG**

<input type="checkbox"/> ADEPTS	FEARSOME	BROKEN <input type="checkbox"/>
<input type="checkbox"/> KILLERS	LOYAL	IMPAIRED <input type="checkbox"/>
<input type="checkbox"/> ROOKS	TENACIOUS	WEAK <input type="checkbox"/>
<input type="checkbox"/> ROVERS	PRINCIPLED	ARMOR <input type="checkbox"/>
<input type="checkbox"/> SHADOWS	SAVAGE	
<input type="checkbox"/> THUGS	UNRELIABLE	

QUALITY

**EXPERT**

NAME	BROKEN <input type="checkbox"/>
ACTION	IMPAIRED <input type="checkbox"/>
QUALITY	WEAK <input type="checkbox"/>

**EXPERT**

NAME	BROKEN <input type="checkbox"/>
ACTION	IMPAIRED <input type="checkbox"/>
QUALITY	WEAK <input type="checkbox"/>

# FACTIONS OF DUSKWALL

CRIMINAL UNDERWORLD			
■■■	THE UNSEEN	■■■ IV	7
■■■	THE SILVER NAILS	■■■ III	6
■■■	LORD SCURLOCK	■■■ III	5
■■■	THE HIVE	■■■ III	4
■■■		■■■ III	4
■■■	THE CIRCLE OF FLAME	■■■ II	4
■■■	THE CROWS	■■■ II	3
■■■	THE LAMPBLACKS	■■■ II	3
■■■	THE RED SASHES	■■■ II	3
■■■	THE DIMMER SISTERS	■■■ II	5
■■■		■■■ II	3
■■■		■■■ II	5
■■■	ULF IRONBORN	■■■ I	3
■■■	THE FOG HOUNDS	■■■ I	2
■■■	THE EELS	■■■ I	3
■■■	THE LOST	■■■ I	3
■■■		■■■	
■■■		■■■	
■■■		■■■	
■■■		■■■	

CITY INSTITUTIONS			
■■■	DUSKWALL COUNCIL	■■■ IV	8
■■■	IRONHOOK PRISON	■■■ III	9
■■■	SPIRIT WARDENS	■■■ III	6
■■■	BLUECOATS	■■■ III	7
■■■	SKOVLAN CONSULATE	■■■ III	5
■■■	INSPECTORS	■■■ II	9
■■■	INK RAKES	■■■ II	8
■■■	SPARKWRIGHTS	■■■ I	9
■■■	IMPERIAL GUARD	■■■ I	9
■■■	IRUVIAN CONSULATE	■■■ I	5
■■■	SEVEROSI CONSULATE	■■■ I	4
■■■	DAGGER ISLES CONSULATE	■■■ I	3

LABOR & TRADE			
■■■	MINISTRY OF TRANSPORT	■■■ IV	9
■■■	LEVIATHAN HUNTERS	■■■ III	9
■■■	MINISTRY OF PROVISIONS	■■■ III	9
■■■	MERCHANT GUILD	■■■ III	7
■■■	SAILORS	■■■ III	5
■■■	DOCKERS	■■■ III	5
■■■	GONDOLIERS	■■■ II	5
■■■	CABBIES	■■■ I	4
■■■	RAIL JACKS	■■■ I	3
■■■		■■■	
■■■		■■■	

FAITH & WEIRDNESS			
■■■	ECSTASY OF THE FLESH	■■■ III	6
■■■	THE HORDE	■■■ III	9
■■■	THE WEEPING LADY	■■■ II	6
■■■	THE RECONCILED	■■■ II	5
■■■	THE PATH OF ECHOES	■■■ II	4
■■■	THE FORGOTTEN GODS	■■■ I	3
■■■	DEATHLANDS SCAVENGERS	■■■ I	3
■■■		■■■	
■■■		■■■	
■■■		■■■	
■■■		■■■	

OTHERS			
■■■	SKOVLANDER REFUGEES	■■■ IV	3
■■■		■■■	
■■■		■■■	
■■■		■■■	
■■■		■■■	
■■■		■■■	

# ENGAGEMENT, RESISTANCE, FORTUNE, & ACTION ROLLS

## ENGAGEMENT ROLL

1d for each **TIER** dot.

+1d for each **CLAIM** advantage to engagement.

+1d if a higher **TIER** faction gives support or access.

**CRITICAL:** All four. **6:** Choose three. **4/5:** Choose two. **1-3:** Choose one.

- ◆ *You're in the starting position you want. No one is separated from the team.*
- ◆ *You maintain the initiative. Your opening move pressures the opposition before they put pressure on you.*
- ◆ *Your timing is perfect. You choose the ideal moment for maximum payoff. Take +1d to your development roll later.*
- ◆ *You exploit an advantage for +1d to the first action.*

## RESISTANCE ROLL

1d for each **ATTRIBUTE** dot.

You avoid the consequences if you take **6 STRESS** minus your highest die result.

## FORTUNE ROLL

1d for each **TRAIT** rating.

+1d for a **MAJOR ADVANTAGE**.

-1d for a **MAJOR DRAWBACK**.

**CRITICAL:** Very good outcome. Extreme effect.

**6:** Good outcome. Full effect.

**4/5:** Mixed outcome. Partial effect, or a mix of success and trouble.

**1-3:** Poor outcome. Limited effect, if any.

## ACTION ROLL

1d for each **ACTION** dot.

+1d if you **PUSH** yourself (you take 2 stress).

+1d for **ASSISTANCE** (they take 1 stress).

+1d for a **DEVIL'S BARGAIN**.

-1d if you face especially challenging opposition.

### CONTROLLED

*You take time to do it carefully. You do it on your terms. You exploit a dominant position. How is this under control?*

**CRITICAL:** You achieve a great effect.

**6:** You do it to full effect.

**4/5:** You do it, but there's a cost: it takes extra time, you have partial effect or you end up in a risky position.

**1-3:** You're blocked, you stall, or you falter. Press on by seizing a risky opportunity, or withdraw and try a different way.

### RISKY

*You go head to head. You act under fire. You take a calculated risk. What's risky about this action?*

**CRITICAL:** You achieve a great effect.

**6:** You do it to full effect.

**4/5:** You do it to full effect, but there's a cost: you suffer harm, a complication occurs, or you end up in a desperate position.

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

### DESPERATE

*You take a big chance for a big payoff. You're in serious trouble. What's desperate about this action?*

**CRITICAL:** You achieve a great effect.

**6:** You achieve great effect but there's a cost: you suffer harm or a complication occurs.

**4/5:** You achieve partial effect at a cost: harm or a complication.

**1-3:** It's the worst outcome. You suffer great harm or a severe complication.

*Each time you roll a desperate action, mark a tick of desperate action XP on your character sheet. See page 28.*

## EFFECT

*How does the effect manifest?*

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

- 1. POOR:** What significant obstacle remains?
- 2. PARTIAL:** What have I left undone?
- 3. FULL:** Is there anything left to do?
- 4. GREAT:** What extra benefit manifests?


## EFFECT MODIFIERS

-	QUALITY	+
-	SCALE	+
-	POTENCY	+


# HEAT, DEVELOPMENT, & ENTANGLEMENT


After you complete a score, roll **Heat** (if the score was a success, also roll **Development**). Then roll an **Entanglement**. Finally, take **Downtime** (see next page).

## HEAT ROLL

 Roll dice based on the nature of the score:  
**1d** Smooth & quiet. Low exposure.  
**2d** Under control. Medium exposure.  
**3d** Loud & chaotic. High exposure.  
**4d** Wild. Devastating exposure.

 +1d for a **high profile** target.

 +1 **result level** if **kill**ing was involved.

 -1 **result level** if the action happened on **TURF** you or a friendly (+3 status) faction control.

## When you complete a score

**CRITICAL:** The crew takes **6 HEAT**.

**6:** The crew takes **4 HEAT**.

**4/5:** The crew takes **2 HEAT**.


**1-3:** The crew takes **1 HEAT**.


## WANTED LEVEL

If you need to take **HEAT**, but don't have any boxes left, you must mark a box of **WANTED LEVEL** instead.

Your wanted level represents the threat level of Bluecoats and Inspectors sent after you when you attract the attention of the law.

## DEVELOPMENT ROLL

 1d for each **TIER** dot.

 +1d for each **level 3 faction status** you hold (positive or negative).

## CRIME PAYS

Set the default **COIN** reward based on the nature of the score:

- ◆ **1 COIN:** Small job, nothing fancy.
- ◆ **2 COIN:** Standard crime work; decent loot.
- ◆ **3 COIN:** Something special; a fine haul.
- ◆ **4 COIN:** A major score; serious wealth.

If you've seized a **CLAIM**, you gain its benefits (**HOLD** and/or other bonuses) and **+1 REP**.

*Modify the default **COIN** and **REP** rewards based on the outcome of the development roll.*

## When you complete a successful score

**CRITICAL:** Your crew gains the default rewards and **+2 REP** and **+2 COIN**.

**6:** Your crew gains the default rewards and **+1 REP** and **+1 COIN**.

**4/5:** Your crew gains the default rewards.

**1-3:** Your crew gains the default rewards, but suffers **-1 REP** or **-1 COIN**.

## ENTANGLEMENTS (HEAT + WANTED LEVEL 0-3)

**1: GANG TROUBLE.** One of your gangs causes trouble due to their drawback. Pay reparations worth **1 COIN** or **1 HOLD** or face future reprisals. If you lack a gang with a drawback, there's no entanglement.

**2: UNQUIET DEAD.** The rogue spirit of a past victim finds its way to you. Pay **1 COIN** to a Whisper or Rail Jack to exorcise it, or deal with it yourself.

**3: RIVALRY.** A faction with whom you have a neutral status throws their weight around. Give them **1 HOLD** or **1 COIN**, or lose **1 STATUS** with them.

**4, 5: THE USUAL SUSPECTS.** The Bluecoats round up someone in the periphery of your crew, during a routine sweep of low-lives in the district. One player volunteers one of their friends as the person most likely to be taken. Roll the crew's **Morale** to find out how well they resist spilling some info that they shouldn't, or pay the Bluecoats off with **2 COIN**.

**6: COOPERATION.** A +3 status faction asks you for a favor. Agree to do it or give them **1 HOLD**. If you don't have a +3 faction status, you avoid entanglements right now.

## ENTANGLEMENTS (HEAT + WANTED LEVEL 4, 5)

**1: GANG TROUBLE.** One of your gangs causes trouble due to their drawback. Pay reparations worth **2 COIN** or **1 COIN** and **1 HOLD** or face future reprisals. If you lack a gang with a drawback, there's no entanglement.

**2: VENGEFUL DEAD.** The rogue spirit of a vindictive enemy finds its way to you. Pay **2 COIN** to a Whisper or Rail Jack to exorcise it, or deal with it yourself.

**3: RIVALRY.** A faction with whom you have a neutral status throws their weight around. Pay them **1 HOLD** and **1 COIN**, or lose **2 STATUS** with them.

**4, 5: QUESTIONING.** The Bluecoats round up an NPC member of your crew or one of the crew's Contacts, to question them about your crimes. Roll the crew's **Morale** to find out how well they resist spilling some info that they shouldn't, or pay the Bluecoats off with **2 COIN**.

**6: SHOW OF FORCE.** A faction with whom you have a negative status makes a play on your turf. Give them **2 HOLD** or **2 COIN**, or go to war.

## ENTANGLEMENTS (HEAT + WANTED LEVEL 6+)

**1: GANG TROUBLE.** One of your gangs causes trouble due to their drawback. Pay reparations worth **2 COIN** and **1 HOLD** or face future reprisals. If you lack a gang with a drawback, there's no entanglement.

**2: DEMONIC NOTICE.** A demon approaches the crew with a dark offer. Accept it or hide until it loses interest (you forfeit **3 HOLD**.)

**3: OPPORTUNISTS.** An equal- or lower-tier crew plans to betray you to facilitate their climb up the ladder. Give them **3 HOLD** or endure whatever comes of their betrayal.


**4, 5: INTERROGATION.** The Bluecoats round up one of the PCs, to question them about the crew's crimes. Resist with your **Resolve** to avoid jail time and exposing the crew to warrants for their arrest, or pay them off with **3 COIN**.

**6: ARREST.** An Inspector presents a case file of evidence on your crew to a magistrate, to begin prosecution. The Bluecoats send a detail to arrest you. Pay them off with **3 COIN** or take **+3 HEAT**.

# DOWNTIME ROLLS

## RECOVERY ROLL


 1d for each **STITCH** action dot.


 Increase the rolled result level by +1 for each parcel of **COIN** you spend.


**CRITICAL:** Heal 4 **BOXES** of harm.  
**6:** Heal 3 **BOXES** of harm.  
**4/5:** Heal 2 **BOXES** of harm.  
**1-3:** Heal 1 **BOX** of harm.

You may roll your own action for recovery at the cost of 1 **stress** or ask another PC to do it for you (you may also use **teamwork** actions, as normal). If you spend coin to raise your result, you hire an NPC physicker for assistance.

## VICE ROLL

 1d for each **VICE** dot.

 Increase the rolled result level by +1 for each parcel of **COIN** you spend.

 Increase the rolled result level by +1 if you choose an *overindulgence*.

**CRITICAL:** You clear 6 **STRESS**.  
**6:** You clear 4 **STRESS**.  
**4/5:** You clear 2 **STRESS**.  
**1-3:** You clear 1 **STRESS**.

**LEADS:** If you spend coin or overindulge, the purveyor will be willing to discuss a lead on a new criminal job, if you're interested.

## OVERINDULGENCES

**BROKE.** You pawn off your assets to pay for a massive indulgence in your vice. Lose access to all but one of your personal items (it's your choice which one to keep) until you next have downtime.

**TAPPED.** You really overdo it. Your current purveyor cuts you off and you need to find a new source for your vice.


**BAD DECISION.** You make a bad call because of your vice — in acquiring it or while under its influence. You trust someone you shouldn't; you reveal something you should keep secret; you go too far or not far enough. *What bad decision do you make?*

**LOST.** You lose yourself in your vice. Play a different character (maybe "graduate" one of the NPCs from your crew's units to PC status) until this one returns.

**REPRISALS:** During downtime, the crew's enemies take the initiative and pursue their own interests. What do they do? Are they in a position to come after the PCs? If they are, they do so during the players' downtime scenes and rolls. Are they threatening? Violent? Scared?

## ACQUIRE ASSET ROLL

 1d for each **SUPPLY** action dot.


 Increase the rolled result level by +1 for each parcel of **COIN** you spend.


**CRITICAL:** You acquire an **EXQUISITE** version of the asset.  
**6:** You acquire a **FINE** version of the asset.  
**4/5:** You acquire the asset.  
**1-3:** The asset isn't available right now.

*You may acquire an asset outside of downtime, as well, with an action roll (facing danger or consequences).*

**TEMPORARY USE:** When you acquire an asset, it's for "one use" only. This may be a single instance (like pouring a vial of poison into a goblet, or luring a rogue ghost into a spirit bottle) or a single period of use (like hiring a boat for a couple hours).

## REDUCE HEAT ROLL


 1d for each **ACTION** dot.


 Increase the rolled result level by +1 for each parcel of **COIN** you spend.

**CRITICAL:** Reduce heat level by 4.  
**6:** Reduce heat level by 3.  
**4/5:** Reduce heat level by 2.  
**1-3:** Reduce heat level by 1.

**METHOD:** Say how your character reduces heat on the crew.

## LONG TERM PROJECT ROLL

 1d for each **ACTION** dot.

 Increase the rolled result level by +1 for each parcel of **COIN** you spend.

**CRITICAL:** Advance the project clock by 4 **SEGMENTS**.  
**6:** Advance the clock by 3 **SEGMENTS**.  
**4/5:** Advance the clock by 2 **SEGMENTS**.  
**1-3:** Advance the clock by 1 **SEGMENT**.

During downtime, each PC restores all of their **armor**, rolls to **recover** from lasting effects, and rolls to indulge their **vice**. They may choose **one additional action** from the rolls on this page (including a roll they've already made).

A character may perform additional downtime actions for 1 **COIN** or 1 **HOLD** each.

