BLADES IN THE DARK

SYSTEM CHEAT SHEET

Collated by Justin Alexander

Action Ratings

Attune
Command
Consort
Finesse
Hunt
Prowl
Skirmish
Study
Survey
Sway
Tinker
Wreck

Attribute Ratings

(rating = # of Actions with rating 1)

Insight
Prowess
Resolve

Die Rolls

(roll d6 = trait rating;
single highest result – 0d6 = two dice, lowest result)

- ♦ 1-3 = Bad Outcome
- ♦ 4/5 = Partial Success
- ♦ 6 = Full Success
- ♦ 6, 6 = Critical Success

Pushing Yourself

2 Stress:

- ♦ +1d to roll
- ♦ +1 level to effect
- ♦ Take action when incapacitated.

PC vs. PC

Negotiate resolution roll (p. 41).

Initiative: If uncertain, use opposed fortune roll.

Action Roll

(roll d6 = Action Rating)

I.   Player states **goal**.
II. Player chooses **action rating**.
III. GM sets **position**.
IV. GM sets **effect level**.
V.   Add **bonus dice** (pushing yourself / devil's bargain).
VI. Roll.

Resistance Roll

(roll d6 = Attribute Rating)

- ♦ Suffer 6 stress - resistance roll.
  - ○ **Critical**: Clear 1 stress.
- ♦ Reduce/avoid consequence.

Armor: -1 harm level, tick box.

- ♦ Use instead of resistance roll.
- ♦ Multiple ticks can be used at same time.
- ♦ Armor is restored when you choose **load** for next score.

Fortune Roll

(roll d6 = trait, tier, magnitude, quality, or 1d)
(major dis/advantage = -1d / +1d)

- ♦ **Critical**: Exceptional result / great, extreme effect.
- ♦ **6**: Good result / Standard, full effect.
- ♦ **4/5**: Mixed result / Limited, partial effect.
- ♦ **1-3**: Bad result / Poor, little effect.

Gather Information

(Action Roll or Fortune Roll made using Action Rating)

- ♦ **Great**: Exceptional details. Complete information. Follow-ups reveal related information / more than expected.
- ♦ **Standard**: Good details. Clarifying follow-up questions.
- ♦ **Limited**: Incomplete information. No follow-up questions.

Devil's Bargain

Can be proposed by GM or other player. +1d for accepting.

- ♦ Collateral damage, unintended harm.
- ♦ Sacrifice Coin or an item.
- ♦ Betray a friend or loved one.
- ♦ Offend or anger a faction.
- ♦ Start and/or tick a troublesome clock.
- ♦ Add Heat to the crew from evidence or witnesses.
- ♦ Suffer harm.

Position

Controlled

- ♦ **Critical**: Increased effect.
- ♦ **6**: You do it.
- ♦ **4/5**: Withdraw or succeed with minor consequence.
- ♦ **1-3**: Withdraw or seize Risky opportunity.

Risky (default)

- ♦ **Critical**: Increased effect.
- ♦ **6**: You do it.
- ♦ **4/5**: You do it, but suffer complication.
- ♦ **1-3**: Suffer complication.

Desperate (mark 1 XP)

- ♦ **Critical**: Increased effect.
- ♦ **6**: You do it.
- ♦ **4/5**: You do it, but suffer serious complication.
- ♦ **1-3**: Suffer serious complication.

Effect

Great	Standard	Limited	Zero
3 ticks	2 ticks	1 tick	0 ticks

Effect Factors

Potency	Quality/Tier	Scale

- ♦ **Dominant Factors**: Some factors overwhelm others.
- ♦ **Trade Position for Effect**: -1 position, +1 effect
- ♦ **Items**: Quality = Tier
  - ○ **Fine Item**: +1 quality
  - ○ Items affect position and/or effect.
  - ○ Items can be leveraged for devil's bargains.
- ♦ **Extreme Effect**: If factors push Effect above Great. (Not defined.)

Teamwork

- ♦ **Assist**: Take 1 stress, give another character +1d.
- ♦ **Lead a Group**: Each team member makes an action roll, counting **best result**.
  - ○ Leader takes 1 stress for each 1-3 result.
- ♦ **Protect**: Suffer consequences instead of your teammate. (May resist.)
- ♦ **Set Up**: Perform a setup action. Anyone who follows through on the set up gains +1 effect level or improved position for their roll.

Consequences

- ♦ **REDUCED EFFECT**: -1 effect level.
- ♦ **WORSE POSITION**: -1 position (can try again if failure).
- ♦ **LOST OPPORTUNITY**: To try again, you'll need a new approach/action rating.
- ♦ **COMPLICATION, MINOR**: Immediate problem, 1 ticks, or +1 **HEAT**.
- ♦ **COMPLICATION, STANDARD**: Immediate problem, 2 ticks, or +1 **HEAT**.
- ♦ **COMPLICATION, SERIOUS**: Severe problem, 3 ticks, or +2 **HEAT**.
- ♦ **HARM**: Minor = Lesser Harm, Standard = Moderate Harm, Serious = Severe Harm

Harm

- ♦ Mark Harm in matching row.
- ♦ If row is filled, mark Harm in next highest row.
- ♦ Penalties for Harm are suffered if ANY Harms of that level are marked.

Harm Levels
- ♦ **LESSER HARM (1)**: -1 effect level
- ♦ **MODERATE HARM (2)**: -1d
- ♦ **SEVERE HARM (3)**: Incapacitated
- ♦ **FATAL HARM (4)**: Dead. (Roll new character or transfer to Ghost playbook.)

Sample Harms
- ♦ **LESSER HARM (1)**: Battered, Drained, Distracted, Scared, Confused
- ♦ **MODERATE HARM (2)**: Exhausted, Deep Cut to Arm, Concussion, Panicked, Seduced
- ♦ **SEVERE HARM (3)**: Impaled, Broken Leg, Shot in Chest, Badly Burned, Terrified
- ♦ **FATAL HARM (4)**: Electrocuted, Drowned, Stabbed in Heart

Stress & Trauma

- ♦ Stress 0 = Trauma

Trauma (4 = character is retired/incarcerated)
- ♦ **COLD**: You're not moved by emotional appeals or social bonds.
- ♦ **HAUNTED**: You're often lost in reverie, reliving past horrors, seeing things.
- ♦ **OBSESSED**: You're enthralled by one thing; an activity, a person, an ideology.
- ♦ **PARANOID**: You imagine danger everywhere; you can't trust others.
- ♦ **RECKLESS**: You have little regard for your own safety or best interests.
- ♦ **SOFT**: You lose your edge, you become sentimental, passive, gentle.
- ♦ **VICIOUS**: You seek out opportunities to hurt people, even for no good reason.

Stress & The Supernatural
- ♦ **CLOSE ENCOUNTER**: Resolve resistance roll to avoid freezing/panicking from fear.
- ♦ **POSSESSION**: 1 Trauma per week. (If host dies, become vampire or abandon it.)

Progress Clocks

Clocks
- ♦ Complex = 4
- ♦ Complicated = 6
- ♦ Daunting = 8

Example Clocks
- ♦ **DANGER**: Suspicion in seduction, pursuer proximity, alert level.
- ♦ **RACING**: Two opposed clocks. Escaped/Cornered. Search/Sunk.
- ♦ **LINKED**: Defense linked to Vulnerable. Trapped linked to Alert.
- ♦ **MISSION**: Time-sensitive missions.
- ♦ **TUG-OF-WAR**: Can be filled *and* emptied. Revolution. Turf war.
- ♦ **LONG-TERM PROJECT**: Any player goal that requires intense work.
- ♦ **FACTION**: Long-term goals for factions. (See *NPC & Faction Downtime*.)
- ♦ **SERIES COUNTDOWNS**: Track consequences of events in the wider world.

Magnitude

	0	1	2	3	4	5	6
AREA	A closet	A small room	A large room	Several rooms	A small building	A large building	A city block
SCALE	1-2 people	Small gang (3-6)	Medium gang (12)	Large gang (20)	Huge gang (40)	Massive gang (80)	Colossal gang (160)
DURATION	A few moments	A few minutes	An hour	A few hours	A day	Several days	A week
RANGE	Within reach	Dozen paces	A stone's throw	Down the road	Several blocks away	Across the district	Across the city
TIER/QUALITY	Poor	Adequate	Good	Excellent	Superior	Impeccable	Legendary
FORCE	Weak	Moderate	Strong	Serious	Powerful	Overwhelming	Devastating

Using Magnitude
- ♦ **FORTUNE ROLL**: Use magnitude of entity or power as dice pool.
- ♦ **EFFECT FACTOR**: Use magnitude as a factor when determining Effect.
- ♦ **ADDITIVE VS. KEY ELEMENT**: Add magnitude from multiple aspects to determine total magnitude; or choose one key element and use that magnitude. (Judgment call.)
- ♦ **PREEMPTIVE RESISTANCE**: Particularly tough/big foes may force consequence/resistance roll before PC can take action.

	QUALITY EXAMPLES	FORCE EXAMPLES
6	*Mansion, large ship, rare essences / arcane artifacts, powerful demon*	*Hurricane wind, molten lava, tidal wave, electrical maelstrom*
5	*Large townhouse, small ship, custom-tailored clothing, lightning barrier*	*Ship's cannon, raging thunder-storm, massive fire, lightning strike*
4	*Luxury vehicle, townhouse, typical demon, powerful ghost*	*Charging horse, burning forge, bomb, whirlwind, electrocution*
3	*Coach, boat, military rifle, fashionable clothing, small home*	*Crushing blow, staggering wind, grenade, searing fire, electrical surge*
2	*Pistol, respectable clothing, private rented room, typical ghost*	*Powerful blow, howling wind, burning brand*
1	*Fighting blade, ordinary clothing, shared apartment, cheap food / drugs*	*Solid punch, steady wind, torch flame, electrical shock*
0	*Rusty knife, worn & tattered clothing, rickety shack on the street*	*Firm shove, candle flame, breeze, tiny spark*

CREWS & FACTIONS

Gang Scale by Tier
- **Tier 0**: 1 or 2 people.
- **Tier I**: Small gangs. (3-6 people)
- **Tier II**: Medium gangs. (12 people)
- **Tier III**: Large gangs. (20 people)
- **Tier IV**: Huge gangs. (40 people)
- **Tier V**: Massive gangs. (80 people)

Development / Hold
- **Advancement (@12 Rep)**:
  - If Hold is Weak, it becomes strong
  - If Hold is Strong, +1 Tier and Hold becomes Weak.
- **Reduction**: Strong → Weak → -1 Tier (Weak Hold)
  - **Operation**: Operation can be performed to specifically reduce Hold.
  - **Faction at War**: -1 hold (temporary)
  - **Tier 0**: If Tier 0 with Weak Hold reduced further, crew's lair is threatened.
- **Turf**: Reduces Rep required to advance (max -6).

Claims
- **Seizing a Claim**: Execute an operation like any other score.
  - If successful, gain benefit of claim.
  - -2 faction status with targeted faction.
  - *Optional*: +1 faction status with target's enemies.
  - **Distant Claim**: If claim isn't adjacent on roadmap, GM may require investigation / gather information to discover a claim of that type.
- **Losing a Claim**: If threatened by enemy faction, fight to defend it / negotiate a deal.
  - **Losing Lair**: If lair is lost, lose benefit of all claims until new lair is established.

Cohort (Gang, Expert)
- **Quality & Scale = Tier**
  - Expert = +1 quality
  - If action is outside of cohort's type, Quality = 0.
- **Using Cohort**: Roll Quality.
  - **PC Ordering Cohort**: Roll Command as group action.
  - **PC Participating**: Roll appropriate action rating as group action.
- **Cohort Harm**
  - **Weakened (1)**: -1 effect level
  - **Impaired (2)**: -1 quality
  - **Broken (3)**: Can't do anything.
  - **Dead (4)**: Cohort is destroyed.
- **Replacing Destroyed Cohort**: Spend Tier + 2 Coin, and 2 downtime activities.

FACTION STATUS

- **+3 Allies**: Will help even if it's not in their best interest do so. Expect same from you.
- **+2 Friendly**: Will help if it doesn't create serious problems for them. Expect same from you.
- **+1 Helpful**: Will help if it causes no problems or significant cost for them. Expect the same.
- **0 Neutral**
- **-1 Interfering**: Will look for opportunities to cause you trouble (or profit from your misfortune) if it causes no problems or significant cost to them. Expect same from you.
- **-2 Hostile**: Will look for opportunities to hurt you as long as it doesn't create serious problems for them. Expect same from you, and take precautions against you.
- **-3 War**: Will go out of their way to hurt you even if it's not in their best interest to do so. When at war with any number of factions, suffer +1 Heat from scores, temporarily lose 1 Hold, and PCs only get one downtime action. End a war by eliminating your enemy or by negotiating a mutual agreement to establish a new status rating.

INCARCERATION

Arrest
- Bluecoats investigation (see *Entanglements*) / crew member voluntarily taking the fall.
- -1 Wanted Level, clear Heat, suffer Prison Sentence, and make Incarceration Roll.

Prison Sentence
- **Wanted Level 4**: Life or execution.
- **Wanted Level 3**: A year or two.
- **Wanted Level 2**: Several months.
- **Wanted Level 1**: A month or two.
- **Wanted Level 0**: A few weeks; or Bluecoats give you a beating to teach you a lesson (suffer level 3 harm, no resistance roll allowed).

Incarceration Roll (1d per Tier)
- **Critical**: Make a name for yourself inside. +3 Rep, +1 prison claim, and +1 faction status with a faction you assisted while you served your time.
- **6**: You do your time well. +1 prison claim, +1 faction status with a faction that assisted you while you served your time.
- **4/5**: You keep your head down and do your time without incident.
- **1-3**: It's horrific. Suffer a level of Trauma.

Prison Claims: See *Prison Claims* sheet.

Scores

Common Score Types
- ♦ **Criminal Activity**: See crew sheet.
- ♦ **Seizing a Claim**: See claim map.
- ♦ **Reduce a Faction's Hold**: See *Crews & Factions*.
- ♦ **Special Mission/Goal**: Defined by the players.

Planning
- ♦ Choose the **plan** and supply the **detail**.
- ♦ **Preferred Hunting Ground**: Score of preferred type on hunting grounds.
  - ○ +1 downtime activity contributing to hunting ground score
  - ○ +1d on gather information contributing to hunting ground score
- ♦ **Loadout**: Restore all your ARMOR and choose LOAD for mission. You can use an item by checking its box as long as you have LOAD remaining. (Items in *italics* don't count towards LOAD.)
  - ○ **LIGHT (1-3 Load)**: *You're faster, less conspicuous; you blend in with citizens.*
  - ○ **NORMAL (4/5 Load)**: *You look like a scoundrel, ready for trouble.*
  - ○ **HEAVY (6 Load)**: *You're slower. You look like an operative on a mission.*
  - ○ **ENCUMBERED (7-9 Load)**: *You're overburdened / can't do anything except move slowly.*

		DETAIL
ASSAULT	Do violence to a target.	*The point of attack.*
DECEPTION	Lure, trick, or manipulate.	*The method of deception.*
STEALTH	Trespass unseen.	*The point of infiltration.*
OCCULT	Engage a supernatural power.	*The arcane method.*
SOCIAL	Negotiate, bargain, or persuade.	*The social connection.*
TRANSPORT	Carry cargo or people through danger.	*The route & means.*

Engagement Roll
- ♦ **Base Fortune Roll**: 1d
- ♦ **Major Advantage**: +1d
  - ○ Operation is particularly bold or daring.
  - ○ Plan's detail exposes a vulnerability of the target / hits them where they're weakest.
  - ○ Friends/contacts provide aid or insight.
  - ○ Target is a lower tier.
  - ○ District modifiers.
- ♦ **Major Disadvantage**: -1d
  - ○ Operation is overly complex / contingent on many factors.
  - ○ Target is strong against this approach / have particular defenses or preparations.
  - ○ Enemies/rivals interfering in the operation.
  - ○ Target is a higher tier.
  - ○ District modifiers.

Engagement Roll – Outcome
- ♦ **Critical**: Exceptional result. You've already overcome the first obstacle and you're in a CONTROLLED position for what comes next.
- ♦ **6**: Good result. You're in a CONTROLLED position when the action starts.
- ♦ **4/5**: Mixed result. You're in a RISKY position when the action starts.
- ♦ **1-3**: Bad result. You're in a DESPERATE position when the action starts.

Flashbacks
- ♦ **Cost**: Pay Stress to invoke a flashback. (Flashbacks are resolved like any other action.)
  - ○ **0 STRESS**: Ordinary action for which you had easy opportunity.
  - ○ **1 STRESS**: Complex action or unlikely opportunity.
  - ○ **2 STRESS**: Elaborate action that involved special opportunities/contingencies.
- ♦ **Limits**: Flashback cannot "undo" something. (But can change context.)
- ♦ **Downtime Flashback**: Pay 1 COIN or 1 REP instead of stress if flashback involves downtime activity.

Ending a Score
- ♦ Whether success or failure, begin Downtime. (On failure, there is no Payoff.)

Downtime

Payoff

- **2 Rep**, +1 per Tier higher / -1 per Tier lower.
  - **Silent Operation**: If no one knows about it, gain no Rep.
- **Coin**
  - **2 Coin**: A minor job; several full purses.
  - **4 Coin**: A small job; a strongbox.
  - **6 Coin**: A standard score; decent loot
  - **8 Coin**: A big score; serious loot.
  - **10 Coin**: A major score; impressive loot.
- **Tithe**: Pay Tier - 1 Coin to crime boss.
  - **Refusing to Pay**: Start clock for that boss' patience running out. -1 faction status when clock fills.

Heat

- When Heat track fills, clear it, mark a Wanted Level, and roll over remaining Heat.
- **0 Heat**: Smooth & quiet; low exposure.
- **2 Heat**: Contained; standard exposure.
- **4 Heat**: Loud & chaotic; high exposure.
- **6 Heat**: Wild; devastating exposure.
- **+1 Heat**
  - High-profile / well-connected target.
  - Situation happened on hostile turf.
  - At war with another faction.
- **+2 Heat**: If killing was involved.

Entanglements

(1d per Wanted Level)

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

- **Arrest**: Bluecoats send detail to arrest you (scale = Wanted Level). Pay them off with Coin = Wanted Level, hand someone over for arrest, or attempt to evade them.
- **Cooperation**: +3 status faction asks for a favor. Agree to do it, -1 Rep per Tier of friendly faction, or -1 status with friendly faction.
- **Demonic Notice**: Demon approaches crew with a dark offer. Accept bargain, hide until it loses interest (-3 Rep), or deal with it another way.
- **Flipped**: Contact, patron, client, or group of customers is loyal to another gang now.
- **Gang Trouble**: Gang or cohort causes trouble. Lose Rep = Tier +1, make an example of one of the gang members, or face reprisals.
- **Interrogation**: Bluecoats round up a PC for questioning. *How did they manage to capture you?* Pay them with with 3 Coin, or they beat you up for 2 Harm + you tell them what they want to know for +3 Heat. (Effects can be resisted separately.)
- **Questioning**: Bluecoats round up NPC crew member or contact for questioning. *Who do the Bluecoats think is most vulnerable?* Make a fortune roll (1-3: +2 Heat, 4/5: +1 Heat) or pay them off with 2 Coin.
- **Reprisals**: Enemy faction makes a move against you. Pay 1 Rep or 1 Coin, allow them to mess with yours, or fight back.
- **Rivals**: Neutral faction threaten you, a friend, a contact, or vice purveyor. Forfeit 1 Rep or 1 Coin per rival Tier, or stand up to them and -1 faction status.
- **Show of Force**: Faction with negative faction status targets your holdings. Lose 1 claim or go to war (drop to -3 status). If you have no claims, lose 1 hold.
- **Unquiet Dead**: Rogue spirit is drawn to you. Need Whisper or Rail Jack (as an asset) to deal with it, or deal with it yourself.
- **Usual Suspects**: Bluecoats grab someone in the periphery of crew for questioning. *Whose friend or vice purveyor is most likely to be taken?* Make a fortune roll (1-3: +2 Heat, 4/5: level 2 Harm) or pay them off with 1 Coin.

Downtime Activities

CRITICAL: 5 SEGMENTS	6: 3 SEGMENTS	4/5: 2 SEGMENTS	1-3: 1 SEGMENT
CRITICAL: TIER +2	6: TIER +1	4/5: TIER	1-3: TIER -1

(2 activities per downtime; 1 if at war — +1 action for 1 COIN or 1 REP)

Downtime Rolls
+1d if aided by friend/contact
+1 result level per COIN

Acquire Asset
♦ Roll crew's Tier to determine relative quality of temporary asset (usually 1 score).
  ○ **2 COIN**: +1 quality
♦ **Assets**: special item, set of common items, cohort, vehicle, service
♦ **Minimum Quality**: Set by the GM for certain assets.
♦ **Reacquire Asset**: +1d to re-acquire the same asset.
♦ **Dangerous Items**: +2 HEAT (alchemicals, poisons, bombs, etc.)
♦ **Permanent Acquisition**: Crew Upgrade or long-term project

Long-Term Project
♦ Roll an action, fill a project clock defined by the GM.
♦ **Linked Projects**: Some projects may require other projects before you attempt them.

Recover
♦ **Physicker**: Roll TINKER, fill PC's Healing clock.
  ○ **No Physicker**: Pay 1 stress, roll 0d.
  ○ **PC Physicker**: Does not require downtime action to heal; only to recover.
  ○ **Healing Self**: Costs 2 stress. (Requires PHYSICKER special ability.)
  ○ **Acquiring Physicker**: NPC physicker can be acquired as asset.
♦ **Filled Healing Clock**: Reduce all harms by one level. (Segments roll over.)

Reduce Heat
♦ Roll an action to reduce HEAT segments.

Train
♦ Mark 1 XP on attribute or playbook track.

Indulge Vice
♦ Specify how you indulge and which **purveyor of vice** you use.
♦ Roll weakest attribute rating most in thrall to the vice. Clear stress = result.
  ○ **Overindulge**: If you clear more stress than you had, select an overindulgence.
♦ **Ignoring Your Vice**: If you do not indulge vice in downtime, take stress = TRAUMA.
♦ **Lost in Vice**: PC indulges vice for entire game session. (Player uses different character.)

Vice

♦ **FAITH**: You're dedicated to an unseen power, forgotten god, ancestor, etc.
♦ **GAMBLING**: You crave games of chance, betting on sporting events, etc.
♦ **LUXURY**: Expensive or ostentatious displays of opulence.
♦ **OBLIGATION**: You're devoted to a family, a cause, an organization, a charity, etc.
♦ **PLEASURE**: Gratification from lovers, food, drink, drugs, art, theater, etc.
♦ **STUPOR**: You seek oblivion in the abuse of drugs, drinking 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.

Overindulgence
♦ **ATTRACT TROUBLE**: Select/roll an additional entanglement.
♦ **BRAG**: About your exploits. +2 HEAT.
♦ **LOST**: Vanish for a few weeks. Play a different character until this one returns. When the character returns, they heal any harm they had.
♦ **TAPPED**: Current purveyor cuts you off.

NPC & Faction Downtime
(Performed by GM)

♦ **ACTIVE FACTIONS**: GM selects factions of current interest/activity.
♦ **ADVANCE FACTION CLOCKS**: # of segments chosen by GM (or use fortune roll).
♦ **DOWNTIME MANEUVERS**: Choose 1-2 maneuvers per faction. Examples:
  ○ Seize a claim or increase hold.
  ○ Reduce enemy hold.
  ○ Gather information on the PCs (may be opposed by PC roll) or another subject.
  ○ Achieve a short-term goal they're in position to accomplish.
  ○ Acquire a new asset.
  ○ Call in a favor from another faction.
  ○ Employ political pressure or threats to force someone's hand.
♦ **WORD ON THE STREET**: Let the PCs know what the factions are doing through their friends, contacts, or vice purveyors.

Coin & Stash

Monetary Values

- **1 Coin**: Full purse of silver pieces. Week's wages.
- **2 Coin**: Fine weapon or piece of art. Weekly income for small business. Luxury clothes.
- **4 Coin**: Satchel full of silver. Month's wages.
- **6 Coin**: Exquisite jewel. Heavy burden of silver pieces.
- **8 Coin**: Good monthly take for a small business. Safe full of coins and valuables. A very rare luxury commodity.
- **10 Coin**: Liquidating a significant asset (carriage and goats, horse, deed to small property).

Carrying Coin

- **Maximum**: 4
- Excess must be transferred to stash or crew's lair.

Stash

- **Lifestyle Quality**: 1 per 10 Coin in Stash. (Can be used for fortune rolls to bribe, etc.)
- **Retirement**: Fate of retired character depends on Stash (p. 43).
- **Withdrawing Coin**: 1 Coin per 2 Stash.

Rituals

Find New Ritual Source

- Learning a new ritual requires a **source** (tome, etc.). Securing the source may be a long-term project or a score.

Learning a Ritual (Long-Term Project = 8 segments)

- **GM Asks**: *What does the ritual do and how is it weird?* (Player answers.)
- **Player Asks**: *What must I do to perform the ritual, and was is its price?* (GM answers.)
    - At least one **downtime activity**.
    - Inflicts **stress = magnitude**.
    - May require an action roll and/or fortune roll.
    - Additional costs at GM's discretion (sacrifice, rare item, progress clock, etc.).
- **GM Asks**: *What new belief or fear does knowledge of this ritual and its attendant occult forces instill in you?* (Player answers.)

Performing Ritual

- As per the ritual questions. (Each ritual casting is unique. May vary at GM's discretion.)
- **Primed Ritual**: Some rituals can be primed during downtime; manifested at-will later.
- **Time**: Casting time of ritual can be increased (see *Magnitude*) to decrease stress cost.

Crafting

Inventing (Long-Term Project = usually 8 segments; roll STUDY)

- **GM Asks**: *Why type of creation is it and what does it do?* (Player answers.)
    - Mundane, Alchemical, Arcane, Spark-Craft
- **Player Asks**: *What's the minimum quality level for this item?* (GM answers, using *Magnitude* as guideline.)
- **GM Asks**: *What rare, strange, or adverse aspect of this formula or design has kept it in obscurity, out of common usage?* (Player answers.)
- **Player Asks**: *What drawbacks does this item have, if any?* (GM answers.)

Learning Design

- Long-term project to learn a design invented by someone else.
- **Common Creations** (p. 226): Do not require special formulas or designs to learn.

Crafting

- 1 downtime activity + TINKER roll (determine relative quality level per downtime action)
- 1 COIN: +1 quality

Inventing (roll TINKER, GM may add drawback)

- **Requires Tier +1**: Simple, useful modification
- **Requires Tier +2**: Significant modification
- **Requires Tier +3**: Arcane, spark-craft, or alchemical modification

Drawbacks

- **Complex**: Must be created in multiple stages (requiring 1 downtime action each).
- **Conspicuous**: +1 HEAT if used any number of times during operation.
- **Consumable**: Limited number of uses. (All alchemicals must have this drawback.)
- **Rare**: Requires rare item or material when crafted.
- **Unreliable**: When used, make a fortune roll using item's quality for its performance.
- **Volatile**: Produces dangerous/troublesome side-effect. Side-effect is a consequence and can be resisted.

Game Structure

FREE PLAY
Character Scenes
Actions & Consequences
Gather Information

Choose a Target
Choose a Plan

DOWNTIME
Payoff, Heat, Entanglements
Downtime Activities
Return to Free Play

Engagement Roll

SCORE
Actions & Consequences
Flashbacks

Judgment Calls

♦ Which actions are reasonable as a solution to a problem? *Players have final say.*

♦ How dangerous and how effective is a given action? *GM has final say.*

♦ Which consequences are inflicted to manifest the dangers? *GM has final say.*

♦ Does this situation call for a die roll, and which one? *GM has final say.*

♦ Which events in the story match the experience triggers for character/crew advancement? *Players have final say.*

Players' Best Practices

Embrace the Scoundrel's Life
Go Into Danger, Fall In Love With Trouble
Don't Be a Weasel / Choose the Appropriate Action
Take Responsibility
Use Your Stress / Push Yourself & Get Assistance
Don't Talk Yourself Out of Fun
Build Your Character Through Play
Act Now, Plan Later / Plan With Flashbacks

GM Goals

Play to Find Out What Happens
Convey the Fictional World Honestly
Bring Doskvol to Life

GM Principles

Be a Fan of the PCs
Let Everything Flow from the Fiction
Paint the World with a Haunted Brush
Surround Them with Industrial Sprawl
Address the Characters
Address the Players
Consider the Risk
Hold on Lightly

GM Best Practices

Play to Find Out What Happens
Lead an Interesting Conversation
Create an Atmosphere of Inquiry
Help the Players Use the Game System
Don't Block
Keep the Meta Channel Open
Be a Curious Explorer of the Game in Play
Advocate for the NPCs
Play Goal-Forward
Cut to the Action
Potential Fiction vs. Established Fiction
Zoom the Action In & Out
Bring the Game System to Life
Put It On a Card

GM Bad Habits

Don't Call for Specific Action Roll
Don't Make the PCs Look Incompetent
Don't Overcomplicate Things
Don't Let Planning Get Out of Hand
Don't Hold Back on What They Earn
Don't Say No
Don't Roll Twice for the Same Thing
Don't Get Caught Up in Minutia

GM Actions

♦ **Ask questions**: Establishing, Provocative, Leading, Trivial. Ask players for help.

♦ **Provide Opportunities, Follow Their Lead:**
   o **Opportunities**: Target, Location, Situation, one obvious Vector.
   o **Gather Information**: Connected Factions, not-so-obvious Vector, Secrets, Links.

♦ **Cut to the Action**

♦ **Telegraph Trouble Before It Starts**

♦ **Follow Through**: Harm, Heat, Fiction, Clock.

♦ **Initiate Action with an NPC**

♦ **Tell Them the Consequences and Ask**

♦ **Tick a Clock**

♦ **Offer a Devil's Bargain**

♦ **Think Off-Screen**