

BLADES IN THE DARK

The Neighbors

Carissa Sevoy

NAME

Sister

ALIAS

calm, striking, loose silks, delicate

LOOK

Dunslow

Underworld

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

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

Mother of Nyra

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

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

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

NOTES

Gang Members: Sister, Keys, Leo, Orphan, Sparks

Most popular newspaper: Bellweather Boots

Aldo Farrows - Editor and Chief

Psuedonames: Robin Paers (journalist, dead), Lil' Red: A Red Sash

Samara Butts (director), Lady Caw Caw, Sienna Ghost

Nyryx: A prostitute: works boat docks, casinos, taverns,

drug dens, underworld street corners, military hot spots,

brothels

Harker: In and Out of jail

SLIDE

A SUBTLE
MANIPULATOR
AND SPY

STASH COIN

SPECIAL ABILITIES

- ROOK'S GAMBIT:** Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- CLOAK & DAGGER:** When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- GHOST VOICE:** You know the secret method to interact with a ghost or demon as if it was a normal human, regardless of how wild or feral it appears. You gain **potency** when communicating with the supernatural.
- LIKE LOOKING INTO A MIRROR:** You can always tell when someone is lying to you.
- A LITTLE SOMETHING ON THE SIDE:** At the end of each downtime phase, you earn +2 stash.
- MESMERISM:** When you Sway someone, you may cause them to forget that it's happened until they next interact with you.
- SUBTERFUGE:** You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** for subterfuge.
- TRUST IN ME:** You get +1d vs. a target with whom you have an intimate relationship.
- VETERAN:** Choose a special ability from another source.

PLAYBOOK

INSIGHT

HUNT
 STUDY
 SURVEY
 TINKER

PROWESS

FINESSE
 PROWL
 SKIRMISH
 WRECK

RESOLVE

ATTUNE
 COMMAND
 CONSORT
 SWAY

BONUS DIE

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

SLY FRIENDS

- Bryl, a drug dealer
- Bazso Baz, a gang leader
- Klyra, a tavern owner
- Nyryx, a prostitute
- Harker, a jail-bird

ITEMS

- Fine clothes & jewelry
- Fine disguise kit
- Fine loaded dice, trick cards
- Trance powder
- A cane-sword
- Spiritbane charm
- redsash keys
- music box

LOAD 3 light 5 normal 6 heavy

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

XP

- ◆ Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with deception or influence.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

TEAMWORK

Assist a teammate

Lead a group action

Protect a teammate

Set up a teammate

PLANNING & LOAD

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

Assault: Point of attack

Occult: Arcane power

Deception: Method

Social: Connection

Stealth: Entry point

Transport: Route

GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What are they really feeling?
- ◆ What do they really care about?
- ◆ How can I blend in here?
- ◆ What's really going on here?

BLADES IN THE DARK *

SIMPLE RULES OVERVIEW

ACTION ROLLS

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

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

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

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

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

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

FORTUNE ROLLS

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

RESISTANCE ROLLS

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

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

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

PROCEDURES

ACTION ROLL

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

BONUS DICE

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

FORTUNE ROLL

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

RESISTANCE ROLL

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

FLASHBACKS

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

CHARACTER CREATION

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

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

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

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

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

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

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

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

LOADOUT

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

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

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

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

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

VICES

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

NAMES

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

LOOKS

Man, Woman, Ambiguous, Concealed.

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

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

STANDARD ITEMS

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

Your choice of blade might reflect your heritage:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

DUSKWALL: VICE PURVEYORS

FAITH

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

GAMBLING

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

LUXURY, PLEASURE

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

OBLIGATION

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

PLEASURE, STUPOR

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

WEIRD

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

AHOL

ALSO KNOWN AS DUSKWALL, NORTH HOOK
Circa 1000 PR

