DEVIL'S BARGAIN

Take someone's offer & pay the price.

+1 DIE

The price is paid, succeed or fail.

May not also Push for +1d.

ASSIST

Gain 1 Stress & help with an action.

- GIVE +1 DIE

Might take the same Consequences.

(Recipient: may not accept more than one Assist.)

SETUP

Take an Action.

Give an advantage to others' follow-up action(s).

+1 POSITION --OR EFFECT (CHOOSE)

TRADE

Increase danger to improve effect or reduce danger and effect.

-1 Position +1 Effect P +1 Position -1 Effect

PUSH

Gain 2 Stress.

If you took a Devil's Bargain, you cannot Push for +1d.

+1 DIE OR EFFECT POR ACT WHILE INCAPACITATED

May Push once each for each.

RESIST

Tick an Armor box or Take 6 Stress - Resistance roll & clear 1 Stress on critical.

REDUCE CONSEQUENCE

May both roll & use armor; may not roll twice.

PROTECT

Take the Consequences for someone else.

FLASHBACK

Gain 0, 1, or 2+ Stress.
Roll Action or Fortune if needed.

ALTER THE FICTION

May add to or change but cannot undo past events.

GROUP ACTION

All involved roll same action.

Leader gains 1 Stress per team member whose roll fails.

USE BEST ROLL

All involved suffer any consequences.

PCs may CUMMAND Cohorts; otherwise Cohorts use Quality.

TAKE HIGHEST BOLL

ACTION ROLL

Roll 1d6 per Action dot.

0 dots: roll 2d6, take lowest.

1-3: fail

4/5: success but...

6: success

two 6s: +1 Effect (crit)

FORTUNE ROLL

Roll 1d6 for luck. or per Action dot or Tier.

+1d per Major Advantage & -1d per Major Disadvantage

1-3: Poor result; 4/5: Limited result; 6: Good result; two 6s: Excellent result.

GATHER INFO

Roll Action or Fortune.

Ask question, get honest answer. Chance to learn may be fleeting.

May need to INVESTIGATE instead: start Long-Term Project clock; when filled may ask several questions & gain exceptional detail.

LEVEL OF DETAIL

1-3: incomplete/partial; may be able to clarify 4/5: good, can clarify 6: exceptional, complete

TTRIBUTES

INSIGHT

vs. lies & confusion.

HUNT to locate, carefully track, or ambush a target.

STUDY to scrutinize details and interpret evidence.

SURVEY to observe situations and anticipate results.

TINKER to fiddle with devices and mechanisms.

PROWESS

vs. pain & mistakes.

FINESSE to manipulate objects or subtly misdirect.

PROWL to traverse areas skillfully and quietly.

SKIRMISH to attack in close combat and prevent escape.

WRECK to unleash savage force or enact sabotage.

RESOLVE vs. terror & strain.

ATTUNE to view the ghost

field or use arcane power.

COMMAND to compel swift obedience and intimidate.

CONSORT to socialize and gain information or allies.

SWAY to manipulate with guile or charm.

ENGAGEMENT ROLL

Roll 1d for sheer luck.

· operation is bold or daring

· detail exposes vulnerability of target

· friends or contacts provide aid or insight

target is a lower tier

for each

· operation is complex

• target is strong against approach

· enemies or rivals are interfering

· target is a higher tier

ORDER OF ACTION

- 1. Player states goal.
- 2. Player chooses Action.
- 3. GM sets the Position.
- 4. GM sets the Effect level.
- 5. Player adds bonus dice.
- 6. Player rolls, judge result.

THE SCORE

Choose a type of plan, pick a detail.

DECEPTION STEALTH

Do violence to a target.

Lure, trick, or manipulate. Trespass unseen.

OCCULT SOCIAL

Engage a supernatural power. Negotiate, bargain, or persuade.

Escort cargo or people.

Point of attack. Method of deception. Point of infiltration. Arcane method.

Social connection. Route and means.

In your Hunting Grounds and of your preferred type: Gain 1 Downtime action and +1d Gather Info for the score

HARM

Consider Position, the fiction, and other factors.

LESSER (1):

Minor injuries, short-lived. Bruised. Confused. Distracted. Drained. Scared. Sprained Ankle.

MODERATE (2): Injuries that impede fundamental tasks.

SEVERE (3):

Bleeding Cut. Seduced. Exhausted. Panicked. Incapacitating injuries. Impaled. Broken Leg. Catatonic. Shot in Chest. Burned. Terrified.

FATAL (4):

Unrecoverable Injuries. Drowned. Poisoned. Sucking Chest Wound. Electrocuted.

COMPLICATIONS

MINOR

- Drop marked item.
- · Raise suspicions.
- Bad tip revealed.
- Anger ally faction.
- New trouble arises.
- Suspect behavior.
- Tick a clock once.

STANDARD

- Misplace item.
- Dangerous locale.
- Evidence! 1 Heat.
- -1 status with ally. • Trouble interferes.
- Ally flees scene. • Tick a clock twice.

SERIOUS

- Lose marked item.
- · Area turns deadly.
- Witnesses! 2 Heat.
- Undermine ally.
- Trapped by trouble.
- Betrayal by ally!
- · Tick a clock thrice,

CONSEQUENCES CONSEQUENCES

PASITION

RISKY

DESPERATE

CONTROLLED

CONTROLLED

4/5: withdraw (try again)* minor complication reduced effect lesser harm risky position

1-3: withdraw (try again)* seize risky opportunity (make same roll again)

RISKY

4/5: moderate harm complication reduced effect desperate position

1-3: moderate harm complication lose opportunity

DESPERATE

or other Consequences

Position = consider...

Fiction & Action PCs can... +Setup

+/-Trade

4/5: severe harm serious complication

1-3: severe harm serious complication lose this opportunity

SCALE

- 1: One or two people. Hex. Caustic acid. Unquiet ghost.
- 2: Small group (3-5). Pack of hounds. Grenade. Ancient ghost.
- 3: Medium group (6-10). Fire oil. Squad of Bluecoats. Demon.
- 4: Large group (20). Platoon. Whisper lightning. Ancient demon.
- 5: Huge group (40). Mounted squad. Lightning barrier.
- 6: Massive group (80). Company. Forgotten god.
- 7: Colossal group (160). Battalion of Imperial soldiers.

STANDARD LIMITED

1 Tick not quite enough to... 2 Ticks

3 Ticks ...plus a little more

Potency

+1 Effect

CONSIDER & COMPARE

Setup

+1 Effect

Tier/Quality +/- Effect

Critical

+1 Effect

Scale

+/- Effect

Add Item or Ability to Effect after GM sets level.

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.

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.

POTENTIAL BARGAINS

choice do you want to see happen?)

- -Cause collateral damage
- -Cause unintended harm
- -Sacrifice an item or coin
- -Betrayal by a friend -Start or tick a troublesome clock
- -Anger an ally
- -Suffer harm
- -Increase crew heat
- -Make things worse

(Ask: What complication or hard

INCARCERATION

Prison sentence = Wanted level.

LEVEL O

A few weeks, or Bluecoat beating

(level 3 harm, no resist).

LEVEL 1

A month or two.

LEVEL 2

Several months.

LEVEL 3

A year or two.

LEVEL 4

Life, or execution.

In prison, roll Crew Tier. 1-3: Take 1 Trauma. 4/5: No incidents. 6: +1 Prison Claim, +1 faction status. Crit: as a 6, and +3 Rep.

COHORTS

Scale & Quality = crew Tier.

·Elite: +1d if type appropriate.

·Experts: Scale 0, Quality +1.

QUALITY ELSE O DICE FOR NON-TYPE ACTIONS

Group Actions: roll Quality or alongside Command.

TYPES

Pick 1. Train more.

ADEPTS are scholars, tinkers, occultists, chemists.

ROOKS are spies, con artists, and socialites.

SKULKS are scouts, infiltrators, and thieves.

THUGS are killers, brawlers, and roustabouts.

Pick 1 or 2.

FEARSOME: are terrifying in aspect and reputation.

INDEPENDENT: can be trusted to make good decisions.

LOYAL: cannot be bribed or turned against you.

TENACIOUS: cannot be deterred from a given task.

Equal to Edges.

PRINCIPLED: has an ethic or value it won't betray.

SAVAGE: are excessively violent and cruel.

UNRELIABLE: has other obligations or gets lost in vice.

WILD: drunken, debauched and loud-mouthed.

If destroyed, spend Tier+2 Coin to gain a new Cohort of the same type:

FINE & POTENT

Fine tools improve Quality.

(stacks with Tier)

Potent indicates great advantage.

ALTER EFFECT LEVEL

DICE Anns

	0d	1d	2d	3d	4d	5d
Crit	-,		03	07	13	20
6	03	17	28	35	39	40
4/5	22	33	44	45	42	37
1-3	75	50	25	13	06	03

percentages have been rounded to nearest whole

AKOROS: diverse, Imperials, industrial.

DAGGER ISLES: ship-borne wanderers.

IRUVIA: rich, powerful, desert kingdom. **SEVEROS**: nomadic deathland horse tribes.

SKOVLAN: marginalized refugees.

TYCHEROS: part-demon, telltales, weird.

Collared Shirt Half-Cape Hood & Veil Knit Sweater Loose Silks Scavenged Uniform Slim Jacket

Tall Boots

Waxed Coat

Eel-skin Bodysuit Fitted Dress Heavy Cloak Hooded Cape Leathers Mask & Robes Sharp Trousers **Soft Boots**

Thick Greatcoat

Wide Belt

Heavy Jacket **Hooded Coat** Long Coat Rags & Tatters Short Cloak Suit & Tie Tricorn Hat

Work Boots

Fitted Leggings Hide & Furs Knit Cap Long Scarf Rough Tunic Skirt & Blouse Suspenders Vest or Waistcoat Work Trousers

Affable Calm Fair Hunched Rough Squat

Vveathered

Athletic Chiseled Fierce Languid Sad Stern

Wiry

Bony Cold Grimy Lovely Scarred Stout Worn

Bright Dark Handsome Open Slim Striking

Brooding Delicate Huge Plump Soft Twitchy

ENTANGLEMENTS

HEAT 0-3

Roll 1d per Wanted level.

GANG TROUBLE: Your gang or RIVALS: A netural faction th- COOPERATION: A +3 status faccohort causes trouble. Lose Rep = Tier +1. Make an example of one of them, or face reprisals.

USUAL SUSPECTS: Bluecoats question a friend or vice purveyor. Roll Fortune for them to resist UNQUIET DEAD: A rogue spirit (1-3: +2 Heat: 4/5: level 2 Harm: 6: they don't talk), or pay the Bluecoats off (1 Coin).

reatens you, a friend, purveyor, or contact. Ignore it and lose 1 Rep or Coin per rival Tier; or the request and either lose 1 Rep stand up to them and lose 1 per the faction's Tier, or lose 1 status with the rival.

causes problems. Gain a Whisper or Rail Jack asset to deal with it, or deal with it yourselves.

tion asks you to do them a favor. Do what they're asking, or refuse status with the faction.

cohort causes trouble. Lose Rep = Tier +1. Make an example of one

of them, or face reprisals.

QUESTIONING: Bluecoats question NPC crew or contact. Roll Fortune for them to resist (1-3: +2 Heat: 4/5: +1 Heat: 6: they don't talk), or pay the Bluecoats

moves against you, a contact, friend, or purveyor. Apologize and pay 1 Rep or Coin per enemy Tier, let them mess with you, or

HEAT 4/5 |

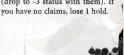
Roll 1d per Wanted level. 4/5

ANGLEMENTS

UNQUIET DEAD: A rogue spirit causes problems. Gain a Whisper or Rail Jack asset to deal with it, or deal with it yourselves.

fight back.

GANG TROUBLE: Your gang or REPRISALS: An enemy faction SHOW OF FORCE: A faction you have negative status with tries to take one of your claims. Give them the claim, or go to war (drop to -3 status with them). If



NTANGLEMENTS

Roll 1d per Wanted level.

or group of customers to become loyal to another faction.

about their crimes. Pay 3 Coin, or

FLIPPED: A rival convinces one DEMONIC NOTICE: A demon of- ARREST: Inspectors give eviof your contacts, patrons, clients, fers the crew a dark bargain. Accept, hide from it (lose 3 Rep), or take care of it another way.

INTERROGATION: The Bluecoats SHOW OF FORCE: A faction you question one of the PC crew have negative status with tries to take one of your claims. Give take a level 2 Harm 'beating' and them the claim, or go to war (drop to -3 status with them). If +3 Heat for squealing (you may you have no claims, lose 1 hold.

dence to a magistrate, and the Bluecoats send a force (Scale = Wanted level) to arrest you. Pay them off (Coin = Wanted level +3), hand one of your crew over (clear your Heat) for arrest, or try to evade capture.

Tinker to produce. Takes 1 Downtime action. Quality = crew Tier +/- roll result, +1 per Coin. Create a Study 8-clock if new invention.

GM, Ask:

What kind is it? What does it do?

What keeps it from common use?

Player, Ask:

Minimum Quality to create? (GM: Base on Magnitude of effects.)

What are its Drawbacks, if any?

ACQUIRE ASSET

Roll Crew Tier for Quality.

Gain +1d to reacquire the same asset.

1-3: Tier-1 6: Tier+1

4/5: Tier Crit: Tier+2 Per 2 Coin spent gain +1 Quality.

OF AN ITEM, VEHICLE, COHORT, OR SERVICE.

May require a minimum Quality level. Gain +2 Heat for acquiring poisons, bombs, etc.

RITUALS

Find a source. Takes 1 Downtime activity. May require additional costs. Inflicts Stress = Magnitude. May also require an Action/Fortune roll.

•GM, Ask:

What does it do? How is it weird?

What new belief/fear does it cause?

'Player, Ask: How to perform? What is the price?

INDULGE VICE

Ignore:

Take Stress = Trauma (0 Trauma = 0 Stress).

Lost in Vice: Clear all Stress; but disappear for that session.

Indulge:

Specify Vice & purveyor; roll weakest Attribute, clear Stress = roll; if roll > Stress, Overindulge.

(choose one)

Overindulge: Attract Trouble (roll/pick an Entanglement). Brag About Exploits (gain +2 Heat).

Lost (disappear for weeks; clear Stress & Harm). Tapped (purveyor won't serve you any longer).

Each PC has 2 Downtime activities.

-1 activity if at war, +1 activity for 1 Coin or 1 Rep. Take +1d to roll if a Friend or Contact helps you.

REDUCE HEAT: Roll Action; describe how.

RECOVER: Roll Action/Quality/0d; heal Harm. LONG-TERM PROJECT : Roll Action; tick clock.

TRAIN: Gain 1xp or 2xp; may not train same twice.

INDULGE VICE: Roll weakest Attribute; clear Stress. ACQUIRE ASSET : Roll Crew Tier; gain temporary use.

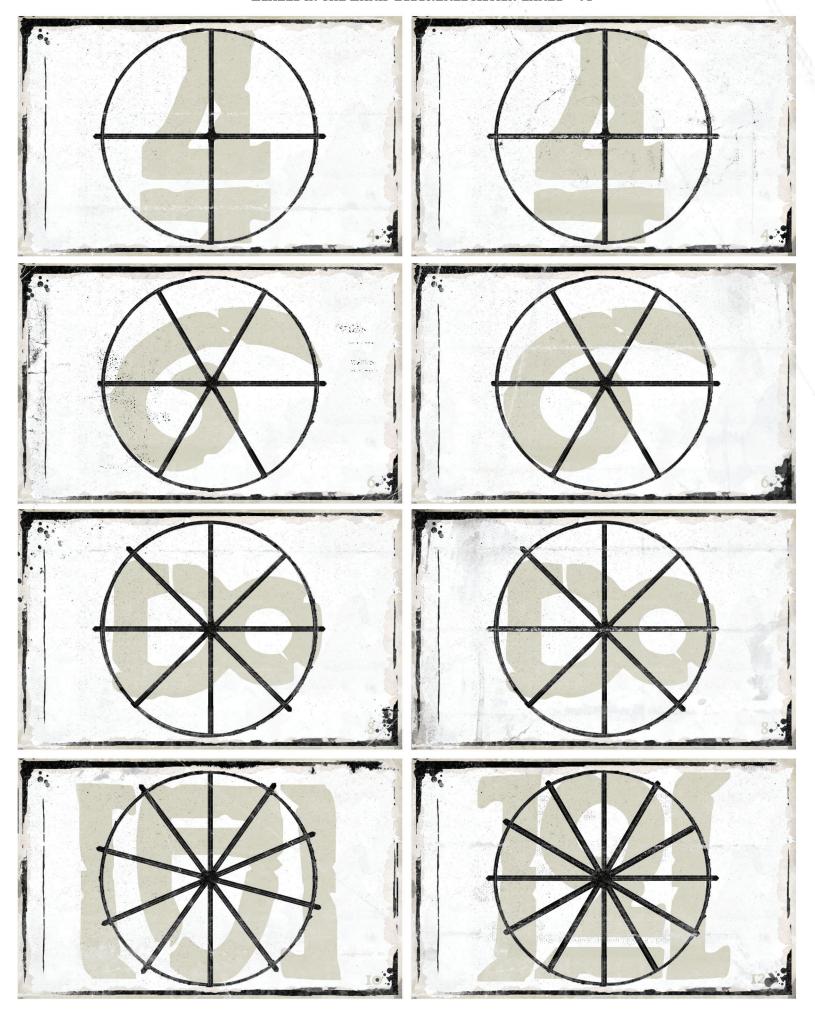
Crit: 5 ticks

1-3: 1 tick May spend coin to 4/5: 2 ticks improve result by 6:

3 ticks 1 tick per Coin.

REDUCE, RECOVER, LTP

'BLADES IN THE DARK' SCOUNDREL ACTION CARDS - v1



WILDHUNT.DAEGMORGAN.NET/BLADES-IN-THE-DARK-RESOURCES

THIS IS FAN-CREATED CONTENT FOR PRIVATE USE ONLY.

STRESS Effect: Weird:	ALCHEMICAL-ITEM-SPARK-CRAFT-ENCHANTMENT QUALITY I II III IV V VI USES I II III Function:
Perform: Price & Fear:	Rare/Strange/Adverse Aspect: Drawback(s)?
Effect: Weird: Perform: Price & Fear:	Alchemical-Item-Spark-craft-Enchantment Quality I II III IV V VI USES I II III Function: Rare/Strange/Adverse Aspect: Drawback(s)?
Effect: Weird: Perform:	Alchemical-Item-Spark-craft-Enchantment Quality I II III IV V VI USES I II III Function: Rare/Strange/Adverse Aspect: Drawback(s)?