

CONTROLLED***RISKY****DESPERATE**

1

The **player chooses** the outcome. Only available if the Position is Controlled. *See sidebar.*

Instead of a Risky consequence, **choose** 2 Controlled consequences.

Instead of a Desperate consequence, **choose** 3 Controlled consequences or 1 Risky and 1 Controlled consequence.

2

Lost opportunity: the action fails and the chance for that action to work has passed. Use a different action to overcome the obstacle.
Only choose on a 1-3 result.

***NOTICE**

On a **Controlled** result of:

4/5: Rather than *succeeding* and *suffering the consequence*, a player may choose to *Withdraw* and take a **lost opportunity** instead.

3

Reduce Effect by 1 level to a minimum of Limited. Only choose on a 4/5 result.

Reduce Effect by 2 levels to a minimum of Limited. Only choose on a 4/5 result.

1-3: A player may choose to either *Withdraw* and treat the result as a **lost opportunity**, or *Press On* by rerolling the same action but at a **Risky** position instead.

4

Worsen Position from Controlled to Risky.

Worsen Position from Risky to Desperate.

5

Create a new **threat clock** with 1 tick, or adjust a clock by 1 tick.

Create new **threat clock** with 2 ticks, or adjust a clock by 2 ticks.

Create a new **threat clock** with 3 ticks, or adjust a clock by 3 ticks.

6

Take **level 1 Harm**; or your cohort is weakened.

Take **level 2 Harm**; or your cohort is impaired.

Take **level 3 Harm**, or level 4 Harm if appropriate; or your cohort is broken or killed if appropriate.

7

Cost: Drop or lose gear; or lose 1 Coin.

Cost: Gear is damaged or seized; or lose 2 Coin.

Cost: Gear is destroyed—erase it from your playbook; or lose 3 Coin.

8

Gain **1 Heat**; or lose 1 trust with a faction.

Gain **2 Heat**; or lose 2 trust with a faction.

Gain **3 Heat**; lose 3 trust with a faction; or go to war with a faction.

9

Describe a narrative **complication**.

Describe a **serious complication** that makes the Score more difficult.

Describe a **severe complication** that must be overcome or the Score fails.

BLADES IN THE DARK GM ACTIONS

<p>ASK QUESTIONS</p>	<p>Ask establishing questions to help paint the scene</p> <p>Ask evocative questions to define/express the characters</p> <p>Ask leading questions to highlight what the GM's thinking</p> <p>Ask trivial questions to fill the world with color</p> <p>Ask the players for help when you're uncertain or stuck</p>	<p>"Who's kicking down the door? Where's Severa hiding?"</p> <p>"What preparations did you make before the Score?"</p> <p>"Can you really turn in someone just like you?"</p> <p>"How do you react to the news about the betrayal?"</p> <p>"Who is the best con-man in the district?"</p> <p>"Cranking up the steam pressure that high, might it blow?"</p> <p>"What do you miss most about your parents' flat?"</p> <p>"Have you ever ridden in the Six Towers goat races?"</p> <p>"How dangerous do you think this is: risky or desperate?"</p> <p>"That seems like fatal Harm, but what do you think?"</p>
<p>PROVIDE OPPORTUNITIES & FOLLOW THE PLAYERS' LEAD</p>	<p>A <i>solid opportunity</i> consists of:</p> <ul style="list-style-type: none"> -A target, location, and situation -One obvious vector for a plan -Connected factions -A not-so-obvious vector for a plan -Interesting secrets and other opportunities 	<p>"There's a fortune in jewels sitting inside a safe at Lord Strangford's mansion. The blueprints Arch got for you show your passkeys can get you into a forgotten tunnel parallel the basement. You don't know how the Hive found out about your plans, but hopefully you can beat them to the riches. (Too bad you don't know this is all part of a plot by Strangford to obtain fresh bodies for weird experiments.)"</p>
<p>CUT TO THE ACTION</p>	<p>Push the game towards the engagement roll and action.</p>	<p>"Act first, plan later."</p>
<p>FORESHADOW TROUBLE BEFORE IT STRIKES</p>	<p>When you describe action, show the threat that's present, then ask what they do.</p>	<p>"The tunnel collapses into a sewer full of stinking, organic refuse. Something big brushes your leg under the water."</p>
<p>FOLLOW THROUGH</p>	<p>Give your fiction teeth, sharp teeth.</p>	<p>"As warned, they eat you."</p>
<p>INITIATE ACTION WITH AN NPC</p>	<p>Save this for important, competent NPCs and to highlight dire situations.</p>	<p>"Strangford lunges at you and tears out your throat... you could Resist?"</p>
<p>TELL THEM THE CONSEQUENCES AND ASK</p>	<p>Tell players the consequences before they take action, then ask if they still want to do it or suggest another option.</p>	<p>"This functionary will sell the blueprints, but if you push for less coin you'll ruffle feathers. Want to roll and see what happens, or take the offered deal?"</p> <p>"If you run into the burning room to grab the macguffin, you'll be badly burned. You could send your cohorts in?"</p>
<p>TICK A CLOCK</p>	<p>'nuff said!</p>	<p>Tick-tock.</p>
<p>OFFER A DEVIL'S BARGAIN</p>	<p>If the GM would like to see a complication or dubious choice happen, offer it!</p>	<p>"You're in the middle of a street-fight, so how about your knife gets kicked out of your hand and into the canal?"</p>
<p>THINK OFF-SCREEN</p>	<p>Consider what might be happening elsewhere and how it might affect what is happening right now.</p>	<p>Could a pesky Bluecoat or determined Investigator turn up at the worst time? Have you angered someone by taking this job?</p>