

BLADES IN THE DARK

CUTTER

A DANGEROUS AND INTIMIDATING FIGHTER

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			
<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

BATTLEBORN

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

- 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.

DANGEROUS FRIENDS

- 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.

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

-	QUALITY	+
-	SCALE	+
-	POTENCY	+

RESISTANCE

6 STRESS - ROLL RESULT

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**

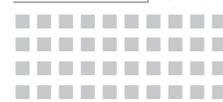
HARM

- | | | | |
|--|--|--|------------------|
| <input type="checkbox"/> I'm strained. | <input type="checkbox"/> I'm shaken. | <input type="checkbox"/> I'm weak. | -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 |

BEYOND

other special armor

COIN **STASH**



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

DESPERATE ROLLS

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TEAMWORK: ON POINT

Lead a **group action**.

Set up another character.

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

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PLANNING

Choose a plan, provide the *detail*.

- ◆ **Assault plan:** *Point of attack.*
- ◆ **Deception plan:** *Method.*
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- ◆ 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

- | | | |
|---|----------------|---|
| - | QUALITY | + |
| - | SCALE | + |
| - | POTENCY | + |

RESISTANCE

6 STRESS - ROLL RESULT

BLADES IN THE DARK

HAWKERS

Six Towers Gang

NAME

Scurlock Manor

LAIR

Bazso Baz

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

HEAT

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

- Add a gang
- Add an expert
- Upgrade
- Upgrade
- Upgrade
- Upgrade
- Upgrade

ITEM QUALITY

- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

LAIR

- Carriage House
- Boat House
- Security
- Quarters
- Vault / Storage
- Workshop

TRAINING

- Finesse Training
- Insight Training
- Resolve Training
- Vigor Training
- Expertise
- Mastery

NOTES / CLAIMS DETAILS

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

Leviathan blood

QUALITY

QUALITY

QUALITY

QUALITY

QUALITY

GANG		HARM
<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		HARM
<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		HARM
<input type="checkbox"/> ADEPTS	FEARSOME	BROKEN <input type="checkbox"/>
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<input type="checkbox"/> ROVERS	PRINCIPLED	ARMOR <input type="checkbox"/>
<input type="checkbox"/> SHADOWS	SAVAGE	
<input type="checkbox"/> THUGS	UNRELIABLE	
QUALITY		

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

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

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**.

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

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**.

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.

