Deep Cuts Cheat Sheet

Go back to **Blades in the Dark**

Threat roll

When you face a negative consequence from a dangerous opponent or challenging situation, make a Threat Roll to see if you can avoid it.

- The GM must clearly state the threat before the roll
- The failure of an action is also a Threat

Standard roll

The default check is risky, and the effect is standard. Make an **Action** roll or an **Attribute** roll:

- 6 6 **Triumph**: You avoid the threat
    - And gain **Edge**
- 6 **Success**: You avoid the threat
- 4/5 **Peril**: suffer a reduced consequence
    - Or push yourself to prevent the effects entirely
- 1-3 **Threat**: You suffer the consequence
    - Or push yourself to reduce the consequence

Controlled position

- No roll needed.
- If you want to achieve more-ask for Devil's Bargain.

Desperate position

- 6: Success: You avoid the threat.
- 1-5 Threat: You suffer the consequence.
    - Or push yourself to reduce the consequence
- Mark XP

Additional Threats

The GM can add additional threats depending on the situation:

- Add +1d for every additional Threat
- Assign roll result for every Threat

Push yourself

When you suffer a consequence, you can choose to push yourself to avoid or reduce it

- Make a roll using the related Attribute to
    - improve result of Threat roll
    - increase effect of the action you take
    - activate certain abilities
- Mark stress according to the result of the roll:
    - 6 6: 0 stress
    - 6: 1 stress
    - 4/5: 2 stresses
    - 1-3: 3 stresses

Edge

Edge can be gained on a Threat Roll when you roll more than one 6.

- Edge can be:
    - Spent immediately to increase the effect of an action.
    - Carry forward to add +1d to future roll.
- While assisting teammate you can spend an Edge on their roll.
- Edges can be accumulated.
- Any remaining Edge you have is lost when Downtime begins.

Effects & Consequences

Effects and Consequences are categorized by levels of impact:

- Limited 1 (ticks, heat, harm, etc.)
- Standard 2 (ticks, heat, harm, etc.)
- Great 3 (ticks, heat, harm, etc.)
- Extreme 4 (ticks, heat, harm, etc.)

Devil's Bargain

The way to achieve something for a cost or **facing the threat**.

- **Pay the cost** (from minor to major)
    - Mark stress (or ask to push)
    - Tick a clock
    - Spend coin
    - Suffer harm
    - Lose item

- Take heat
- Lose rep
- Lose faction status
- **Face the threat**
  - Or to try a different approach
  - If is **already facing a threat** and making a roll, player can ask for a Devil's Bargain to add **+1d** and an **additional threat**

Teamwork

For a teamwork characters need to be in fictional position to do so or take Devil's Bargain to get into position.

Assist

- Benefits when help or protect teammate, or set up they action:
  - Add +1d to roll
  - Reduce the severity of a consequence
  - Improve effect or position
  - More details or questions when they gather info
- While Assisting teammate you can spend an Edge on their roll

Cover

- An action you take so your teammate doesn't have to face a particular threat. GM tells you what need to be done:
  - You just accomplish it
  - You need to do to get into position first
  - You need to take a Devil's Bargain to do it

Coordinate

When the team coordinates, designate a leader - they can push themselves on behalf of any other character who's acting with the team (in addition to the Scoundrel pushing themselves).

- **Group action**
  - Everyone faces the same threat
  - Each player rolls individually
  - A benefit from a group action can be an increase in scale
- **Divide & Conquer**
  - Team faces a variety of threats
  - Each tackles a threat with their own action

Harm

Harm Levels

If you suffer Harm at a level that has all instances filled, the Harm advances to the next highest level
of severity.

- 1. **Temporary Condition** (unlimited number)
  - Temporary negative conditions that can impede your character
  - If you suffer the same condition twice, bump it up to level 2 but no further if all 2 level
    instances are filled
  - Go away with time and doesn't require treatment for recovery
  - Some conditions might require an action to remove
  - Some conditions are removed when it makes sense in the fiction, or invoked couple of
    times
  - Remove all conditions when Downtime starts
- 2. **Lasting Harm** (2 slots)
  - Serious injuries, ailments, or impairments
- 3. **Severe Harm** (1 slot)
  - Major wounds which can incapacitate a character
  - Wound what may become fatal if not treated
- 4. **Fatal Harm**
  - A mortal wound or instant death, depending on the situation
  - If not instantly lethal, you may survive if someone can treat the wound and stabilize you
    within a few minutes
  - Remains and must be dealt with during a recovery activity
  - Record a Scar: a permanent injury, it may be invoked like Harm

Invoking Harm

The GM may invoke harm to impede the character, creating a problem or limitation for them

- Invoke Harm to
  - Introduce a bad outcome or new problem for the character
  - Reduce an Action and/or Attribute rating for a roll
  - Reduce the character's position or effect
- Mark XP when Harm is invoked
- Tough it Out
  - take 1 Stress per level of the Harm and draw a line through it.

Trauma

When you need to mark Stress, but all your boxes are marked, gain a Trauma condition for your
character

- Mark one of your Trauma boxes
- Remove all your Stress
- Describe your character's Trauma reaction

Invoking Trauma

Each of your characters Trauma conditions can be invoked once per session to create a problem or complication for them

- **Mark XP** when Trauma is invoked
- This replaces the end-of-session xp award for trauma
- Only the player may invoke their character's trauma

Retirement & Recover

- When you mark your fourth Trauma box, your character retires
- Before that, you may be able to recover from Trauma
    - Work with the GM to create a long-term project

Load

Before the score choose your character's load style:

- **Conspicuous**
    - 6 item boxes
    - Choose and **mark heavy items before** the score
- **Discreet**
    - 6 item boxes
    - You may not bring any heavy items

If you pick something up during a score, count it as a marked load box

- if you mark a **5th box**, your character becomes conspicuous
- If you mark a **7th box**, your character becomes encumbered
    - can no longer climb, run, or swim unless they drop enough
- You can't carry more than **9 boxes** worth of load

Gathering information

- Tell obvious information, including
    - what they know
    - what they intuit
    - what they suspect might be true
- Base information on the appropriate aspect of a character
    - playbook
    - background

- heritage
- special items
- special abilities

If there's more to discover, ask them what they do to find out. Based on their action choose one:

- Offer a **Devil's Bargain**
  - a cost: Coin, Heat, Stress, or ticking a clock
  - a threat
- Give them a **lead**
  - They know person, place or thing what gives them opportunity to get the information
- Ask to start a long-term project to investigate the information

Advancement Clocks

Draw four 6-segment advancement clocks for character playbook and crew playbook. Whenever you would mark xp, tick a clock instead.

- If all clocks filled, extra xp isn't lost. Just make an additional clock Cost of advancement in clocks:
- 2 New special ability from your playbook or crew sheet
- 3 Veteran special ability
- 1 Crew Upgrade (per box)
  - If using Downtime module only Cohorts cost XP advances
- 1-4 Action or Attribute dot
  - Depends on filled dots in Attribute or Skill rating

Downtime: Crew Phase

- First, each **cohort** heals one level of Harm.
- Then resolve
  - Fallout
  - Payoff
  - Entanglements
  - Development
  - Heat & Hold.

Fallout

The GM assesses the fallout from the score in the form of faction Status changes and the amount of Heat gained.

- Adjust the crew's Status with factions affected by the score
  - +1 if the score significantly helped the faction.
  - +2 if the score was a major boon for the faction.
  - -1 if the score hurt the faction.

- -2 if the score was a major problem for the faction.
        - -3 Set Status to -3 if the crew initiated war with a faction.
    - Assess base Heat, plus any additional Heat from the score
        - **Base 0** for a smooth, low exposure operation.
        - **Base 2** for a standard criminal operation.
        - +1 Heat per crew Tier.
        - +2 for a high profile or well-connected target.
        - +2 for open combat, destruction, or mayhem.
        - +2 if you're at war with another faction.
        - +4 if death occurred in connection to the score.
        - +2 if there are witnesses that can be questioned
        - +4 if specific crew members were identified.

Payoff

Determine the payoff from the score, rep gained, and any additional Coin from seized assets.

- **Payoff**
    - 1 Coin per PC, plus Coin equal to the target's Tier x3
- **Rep**
    - 1 Rep for every 2 Heat generated by the score.

 +1 Rep per Tier of the target above the crew's Tier

- **Seized Assets**
    - Take +4 Coin if you seize a load of cash.
    - Very valuable stolen items can be fenced for 2-8 Coin (but you take 1 Heat for every 4 Coin of value).
- **Tithe**
    - If you're Tier 2 or lower, pay a tithe to your ward boss
    - **Tithe**: 1 Coin for every 4 Coin you earned from the score
    - As GM to go for debt, favor or trouble instead

Vaults and Banks

- In addition to the crew's vaults and the Scoundrel's stashes, you may deposit Coin in a bank. When your crew has wanted levels, you lose access to all funds in the bank until you remove all your wanted levels (or devise a way to gain illicit access). Some legitimate business transactions (like a legal purchase of a property deed) may require funds in a bank to complete

Entanglements

Play entanglement if Heat is 6+ or when the fiction demands

- When gains a Wanted level, **mark crew xp** and pick **Bluecoats**
- **Bluecoats**: assail crew with a severity of your Wanted Level (adjusted down by your positive faction Status with the Bluecoats).
    - 4: Lethal force, arrests, loss of lair and all assets.

- 3: Severe Beatings (Harm 3), an arrest, destruction of assets.
- 2: Serious Beatings (Harm 2), interrogation, seizure of assets.
- 1: Beatings (Harm 1), demands, observation/tailing.
- 0: Questioning, harassment, threats, observation/tailing.
- They can be bought off for Coin equal to your Wanted level +4.
- **Devilry**: A spirit or other supernatural entity is drawn to the crew
- **Favour**: A +2 or +3 Status faction asks you to do a job for them.
  - Agree to do it or lose 1 Status with them
- **Flipped**: one of contacts switch allegiances
  - Remove them as an ally until you get that worked out.
- **Rascals**: A cohort or contact causes problems for the crew.
  - Make amends or lose Status with aggrieved faction
- **Show of Force**: A negative Status faction moves against you.
  - Make them an offer (Coin or a Claim) to back off or go to war.
- **Under Their Thumb**: An authority forces you to do their dirty work
  - Or Bluecoats entanglement, as if your Wanted Level 1 higher
- **The Usual Suspects**: The Bluecoats questions your connections.
  - Make a Fortune Roll based on their resilience and loyalty
  - The crew suffers 3 Heat minus the highest die.

Development

These crew upgrades cost Coin instead of crew advances:

- 6 coins
  - Camouflage, Rigging, or Underground Maps & Passkeys.
- 8 coins
  - Composed, Hardened, Ordained, or Steady (per box) Ironhook Contacts, Ritual Sanctum.
- 10 coins
  - Barge, Lair Upgrade, Quality, or Training Mastery (per box)
    Upgrade a Cohort to Elite quality.

Heat & Hold

- Reduce Heat
  - For each +2 Status with a Tier 3+ faction, reduce Heat by 1.
  - Reduce Heat by 1 for each Coin or Rep they expend
  - Ask the GM if there's anything else you can do to reduce Heat
- Assess Hold
  - Hold on their Tier is measured by your number of turf claims
  - Strong hold: number of turf claims greater or equal your Tier
  - Weak hold: number of turf claims is lower than your Tier

Downtime: Scoundrel Phase

- Restore your **Armour** and **Special Armour**

- Remove all **level 1 Harm**.
- Add 1 tick to your **Healing clock** if you have a safe place to rest.
- The rest of the downtime consists of **Vice** and **Activities**.
  - Each player can do these in any order
  - Each pursuit includes a question or two to prompt roleplaying and future game play possibilities.

Vice

When indulging vice, spend **1 Coin** and clear all of your Stress

- If your stress level was 6 or more, you **overindulge**:
  - 1 **Get Wild**: Damage property; terrify citizens.

Take -1 Status with the appropriate faction or citizenry

- 2 **Big Spender**: You indulge lavishly; spend +1 Coin
- 3 **Brag** about your exploits: +1 Heat
- 4 **Attract Trouble**: Face entanglement
- 5 **Tapped**: Your purveyor cuts you off. Find a new one
- 6* *Wasted**: Your Vice costs a downtime activity * Instead of overindulgence, you can choose to be** lost to your vice**. Play a different character until this one returns. ==== Debt ==== You may go into debt with a provider if they agree. * Note the initial Coin you owe * Make a 4-segmented clock and tick it every Downtime * If the clock fills, the provider takes steps to get their money back * To remove a tick: * pay Coin equal to** half the initial amount **(round up) * or do a favor * Resolve your debt: pay the initial amount and have no ticks ==== Supply Clocks ==== Clock to track acquired supplies or other acquisitions: * Example applications: * Product stockpiles * Blackmail secrets * Promised favors * Provision in the deathlands * For a significant expenditure, tick the clock multiple times. ==== Activities ==== Each Scoundrel may pursue** two free activities **during downtime. * Additional activities cost 1 Coin or 1 Rep each. * If you have level 3 Harm or survived a mortal wound, you must use at least one of your downtime activities to Recover. === Acquire === Gain temporary items, services, vehicles, or cohorts for the crew. * Make a 4-segmented supply clock for the acquisition * tick each time it's used in a consequential way ** Pay 1 Coin** for every level of Quality higher than the crew's Tier. * Pay +1 Coin** for a special feature * If the acquisition is very rare, restricted, or prohibited, ask the GM: * how much extra Coin and/or Heat is required to get it * or if you'll need to acquire it with a score *** Acquire a personal item** in the same manner, comparing its Quality to your Lifestyle rating. === Recover === * When you** recover in a safe location**: * gain ticks on your healing clock equal to your crew's Tier+1. * When your** healing clock fills *** reduce each instance of Harm you have by one level. * when you remove all Harm, clear your healing clock. *** With services of a Physicker**: * remove an instance of Harm with a level equal to or less than their Quality * Physickers on the playbooks (like Sawtooth) are Quality 2 * For each Coin you pay, increase the Physicker's Quality by one *** Stay in a private hospital**: * remove all of your Harm * then choose: Take** 1 Heat **and pay** 2 Coin **-or-** pay 3 Coin * there are no public hospitals in Doskvol === Train === Use this activity to spend xp to get an advance for your character. (You don't advance instantly as in standard Blades) *** Acquire an instructor** if you don't already have one * Act as an instructor** in an area of your expertise * When you're an instructor, you may**

spend xp **to advance. === Work === * Accomplish a** simple project *** Quick** side job *** earn 1 Coin * ask the GM if you can charge more for your work * Work on** long term project *** make an** 8-segment clock******

- When you spend an activity working on it, mark a number of ticks equal to your Action rating
- Add +1 tick if you have a workshop or special advantages
- Elaborate projects require multiple clocks to complete.