

Blades in the Dark (v6)

Resources

- [Devil's Bargains](#) Google Drive document
- [NPC Generator](#) Google Drive *.XLSM
- [NPC Generator](#) Google Drive Sheet
- [Score Generator](#)
- [Soundtrack Playlists](#)
- [Pregen Characters](#)
- [New Playbooks](#) - Demon, Hull, Vampire, Infernalist, Exorcist
- [Gangs](#)
- [Playbooks](#) in Google Sheets
- [Random Generators](#) - People, Scores, Locations, Devils and The City - for mobile device viewing
- [Pinterest - Duskwall](#) - Character and location images
- [Pinterest - Duskwall](#) - Character and location images
- [Pinterest - Duskwall](#) - Character and location images
- [Pinterest - Blades in the Dark](#) - Author's collected images for the game
- [Heist Deck](#) Print and play smaller version of the [Gamecrafter](#) hardcopy version. Note - \$USD 16.99 to buy 90 cards and \$USD 23.66 to ship (minimum 20-45 days, no tracking)
- [Score Tracker](#) - Clocks and summary in Google Docs

Hacks

- [Glow in the Dark](#) Crews for the Mad Gamma Max Fallout World hack
- [Shadowrun](#)
- [Copperhead County](#) modern-southern-crime hack
- [Blades Against Darkness](#) Dungeon crawling (**kickstarter stretch goal**)
- [Household Renovation of Great and Terrible Power](#) Grand Designs in the Dark
- [Misbehavin'](#) supernatural crew in prohibition USA
- [Bladestrek](#) - Star Trek
- [Hives of Scum and Villainy](#) - Star Wars (**kickstarter stretch goal**)

Kickstarter Stretch Goals

- Licensed Settings
 - **Blades of the Jhereg.** The underworld of Adrilankha is ruled by a council of five ruthless bosses, known as the Right Hand of the Jhereg. You and your crew of scoundrels have been given a tiny piece of turf and are expected to impress them with your greed and opportunism. Will you rise to power in the Organization or be strangled by your ambitious rivals? Blades of the Jhereg is an official licensed supplement for Blades in the Dark featuring the world of Steven Brust's Vlad Taltos novels
 - **Iron Edda: War of Mist and Blood.** Iron Edda: War of Mist and Blood is an official licensed supplement for Blades in the Dark featuring the world of Tracy Barnett's Iron Edda setting
- Expansions

- **Bluecoats of the Watch.** A playset for the game that adds new character and crew types so you can play the meanest gang in Duskwall: The City Watch!
- **Broken Crown.** A playset for the game that adds new character and crew types so you can play a group of revolutionaries intent upon doing the impossible — assassinating the Immortal Emperor himself
- **The Ghost Lines.** A playset that adds a whole new dimension to the game beyond the walls of the city. Play as the daring Rail Jacks that deal with deadly ghosts on the electro-train lines which connect the cities of the imperium.
- **Leviathan Song.** The hunting vessels sail out from Duskwall, enormous steam ships financed by the noble houses, captained by their unrecognised scions, and crewed by the unwashed masses. Following signs from shipboard dogs, gifted orphans, and madmen trained to hear the demon-song chanted in the depths, they sail the Never Sea, harpoons and hoses ready, preparing to drain the great beasts of their precious fluid.
- Fantasy Variants
 - **Band of Blades.** A complete dark fantasy hack, Band of Blades allows you to play a small band of soldiers desperately trying to shift the tide in a war against powerful sorcerer-kings and their undead minions.
 - **Blades Against Darkness.** Get your dungeon-crawling fix with this total reskin and new playset for the game! You are a tomb robber — desperate for coin, driven by a thirst for knowledge, on a quest for your inscrutable deity, or, perhaps, just crazy. One way or another, you'll take almost any job that comes your way. The Gods know there is plenty of bloody work to be had in the dark passageways below the earth. Damn little is honorable. Most all of it will get you killed. But you just might make it out alive... and rich.
- Historic Variants
 - **Coneycatchers.** It is a universal truth that mendacity and turpitude rule England, from Bankside trugging-house doxies to poor dying Queen Elizabeth. London herself is both procuress and homicide. Her markets are home to fat country rabbits with wide eyes and gold-filled purses, and her tangled alleys are home to the hard men and women with a million ways to separate the coneys from their coin. We are rufflers, whipjacks and foists, and in the service of every vice and crime we are as noble as princes. Cross us at your peril. It is a new age and we are ambitious. Coneycatchers is a reskin of the game with new character and crew types, factions, situations, and a guide for playing in Elizabethan London.
 - **Moon Over Bourbon Street.** A completely new setting for the game, plus new character and crew types. You are a thief in Crescent City, a bustling mélange of French colonials and planters, Spanish traders, American river men and adventurers, and Afro-Caribbean free men and slaves. Steamships traveling up and down the Mighty River disgorge a constant stream of valuable cargoes along with scoundrels and gamblers of every bent. But at night, the city turns dark indeed.
 - **P38: Blood on the Streets** “Except for the Punic Wars, I have truly been accused of every possible thing” Giulio Andreotti, Italian prime minister, 1972-1973, and 1976-1979. taly, the 1970s. Upstart bank robbers compete and consort with the organised crime establishment, while the public follows from the front pages of newspapers, afraid and morbidly fascinated. This, however, is only the surface. The criminal underworld traces a wide, murky network, connecting the mob, terrorism and espionage. Some want to tear down the bourgeois state and start a revolution, others are building support for an authoritarian coup. Many are just in it for profit. Everyone is involved, and no one is innocent: terrorist groups and ruling parties, idealist students and national security agents, gangsters and foreign spies. In P38: Blood on the Streets, you will step into this web, for money, power and ideology. What will you make of it? A playset based on one of the darkest decades of Italy's republican history, by them crazy Italians: Flavio Mortarino,

Alberto Muti, Renato Ramonda, Enrico Ambrosi, Daniele Di Rubbo, Luca Veluttini and Domenico Marino.

- **Sparrow's Folly.** "The Central Pacific's barely built, but nonetheless shuttling folks in droves to our Great State of California, the land of goddamn milk and honey if you believe the papers. Wallowed halfway between Sacramento and the Sierras is Sparrow's Folly, a Gold Rush shithole blessed not by lode, but by reputation. It's a haven for the forgotten, a heaven for the rich city bastards who get hard on secret sin. It ain't on your fuckin map. It's a place where outlaws and outcasts vie for position among their own kind: highwaymen, whores, raildogs, scum. There's a price for everything. Nobody never said it was fair." – Ruby LaLond. This is a complete reskin of Blades in the Dark for playing gritty adventures in the Wild West, with new character types, crews, and factions, plus the guide and maps to Sparrow's Folly itself.
- Science Fiction Variants
 - **Null Vector.** Four artificial intelligences secretly rule the world. You and your crew of cyber-augmented outcasts are some of the only people who know the truth. Will you oppose the invisible masters? Will you join one of the AIs, to bring its vision for humanity to life? What will you do to change the world? Null Vector is a complete reskin of the game for cyberpunk thriller action in the vein of Ghost in the Shell.
 - **Scum and Villainy** is a complete reskin of Blades in the Dark for playing Rogues, Scoundrels, Bounty Hunters and aliens of all types looking to make a credit and keep their ship flying in a Space Opera setting. Includes new character types, crews, ships and modified basic moves that encourage blaster-shooting, hoverbike chasing and other over-the-top cinematic action.
 - **Throne of the Void** "The forms must be obeyed." —The Great Convention The Interstellar Empire was unified less than a century ago by the first Imperator. Since then his iron fist has enforced the compact that binds the Empire together. But he ages, and his grip weakens. And now the churn of plans, schemes and politics begins. In this decadent world, inhuman nobles, merchant guilds and religious groups all aim to control the throne by any means necessary. You play a crew of Agents, serving a powerful faction of the Interstellar Empire vying against Agents of other factions ... and those of your own. You will be trying to move wheels-within-wheels as you play large-scale political and faction-based games in a deadly web of shifting alliances and rivalries. Throne of the Void is a complete stars-and-starships hack of Blades in the Dark and includes new character types, crews, factions, changed faction and downtime rules, plus galactic maps to the Empire itself.
 - **Womb of Night.** A black expanse stretches between the stars, whose dim light shelters the thousand colonies of humanity. Riding the star-seas between them are crews of traders, marauders, explorers and pirates - all guided by the Sisterhood, whose Navigatrix acolytes portend safe passage through the hellish storms that make up the roiling mass they call the warp-space. In Womb of Night you play brave opportunists who seek out their fortune in the void of the cosmos, preying on fat merchant ships or finding rich new worlds to exploit. Space holds riches and power beyond your dreams, if you're bold enough to take them.
- Super Hero Variants
 - **The Doomed** "Look, we don't have to worry about The Dark Avenger; he's in the morgue. The Hero Squadron just got their minds swapped by The Mystic Eye or whatever, who knows. What I'm saying is: nobody's around to stop one little bank robbing spree. We just keep it low key and it's us and our powers versus a bunch of beat cops. What could go wrong? " The Doomed takes Blades in the Dark to the worlds of superheroes. You'll be playing the small-time villains trying to make it big in a world where an alien invasion is just another Tuesday. New characters and crew types give you everything you need to

play in the style of The Superior Foes of Spider-Man and the Giffen/DeMatteis Injustice League.

Players

- GM: Mark
- Lurk - Shane
- Skinner - Peter
- Chime - Kate
- Silk - Stu

Gang

| | | | | |
|---|-----------------------------------|--|---|---|
| Name | | Reputation | Savvy | Thieves - Execute a profitable burglary, robbery, or other theft. - Improve the quality or variety of your hunting grounds. - Bolster your crew's reputation or develop a new one. - Contend with challenges above your current station. |
| Lair | Basement of a disused clock tower | Coin | 2 | |
| Heat | 0 | Wanted Level | 0 | |
| Turf | 0 | Rep | 0 | Special Abilities Synchronized: When you perform a group action, you may count multiple 6s from different rolls as a critical success. |
| Hold | Weak | Tier | 0 | |
| Contacts | | Crew Upgrades | | Lair |
| Dowler, an explorer Laroze, a bluecoat Amancio, a broker Fitz, a collector Adelaide Phroaig, a noble Rigney, a tavern owner | | Fine Rooftop Routes Thief Rigging (-2 load weight) | | Hidden Lair: Your lair has a secret location and is disguised to hide it from view. If your lair is discovered, you may undertake a long-term project to relocate and hide it once again. |
| | | | | Quality |
| Training | | | | |
| Prowess: | | | | |
| Hunting Grounds | | | | |
| Quality | Name | | Description | |
| 1 | The Drop | | Three blocks along Ash Way, between Rye street and Cinder street. | |

Claims Map

| | | | | | | | | |
|---|---|--|---|--|---|---|---|---|
| TURF | = | INFORMANTS +1 quality to hunting grounds | | LUXURY FENCE +2 coin for burglary scores | | GAMBLING DENS (Tier roll) - Heat = coin in downtime | = | SAFE HOUSES Hidden staging areas throughout your turf |
| II | | II | | II | | | | II |
| DRUG DENS (Tier roll) - Heat = coin in downtime | | TURF | = | LAIR | = | TURF | = | LOOKOUTS +1d to spot or evade trouble on your turf |
| | | II | | II | | II | | II |
| WATCH REPORTS +1d engagement roll for burglary | = | CITY RECORDS +1 effect to gather info on targets | | STREET FENCE +2 coin for robbery scores | | TURF | = | AMBUSH POINTS +1d engagement roll for robbery |

Factions

criminal underworld

| Status | Name | Tier | Notes |
|--------|---------------------|------|-------|
| | The Unseen | iv | |
| | The Silver Nails | iii | |
| | Lord Scurlock | iii | |
| | The Hive | iii | |
| | The Circle of Flame | iii | |
| | The Crows | ii | |
| | The Lampblacks | ii | |
| | The Red Sashes | ii | |
| | The Dimmer Sisters | ii | |
| | The Grinders | ii | |
| | The Billhooks | ii | |
| | The Wraiths | ii | |
| | The Gray Cloaks | ii | |
| | Ulf Ironborn | i | |
| | The Fog Hounds | i | |
| | The Lost | i | |

city institutions

| Status | Name | Tier | Notes |
|--------|-------------------|------|-------|
| | City Council | v | |
| | Ironhook Prison | v | |
| | Bluecoats | iv | |
| | Spirit Wardens | iii | |
| | Skovlan Consulate | iii | |

| Status | Name | Tier | Notes |
|--------|------------------------|------|-------|
| | Sparkwrights | iii | |
| | Inspectors | iii | |
| | Ink Rakes | ii | |
| | The Brigade | ii | |
| | Iruvian Consulate | i | |
| | Severosan Consulate | i | |
| | Dagger Isles Consulate | i | |

labor & trade

| Status | Name | Tier | Notes |
|--------|------------------------|------|-------|
| | Ministry of Transport | v | |
| | Leviathan Hunters | iv | |
| | Ministry of Provisions | iv | |
| | Merchant Guild | iv | |
| | The Foundation | iv | |
| | Sailors | iii | |
| | Seaside Dockers | iii | |
| | Gondoliers | iii | |
| | Canal Dockers | ii | |
| | Cabbies | ii | |
| | Rail Jacks | ii | |
| | Cyphers | ii | |

faith & weirdness

| Status | Name | Tier | Notes |
|--------|-----------------------|------|-------|
| | Ecstasy of the Flesh | iv | |
| | The Horde | iii | |
| | The Weeping Lady | iii | |
| | The Reconciled | iii | |
| | The Path of Echoes | iii | |
| | The Forgotten Gods | ii | |
| | Deathlands Scavengers | ii | |

other

| Status | Name | Tier | Notes |
|--------|---------------------|------|-------|
| | Imperial Military | vi | |
| | Skovlander Refugees | iv | |

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