

## SCOUNDREL MOVES

### DARING ACTION

Deal with a dangerous obstacle by performing a **daring action**. Say what your character does with one of the **actions** on your character sheet, along with your **goal**.

### GET A BONUS DIE

Get a bonus die for your roll by marking **2 stress** or asking for a **Devil's Bargain**.

### HELP SOMEONE

Help someone by marking **1 stress** to give them **+1d**. Say how you help them.

### GROUP ACTION

When you lead a group action, everyone involved rolls the same action and the **highest result** counts for everyone. You take **1 stress** for each person who rolls 1-3.

### RESISTANCE

Roll Insight, Prowess, or Resolve to avoid a consequence. Take 6 stress, minus your highest die.

### GREATER EFFECT

Use a *fine* tool or weapon, push yourself, or trade position for effect.

### FLASHBACK

Invent a cool move that your character did in the past in order to help you out in the present. The GM will charge you 0-3 stress, depending on how complex or tricky it is. Make an action roll if it's dangerous.

# BLADES IN THE DARK

## PERFORM DARING ACTIONS

BLADES, p. 163

When you're on a score, the GM introduces **dangerous obstacles** between you and your goals. Describe what your character does to address the obstacle — including one of the **actions** on your character sheet as the verb. Like, if there's a Bluecoat patrol in your way, you might say...

*"I Prowl across the rooftops to avoid the Bluecoats and slip in through the skylight."*

By stating your actions this way, you avoid the problem of trying to "use" an action as if it's a broader skill. You simply say that you're performing the action itself.

If you're not sure which action to use, think about your character's playbook, heritage, and background. What do they know how to do? How do they address problems?

## ADDITIONAL OPTIONS

BLADES, p. 20, 21, 32, 132

- ◆ To **get a bonus die** for your roll, you can either **push yourself** (mark **2 stress**) or ask for a **Devil's Bargain**.
- ◆ To **help someone**, mark **1 stress** to give them +1d to their roll. Say how you help.
- ◆ To **lead the group against an obstacle**, say how you're leading them, then everyone rolls the same action (including you). The person with the best roll counts for the whole group. But you, as the leader, mark 1 stress for each person who rolled a bad outcome (1-3). *You don't have to be the best at something to lead an action.*
- ◆ To **avoid something bad**, tell the GM you're **resisting** it. The GM will tell you what to roll. You'll take some stress, but you'll avoid the bad outcome. You might instead (or additionally) use your **armor**.
- ◆ To have **greater effect** on the obstacle when you roll, you can either **push yourself** (mark **2 stress**) or tell the GM you want to **trade position for effect** — you risk worse consequences but have a bigger impact. *You might also have a special tool or weapon that increases your effect.*
- ◆ If you're in a bad spot, you can invent a **flashback** to something your character did earlier, to set yourself up now. The GM will charge you 0-3 stress, depending on how involved or tricky the flashback is.

Sometimes, to overcome an obstacle, the crew will need to perform several actions, chipping away at the problem in multiple parts. The GM will start a **clock** to track your progress, so you'll know how much more you have left to do.

## GM MOVES

### INTRODUCE A DANGEROUS OBSTACLE

When a scoundrel takes action to achieve a goal, ask yourself if there's a **dangerous obstacle** in the way. Describe the obstacle and the danger (“You’ll need to deal with X, and Y might happen.”) and ask how they deal with it.

### ... OR LET THEM DO IT

If there's no dangerous obstacle, the scoundrel simply does what they set out to do. **There's no action roll** — just describe their effect. If they want more, the situation might *become* dangerous as they take risks to achieve it.

### ... OR MAKE A FORTUNE ROLL USING AN ACTION

If you *really* want a roll without danger, use a scoundrel's action dots for a **fortune roll** to see *how well* they do it — they're supposed to be competent, after all. 1-3: bare bones, 4/5: decent, 6: very well done, Critical: exceptional work.

### DEVIL'S BARGAIN

Bring in twists, complications, new dangers, and surprises by offering **Devil's Bargains**.

### GREATER EFFECT

Offer a scoundrel **greater effect** for their action if they risk a **worse position**.

### TICK THE CLOCKS

Often, a good consequence is a tick on a clock rather than an immediate new threat or harm. Introduce clocks to track impending trouble, broken relationships, new enemies, and other problems on the horizon.

# BLADES IN THE DARK

## INTRODUCE A DANGEROUS OBSTACLE

BLADES, p. 163

Don't call for an action roll simply to resolve a difficult task. To trigger an action roll, a scoundrel must face a **dangerous obstacle**. To make sure you're introducing dangerous obstacles and not merely difficult tasks, try this format:

*“You'll need to deal with [ X ], and [ Y ] might happen.”*

In this format, **X is the obstacle**, and **Y is the danger** at hand.

*“Security is good around here. You'll need to deal with the **Bluecoat patrols as you approach the manor**, but you might **raise the Alert level...**”* (put the Alert clock on the table). *“How do you want to do this?”*

This gives the player enough info to make choices about how hard to push, whether to trade position for effect, getting help, etc. This also helps the GM to **state the consequences before the roll**, instead of creating them when a player rolls less than a 6.

Once the situation is clear, and the player chooses their action, set **position** and **effect** as usual.

**Gathering information doesn't usually involve danger**, so simply answer the player's questions — or, if the information is somehow obscure, make a fortune roll (without consequences) to find out how much extra detail they get.

## TICK THE CLOCKS

BLADES, p. 164

It's good to have a **danger clock** on the table for an overriding threat (the Bluecoats are called, the scoundrels are exposed, they're caught in the act, driven off, etc.).

A clock tick is a “softer” consequence than harm or new dangers. It shows the competence of the scoundrels — they don't ruin everything with one bad roll.

For instance, a player rolls a 3 to Prowl past the Bluecoats, so you say: *“One of the Bluecoats looks up toward the rooftop — ‘Did you hear that?’ he says. I'll put a tick on the Alert clock. Do you want to keep Prowling, or try something else?”*

## ONE ROLL, USUALLY

BLADES, p. 24

Most dangerous obstacles are resolved with one roll. However, if the scoundrel is outclassed, they may have **limited effect** — they'll have to risk danger more than once to deal with this obstacle.

*“He's a great swordfighter — you'll need to get past his defenses first, then take another action to inflict harm. And you'll be risking harm both times.”*

Also, on a **Controlled** roll, a 4/5 or 1-3 result gives a scoundrel a chance to try again.

ASK QUESTIONS—PROVIDE OPPORTUNITIES—CUT TO THE ACTION—TELEGRAPH TROUBLE—FOLLOW THROUGH—INITIATE ACTION WITH AN NPC—TELL THEM THE CONSEQUENCES AND ASK—THINK OFF-SCREEN