### **Blades in the Dark**

# Deep Cuts

# **EHP0074**

## **Role Playing Supplement**

**ISBN** 978-1-61317-214-8 **MSRP** \$25.00

**Format** 6"x9" black & white

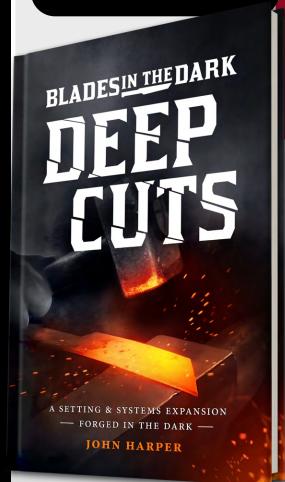
hardcover, 128 pp

SKU EHP0074

Release January 13, 2026

#### **The Ten-Second Pitch**

**Deep Cuts** adds additional factions, lore, and new modular rules systems to add into **Blades** in the Dark as you see fit.



#### **Target Market**

- Fans of Blades of the Dark, especially those looking for additional lore on the haunted city of Doskvol or new rules to customize their game.
- Fans of other industrial fantasy stories like the Vlad Taltos books by Steven Brust or The Lies of Locke Lamora by Scott Lynch
- Fans of movies & TV where criminals are the protagonists: Peaky Blinders, The Wire, Gangs of New York, Ronin.
- Fans of video games such as Thief: The Dark Project or Dishonored.
- Players of other Forged in the Dark games, such as Slugblaster, Band of Blades, Scum & Villainy, Beam Saber, Brinkwood: Blood of Tyrants, a|state Second Edition, or CBR+PNK

#### **Up-Sells & Cross-Sells**

- Blades in the Dark [EHP0030]
- Scum & Villainy [EHP0040]
- Band of Blades [EHP0048]
- Girl By Moonlight [EHP0062]
- Urban/industrial fantasy and sci-fi books, comics, and video games

#### **Selling Points**

- 27 factions, providing new lore and crew opportunities
- Over 100 heritage and background packages to flesh out the characters and the setting even more
- 13 new innovations in technology to reflect ongoing industrial-age advances, including new rare and restricted technology for nefarious Scoundrels to get their hands on
- More flexible and impactful Harm & Trauma rules
- A modified Advancement system to customize the rate at which characters progress
- Diceless Downtime, with modified Vice, Healing, Crew Development, and other systems, as well as a system for Debt
- A new Action system, which overhauls and streamlines the action resolution mechanics to empower players even more and speed up the process of play

#### **YOUR GAME: REFORGED!**

The lore goes deeper, your crew cuts harder in this exciting expansion for **Blades in** the Dark!

Inside Deep Cuts you'll find new details about the scheming city of Doskvol, including:

- 27 factions, providing new lore and crew opportunities
- Over 100 heritage and background packages to flesh out the characters and the setting even more
- 13 new innovations in technology to reflect ongoing industrial-age advances, including new rare and restricted technology for nefarious Scoundrels to get their hands on
- Plus "catalysts"—world-shaking events that expand and alter the setting of the game, providing new avenues for intrigue and adventure!

Deep Cuts also includes modular new rules to tailor your game as your group sees fit:

- More flexible and impactful Harm & Trauma rules
- A modified Advancement system to customize the rate at which characters progress
- A new diceless Downtime system helps you manage Vice, Healing, Crew Development, Debt, and more!
- A modified approach to Load keeps things streamlined while still tied to the fiction
- An alternative **Action system** empowers players even more and speeds up play.

Packed with tons of lore, gameable details, plug-and-play systems, GM tools, crew opportunities, and new artwork, **Deep Cuts** takes your game to the next level.

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