

BLADES 68 CHEAT SHEET



TURN A KEY

If you've hit a key three times , you can choose to **turn the key** at any time. You take decisive action that reflects a major change of heart. **Deadlock** the key immediately and clear all your Stress, and the action you take when you turn the key is automatically a **critical success** (with no need to roll).

It may be worth looking for a dramatic opportunity to turn a key, instead of waiting for a resistance roll to go bad.

STACK THE ODDS

To get the most out of your action roll, you can:



Get a bonus die by **pushing yourself** (2 Stress), or ask for a **Devil's Bargain**



Get a second bonus die by asking a teammate to **assist** (they say how they help and mark 1 Stress)



Increase **effect** by **pushing yourself**, using a fine tool or weapon, or trade position for effect



If the roll goes bad anyway, you can **resist** any consequence.

BE A TEAM PLAYER

Group Action

Everyone rolls the same action. The person with the best roll counts for the whole group. The leader marks 1 Stress for each person who rolled a 1-3.

Protect

You step in to face a consequence that one of your teammates would otherwise face. You suffer it instead of them. You may roll to resist it as normal.

Set Up

Set up a teammate for success, giving them either +1 effect level and/or improved position for their roll. Generally lower risk than a straight action roll (remind the GM of this).

FLASHBACKS

Invent something 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 unlikely it is. Make an action roll if it's dangerous.

GATHER INFORMATION

- How can I get the upper hand?
- What do they intend to do?
- How can I get them to [X]?
- Are they telling the truth?
- What might happen if I [X]?
- How can I find [X]?
- What do they really care about?
- What's really going on here?

BACKING FACTION HELP

Gaining a faction's backing requires completing a long-term project. Once you have a backing faction, you can call on that faction for **help**—either during crew business or personal business. *Each type of help can only be called on once per gameplay cycle* (personal business or crew business).



☐ **Assist** on your action roll, as if they were a teammate (+1d).



☐ **Increase effect** on your action roll, as though you pushed yourself.



☐ Loan you **equipment** of their Tier level in Quality.



☐ Share relevant intel with you; make a **gather information** fortune roll with dice equal to their Tier.



☐ Give you **+1 result level** for a downtime activity.



☐ Give you a **1 stack reward** when handing over information of interest to them.



☐ **Resist or dismiss unwanted consequences**, if it's within their powers.



☐ **Intervene with another faction** on your behalf, if it's within their powers.

At the start of personal business, make a fortune roll, with one die for each instance of help received (above) over the last cycle of personal business and crew business.

1-3: Nothing, but add +1d next time you make this roll. **4/5:** They ask for a minor favor. **6:** They give you a personal mission. **Critical:** They give you an urgent personal mission—mark the failure clock twice immediately.

*Once you've successfully completed a personal mission for your backing faction, you immediately gain their **prestige ability**. Add +1 to the crew's status with that faction.*

BACKING FACTION:

PERSONAL MISSION:

PRESTIGE ABILITY:



FAILURE

DOWNTIME ACTIVITIES

You get two free downtime activities, and can pay 1 stack or 1 Rep for each additional downtime activity.

For any downtime activity, take +1d to the roll if a friend, rival, or PC helps you. After a downtime activity roll, you can spend stacks to improve the result level: increase the result level by one for each stack spent.



Indulge Vice: Make an attribute roll using your character's lowest attribute rating. Clear Stress equal to the highest die result. If you clear more Stress levels than you had marked, you overindulge. If you do not or cannot indulge your vice during downtime, you take Stress equal to your number of deadlocks.



Long-Term Project: Describe what your character does to advance the project clock, and roll one of your actions. 1-3: one segment, 4/5: two segments, 6: three segments, critical: five segments.



Recover: Clear all level 1 harm. Then your healer rolls (Tinker for a PC with the Anatomist special ability, or the Quality level of an NPC) and then you mark a number of segments on your healing clock. 1-3: one segment, 4/5: two segments, 6: three segments, critical: five segments.

When the clock is filled, all remaining harm is reduced by one level.

Hospital: You can use the Recover activity to stay in a hospital. Clear all your harm. If you go public, the crew takes 3 Heat. If you go private, it costs 3 stacks.



Reduce Heat: Say what your character does to reduce the Heat level of the crew and make an action roll. Reduce Heat according to the result: 1-3: one, 4/5: two, 6: three, critical: five.



Acquire Asset: Acquire an item, cohort, vehicle, or service. Roll the crew's Tier, with bonus dice equal to your personal lifestyle quality (full rows of bank). The result indicates the Quality of the asset you get. 1-3: Tier -1, 4/5: Tier, 6: Tier +1, critical: Tier +2.



Training Montage: Mark 1 xp on the xp track for an attribute or playbook advancement. If you have the appropriate crew Training upgrade unlocked, mark +1 xp (2 total). You can train a given xp track only once per downtime.

Free Play: During the personal business phase, you can still freely go places, do things, make action rolls, spend Stress, gather information, talk with other characters, accomplish goals, etc. Only activities that are on the downtime activities list are limited.