

Raiders in the Dark

Simple Rules Overview

Action Rolls

When a player character does something challenging, we make an **action roll** to see how it turns out. An action is challenging if there's an obstacle to the PC's goal that's dangerous or troublesome in some way.

The player rolls a number of d6 equal to their character's **action rating** (from 1 to 4). The action rating they use depends on what their character is doing. If they're fighting, it's Skirmish, if they're using magic, it's Attune, etc. See the list of actions at right.

For each roll, we set the **position** and **effect** level. Position tells us how dangerous it is for the PC. A **controlled** position isn't very dangerous. A **risky** position is pretty dangerous. A **desperate** position is very dangerous. The effect level tells us how much impact this roll will have on the situation. **Great** effect means a big impact, enough to overcome a tough obstacle. **Standard** effect means decent impact, enough to overcome a standard obstacle. **Limited** effect means poor impact, requiring multiple rolls to overcome an obstacle.

The outcome of the roll is determined by the **single highest die result**. **If the highest die is a 6, it's a full success:** the PC's action is effective and there are no complications. **If the highest die is a 4 or 5, it's a partial success:** the PC's action is effective, but there's a complication. **If the highest die is a 1-3, it's a failure:** the PC's action is not effective, and there's a complication, too.

Basically, when someone makes an action roll, we all look for that 6. If they don't get a 6, some kind of complication or bad consequence will happen, based on the PC's position. **If a player rolls more than one 6, that's a critical success**—they get an extra benefit of some kind.

Fortune Rolls

A fortune roll tells us "how much" something manifests. There's no position or effect level, just a pool of d6 representing a trait. For example, the GM might make a fortune roll for the bad guys' morale to see if they can stay and fight. If they're brave, the GM might roll 3d6 and see how well they do. On a 6, they definitely stay and fight. On a 4/5, maybe a few of them run off. On a 1-3, they all break and flee.

Resistance Rolls

A PC can make a resistance roll to block or avoid a bad consequence that the GM inflicts. For example, if the GM says, "You do it, but Neela shoots you as you climb over. You take level 2 harm," the player can say, "Nope! I want to resist that." **When a PC resists a consequence, it's always effective**—the consequence will be reduced to something less severe or avoided entirely (depending on the situation).

The resistance roll tells us **how much stress** the PC takes (6 stress minus the highest die result).

Attune
Command
Consort
Finesse
Hunt
Prowl
Skirmish
Study
Survey
Sway
Tinker
Wreck

Procedures

Action Roll

1. The player states their **goal** for the action.
2. The player chooses the **action rating** that matches what their character is doing in the fiction.
3. The GM sets the **position** for the roll (controlled, risky, desperate)
4. The GM sets the **effect level** for the action (great, standard, limited).
5. Add **bonus dice**.
6. **The player rolls the dice** and we judge the result.

Bonus Dice

- ◆ +1d from teammate (they take 1 stress)
- ◆ +1d if you push yourself or take a devil's bargain

Fortune Roll

1. The GM determines the dice pool (generally 1 to 4 dice) based on the fictional trait that applies to the situation (morale, toughness, quality, etc.).
2. Roll the dice and read the highest single result to determine how strongly that trait manifests in the situation at hand.

Resistance Roll

1. The player chooses to resist a consequence.
2. The GM determines if the consequence will be reduced or negated by the resistance roll, depending on the details of the situation.
3. The GM determines which attribute applies to the consequence at hand (**Insight, Prowess, or Resolve**).
4. The player rolls the dice for that attribute.
5. The PC takes stress equal to **6 minus the highest dice result**, and the consequence is negated or reduced.

Flashbacks

1. The player announces that they'd like a flashback to an action they performed in the past which will affect the current situation.
2. The GM briefly describes the scene for the flashback. The Player describes what their character does.
3. The GM sets a **stress cost** for the flashback action:
 - ◆ **0 Stress:** An ordinary action for which you had easy opportunity.
 - ◆ **1 Stress:** A complex action or unlikely opportunity.
 - ◆ **2 (or more) Stress:** An elaborate action that involved special opportunities or contingencies.
4. The PC takes the stress and attempts the flashback action.

Character Creation

1 Choose a **playbook**. Your playbook represents your character's reputation among barrow raiders, their special abilities, and how they advance.

2 Choose a **heritage**. Detail your choice with a note about your family life. For example, Wildfolk: wandering forest brigands.

3 Choose a **background**. Detail your choice with your specific history. For example, Labor: fisherfolk, nearly drowned.

4 Assign four **action dots**. No action may begin with a rating higher than 2 during character creation. (After creation, action ratings may advance up to 3. When you unlock the **Mastery** advance for your crew, you can advance actions up to rating 4.)

5 Choose a **special ability** (you also get a signature ability). They're in the gray column in the middle of the character sheet. If you can't decide, choose the first ability on the list. It's placed there as a good first option.

6 Choose a **close friend and a rival**. Mark the one who is a close friend, long-time ally, family relation, or lover (the upward-pointing triangle). Mark one who is a rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

7 Choose your **reprieve**. Pick your preferred type of reprieve from stress, detail it with a short description, and indicate the name and location of your source.

8 Record your **name, alias, and look**. Choose a name, an alias (if you use one), and jot down a few words to describe your look.

Actions

- ◆ **Attune**: open your mind to arcane power.
- ◆ **Command**: compel swift obedience.
- ◆ **Consort**: socialize with friends and contacts.
- ◆ **Finesse**: employ dexterous manipulation or subtle misdirection.
- ◆ **Hunt**: carefully track a target.
- ◆ **Prowl**: you traverse skillfully and quietly.
- ◆ **Skirmish**: entangle a target in close combat so they can't easily escape.
- ◆ **Study**: scrutinize details and interpret evidence.
- ◆ **Survey**: you observe the situation and anticipate outcomes.
- ◆ **Sway**: influence with guile, charm, or argument.
- ◆ **Tinker**: fiddle with devices and mechanisms.
- ◆ **Wreck**: unleash savage force.

Reprieve

- ◆ **Family**: You're devoted to loved ones: blood or chosen family.
- ◆ **Gambling**: You crave games of chance, betting on sporting events, etc.
- ◆ **Luxury**: Expensive or ostentatious displays of opulence.
- ◆ **Pleasure**: Gratification from lovers, food, drink, drugs, art, theater, etc.
- ◆ **Religion**: Worship of the gods, or a god.
- ◆ **Stupor**: You seek oblivion in the abuse of drugs, drinking to excess, getting beaten to a pulp in the fighting pits, etc.
- ◆ **Weird**: You experiment with strange essences, consort with rogue spirits, observe bizarre rituals or taboos, etc.

Loadout

You have access to all of the items on your character sheet. For each delve, decide what your character's load will be. During the operation, you may say that your character has an item on hand by checking the box for the item you want to use—up to a number of items equal to your chosen load. Your load also determines your movement speed and conspicuousness:

- ◆ **1–3 load: Light**. You're faster, less conspicuous; you blend in with citizens.
- ◆ **4/5 load: Normal**. You look like a scoundrel, ready for trouble.
- ◆ **6 load: Heavy**. You're slower. You look like an operative on a mission.
- ◆ **7–9 load: Encumbered**. You're overburdened and can't do anything except move very slowly.

Some special abilities (like the Armiger's **Mule** ability) increase the load limits.

Some items count as two items for load (they have two connected boxes). *Items in italics don't count toward your load.*

Standard Items

A Single Handed Weapon: A weapon that can be wielded effectively in one hand: a mace, longsword, falchion, single handed ax, short stabbing spear, etc. [**2 load**]

Throwing Weapons: Several throwing daggers, a couple of light javelins or axes, etc. [**2 load**]

A Large Weapon: A weapon meant for two hands. A battle-axe, greatsword, warhammer, long spear, or polearm. A bow or crossbow. [**2 load**]

A Small Shield: A buckler, target, or other small shield. Effective in melee, but not much use against ranged attacks. [**2 load**]

A Large Shield: A kite shield, big roundshield, or other large shield. Effective in melee, when mounted, and against ranged attacks. [**2 load**]

Armor: A thick leather or heavy padded jack, plus a leather cap, reinforced gloves, and boots. Or equivalent protection. [**1 load**]

+Heavy Armor: The addition of enough armor to provide substantial protection at the cost of greater encumbrance: mail, brigandine, greaves, a metal helm, pauldrons. [**+2 load**]

Burglary Gear: A set of lockpicks. A small pry-bar. Vials of oil to silence squeaky hinges. A coil of wire and fishing hooks. A small pouch of fine sand. [**2 load**]

Climbing Gear: A large coil of rope. A small coil of rope. Grappling hooks. A small pouch of chalk dust. A climbing harness with loops and metal rings. A set of iron pitons and a small mallet. [**2 load**]

Documents: A collection of slim volumes on a variety of topics, including local history, folklore, a number of interesting maps, tide charts, heraldic crests, and other miscellanea. Blank pages, a vial of ink, a pen. [**2 load**]

Rations: Enough to sustain a person over a few days if there is a source of potable water, or a day without that. [**1 load**]

Breaching tools: A sledgehammer and iron spikes. A heavy pry-bar. A length of chain. Heavy drill. Crowbar. [**2 load**]

Tinkering Tools: An assortment for detailed mechanist work: jeweler's loupe, tweezers, a small hammer, pliers, screwdriver, etc. [**2 load**]

Lantern: An oil lantern, a couple of torches, or other light source. [**2 load**]

Extra torches or lamp oil: Very useful for a longer delve. [**2 load**]

Environmental gear: Equipment for a specific challenging environment: wet gear, cold gear, etc. Say what environment your gear is for when you declare this item [**1 load**]



Raiders in the Dark



Name _____ Crew _____

Look _____

Heritage: Countryfolk–Fisherfolk–Townfolk–Manorfolk–Cambri–Dandreen **Background:** Academic–Labor–Merchant–Military–Peasant–Noble–Underworld

Reprive/source: Family—Gambling—Luxury—Pleasure—Religion—Stupor—Weird

STRESS	TRAUMA	Cold—Haunted—Obsessed—Paranoid Reckless—Soft—Unstable—Vicious
---------------	---------------	------------------------------------------------------------------

Harm		ARMOR USES
3	Need help	Armor <input type="checkbox"/>
2	-1d	Heavy <input type="checkbox"/>
1	Less effect	Special <input type="checkbox"/>

NOTES

Armiger

A hardened and dangerous warrior

STASH

COIN

SIGNATURE ABILITY

- **Bodyguard:** When you protect a teammate, take +1d to your **resistance roll**. When you gather info to anticipate possible threats in the current situation, you get +1 effect.

PLAYBOOK

Insight

- ● ● ● ● Hunt
- ● ● ● ● Study
- ● ● ● ● Survey
- ● ● ● ● Tinker

SPECIAL ABILITIES

- **MONSTER HUNTER:** You have extensive experience with killing monsters. You gain **potency** in combat vs. monsters. When you **STUDY** a monster as a setup maneuver, take +1d.
- **BATTLEBORN:** You can expend your **special armor** to reduce harm from an attack in combat or to **push yourself** during a fight.
- **MULE:** Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- **NOT TO BE TRIFLED WITH:** You can **push** yourself to do one of the following: *perform a feat of physical force that verges on the superhuman* or *engage a small Gang on equal footing in close combat*.
- **VIGOROUS:** You recover from harm faster. Take +1d to healing treatment rolls. Once per delve, when you **rest**, you clear any level 1 harm box or, if you have no level 1 harm, reduce one level 2 harm to level 1.
- **WARLEADER:** When you **COMMAND** a cohort in combat, they continue to fight when they would otherwise **break** (they're not taken out when they suffer level 3 harm). They gain +1 effect and 1 armor.
- **VETERAN:** Choose a special ability from another source.

PROWESS

- ● ● ● ● Finesse
- ● ● ● ● Prowl
- ● ● ● ● Skirmish
- ● ● ● ● Wreck

RESOLVE

- ● ● ● ● Attune
- ● ● ● ● Command
- ● ● ● ● Consort
- ● ● ● ● Sway

Bonus Die

➕ **PUSH YOURSELF** (take +2 stress) -OR- accept a **DEVIL'S BARGAIN**.

FRIENDS AND RIVALS

- △▽ Cormac, a fight master
- △▽ Ilsa, an assassin
- △▽ Tenebrin, a Guardsman
- △▽ Eric, a merchant
- △▽ Dereen, a priestess

ITEMS

- Fine hand weapon
- Backup weapon
- Fine heavy weapon
- Scary weapon
- Silver edging
- Caltrops

LOAD

- A Single Handed Weapon
- Throwing Weapons
- A Large Weapon
- A Small Shield +Large
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Documents
- Rations
- Breaching tools
- Tinkering Tools
- Lantern or torches
- Extra torches or lamp oil
- Environmental gear

XP

- ◆ Every time you roll a desperate action, mark **xp** in that action's attribute.
- At the end of each session, for each item below, mark 1 **xp** (in your playbook or an attribute) or 2 **xp** if that item occurred multiple times.
- ◆ You addressed a challenge with violence or coercion.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your reprive or traumas during the session.

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate
- Take point

PLANNING & LOAD

- Choose a plan, provide the *detail*. Choose your load limit for the delve.
- Assault:** Point of attack
 - Occult:** Arcane power
 - Deception:** Method
 - Social:** Connection
 - Stealth:** Entry point
 - Transport:** Route

GATHER INFORMATION

- ◆ How can I hurt them?
- ◆ Who's most afraid of me?
- ◆ Who's most dangerous here?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What's really going on here?

Raiders in the Dark



Name _____ Crew _____

Look _____

Heritage: Countryfolk–Fisherfolk–Townfolk–Manorfolk–Cambri–Dandreen **Background:** Academic–Labor–Merchant–Military–Peasant–Noble–Underworld

Reprive/source: Family—Gambling—Luxury—Pleasure—Religion—Stupor—Weird

STRESS	TRAUMA	Cold—Haunted—Obsessed—Paranoid Reckless—Soft—Unstable—Vicious

Harm		ARMOR USES
3	Need help	Armor <input type="checkbox"/>
2	-1d	Heavy <input type="checkbox"/>
1	Less effect	Special <input type="checkbox"/>

notes

Alchemicals

- Bandolier
- Bandolier
- When you use a bandolier slot, choose an alchemical:
 - ◆ Alchemical Silver
 - ◆ Black Lyptus
 - ◆ Black Salt
 - ◆ Blinding Powder
 - ◆ Flash Powder
 - ◆ Fire Oil
 - ◆ Night Balm
 - ◆ Oil of Fire Resistance
 - ◆ Smoke Bomb
 - ◆ Sweetbush Draught

Artificer

An occult engineer

STASH

COIN

SIGNATURE ABILITY

- ◆ **Maker:** When you **research** or **craft** a *mundane* item, you get +1 result level to your roll (a 1–3 becomes a 4/5, etc.). You begin with one special design already known.

SPECIAL ABILITIES

- **ALCHEMIST:** You can **invent** or **craft** items with *alchemical* features. You begin a standard set of formulae already known. These are available to you and can be replenished between delves.
- **ANALYST:** During downtime, you get two ticks to distribute among any long term project clocks that involve researching a new formula or design plan.
- **FORTITUDE:** You can expend your **special armor** to resist a **consequence** of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- **PHYSICKER:** You can **TINKER** with bones, blood, and bodily humours to treat wounds or stabilize the dying. You can **STUDY** a malady or corpse. Everyone in your crew (including you) gets +1d to their healing treatment rolls.
- **STRUCTURAL ENGINEER:** When you reinforce or break into a structure (building, door, wall, etc.), you get +1d or +1 effect level (your choice).
- **VENOMOUS:** Choose a drug or poison (from your artificer's pack stock) to which you have become immune. You can **push yourself** to secrete it through your skin or saliva or exhale it as a vapor.
- **VETERAN:** Choose a special ability from another source.

PLAYBOOK

INSIGHT

<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hunt
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Study
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Survey
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Tinker

PROWESS

<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Finesse
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Prowl
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Skirmish
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Wreck

RESOLVE

<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Attune
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Command
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consort
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Sway

Bonus Die

+ **PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN**.

FRIENDS AND RIVALS

- △▽ Meriwen, a sage
- △▽ Rincover, a dealer
- △▽ Trenian, a town elder
- △▽ Ilen, an artificer's apprentice
- △▽ Tolik, a knight

ITEMS

- Fine tinker tools
- Fine sapper's tools
- Hand cannon
- Bandolier (3 uses)
- Bandolier (3 uses)
- Medical kit

LOAD

- A Single Handed Weapon
- Throwing Weapons
- A Large Weapon
- A Small Shield +Large
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Documents
- Rations
- Breaching tools
- Tinkering Tools
- Lantern or torches
- Extra torches or lamp oil
- Environmental gear

XP

- ◆ Every time you roll a desperate action, mark **xp** in that action's attribute.
- At the end of each session, for each item below, mark 1 **xp** (in your playbook or an attribute) or 2 **xp** if that item occurred multiple times.
- ◆ You addressed a challenge with technical skill or mayhem.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your reprive or traumas during the session.

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate
- Take point

PLANNING & LOAD

Choose a plan, provide the *detail*. Choose your load limit for the delve.

- | | |
|---------------------------------------------------|-----------------------------------------------|
| <input type="checkbox"/> Assault: Point of attack | <input type="checkbox"/> Occult: Arcane power |
| <input type="checkbox"/> Deception: Method | <input type="checkbox"/> Social: Connection |
| <input type="checkbox"/> Stealth: Entry point | <input type="checkbox"/> Transport: Route |

GATHER INFORMATION

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

Raiders in the Dark



Name _____ Crew _____

Look _____

Heritage: Countryfolk—Fisherfolk—Townfolk—Manorfolk—Cambri—Dandreen Background: Academic—Labor—Merchant—Military—Peasant—Noble—Underworld

Reprive/source: Family—Gambling—Luxury—Pleasure—Religion—Stupor—Weird

STRESS	TRAUMA	Cold—Haunted—Obsessed—Paranoid Reckless—Soft—Unstable—Vicious
---------------	---------------	------------------------------------------------------------------

Harm		ARMOR USES
3	Need help	Armor <input type="checkbox"/>
2	-1d	Heavy <input type="checkbox"/>
1	Less effect	Special <input type="checkbox"/>

NOTES

Hunter

A Skilled Tracker and Archer

STASH

COIN

SIGNATURE ABILITY

- **DEADSHOT:** You can **push yourself** to do one of the following: make a ranged attack at extreme distance beyond what's normal for the weapon or hit the weakest spot on a well protected target.

SPECIAL ABILITIES

- **PREDATOR:** Gain +1d to rolls against weakened or vulnerable targets. Whenever you **gather information** on a weakness or vulnerability, the worst you can get is a 4/5 result.
- **FOCUSED:** You can expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to push yourself for ranged combat or tracking.
- **SCOUT:** When you **gather information** to discover the location of a target, you get +1 **effect**. When you hide in a prepared position or use camouflage you get +1d to rolls to avoid detection.
- **SURVIVOR:** From hard-won experience, you are comfortable in lands outside of civilization. You get +1 **stress box** and you get +1d for any rolls (including resistance rolls) related to surviving in dangerous environments.
- **TOUGH AS NAILS:** Penalties from **harm** are one level less severe (though level 4 harm is still fatal).
- **MYSTIC HUNTER:** Your animal companion is imbued with spirit energy. It gains **potency** when tracking or fighting the supernatural, and gains an arcane ability: ghost-form, mind-link, or arrow-swift. Take this ability again to choose an additional arcane ability.
- ○ ○ **VETERAN:** Choose a special ability from another source.

PLAYBOOK

INSIGHT

- Hunt
- Study
- Survey
- Tinker

PROWESS

- Finesse
- Prowl
- Skirmish
- Wreck

RESOLVE

- Attune
- Command
- Consort
- Sway

Bonus Die

PUSH YOURSELF (take +2 stress) -OR- accept a **DEVIL'S BARGAIN**.

FRIENDS AND RIVALS

- △▽ Teal, a warden
- △▽ Micah, a mercenary
- △▽ Zek, a tinker
- △▽ Tendril, a forest spirit
- △▽ Minerva, a priestess

ITEMS

- Fine longbow
- Fine **shortbow**
- Monster killing arrows**
- Animal companion*
- Wilderness kit**
- Spiritbane charm*

LOAD

- A Single Handed Weapon
- Throwing Weapons
- A Large Weapon
- A Small Shield +Large
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Documents
- Rations
- Breaching tools
- Tinkering Tools
- Lantern or torches
- Extra torches or lamp oil
- Environmental gear

XP

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ *You addressed a challenge with stealth or ranged violence.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your reprive or traumas during the session.*

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate
- Take point

PLANNING & LOAD

Choose a plan, provide the *detail*. Choose your load limit for the delve.

- | | |
|---------------------------------|-----------------------------|
| Assault: Point of attack | Occult: Arcane power |
| Deception: Method | Social: Connection |
| Stealth: Entry point | Transport: Route |

GATHER INFORMATION

- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *How can I track them?*
- ◆ *Where are they vulnerable?*
- ◆ *Where did [X] go?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*

Raiders in the Dark



Name _____ Crew _____

Look _____

Heritage: Countryfolk–Fisherfolk–Townfolk–Manorfolk–Cambri–Dandreen Background: Academic–Labor–Merchant–Military–Peasant–Noble–Underworld

Reprieve/source: Family—Gambling—Luxury—Pleasure—Religion—Stupor—Weird

STRESS TRAUMA Cold—Haunted—Obsessed—Paranoid
Reckless—Soft—Unstable—Vicious

Harm	ARMOR USES
3	Need help Armor <input type="checkbox"/>
2	-1d Heavy <input type="checkbox"/>
1	Less effect Special <input type="checkbox"/>

Magical Items

Items:

When you use an item slot, choose a magical item:

- ◆ Deep Knife
- ◆ Mage Sight Potion
- ◆ Silence Potion
- ◆ Spirit Coin
- ◆ Void Powder
- ◆ Warding Chalk
- ◆ _____
- ◆ _____
- ◆ _____

Mage

A specialist in the supernatural

STASH COIN

SIGNATURE ABILITY

- **Third Eye:** You can see or sense supernatural entities in your presence, even if they are normally invisible. Take +1d when you **gather information** about the supernatural.

SPECIAL ABILITIES

- **ELEMENTALIST:** Pick one elemental concept like *Lightning*, *Rock*, or *Wood*. Spend 1 stress to lash out with that element or manipulate it in the environment. Spend +1 stress to: affect a small group of targets, manipulate a larger area, or manipulate your element precisely.
- **MYSTIC FAMILIAR:** Your familiar is more powerful, with enhanced senses and **potency** when tracking the supernatural. It gains one arcane ability: intelligence, mind link, or venomous bite. Take this ability one or two more times to add additional arcane abilities.
- **ENCHANTER:** You can **research** and **craft** items with *magical* features. You can craft any standard tier 1 magical item. Other items can be researched and crafted via **downtime** activities.
- **Glamour:** You can create small, simple, static visual illusions. Spend +1 stress for: sound and scent, movement, independent action (up to a few minutes), or larger area.
- **RITUAL:** You know the arcane methods to perform ritual sorcery. You can **STUDY** an occult ritual (or create a new one) to summon a supernatural effect or being. You begin with one ritual already learned.
- **WARDED:** You can expend your **special armor** to resist a supernatural consequence or create a mystic circle that blocks movement of supernatural creatures.
- **VETERAN:** Choose a special ability from another source.

FRIENDS AND RIVALS

- △▽ Immir, a sage
- △▽ Nel, a dealer in arcane items
- △▽ Ithili, a fellow mage
- △▽ Ben, a monster hunter
- △▽ Akath, a spirit

ITEMS

- Fine magic wand
- Fine magical staff
- Magical books
- Black mirror
- Familiar
- Magical items (up to 3)

LOAD ◆ 3 light ◆ 5 normal ◆ 6 heavy

- A Single Handed Weapon
- Throwing Weapons
- A Large Weapon
- A Small Shield +Large
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Documents
- Rations
- Breaching tools
- Tinkering Tools
- Lantern or torches
- Extra torches or lamp oil
- Environmental gear

XP

- ◆ Every time you roll a desperate action, mark **xp** in that action's attribute.
- At the end of each session, for each item below, mark 1 **xp** (in your playbook or an attribute) or 2 **xp** if that item occurred multiple times.
- ◆ You addressed a challenge with mystical powers.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your reprieve or traumas during the session.

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate
- Take point

PLANNING & LOAD

Choose a plan, provide the *detail*. Choose your load limit for the delve.

- | | |
|---------------------------------|-----------------------------|
| Assault: Point of attack | Occult: Arcane power |
| Deception: Method | Social: Connection |
| Stealth: Entry point | Transport: Route |

PLAYBOOK

INSIGHT

- Hunt
- Study
- Survey
- Tinker

PROWESS

- Finesse
- Prowl
- Skirmish
- Wreck

RESOLVE

- Artune
- Command
- Consort
- Sway

Bonus Die

+ **PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN**.

GATHER INFORMATION

- ◆ What is magical here?
- ◆ What is hidden or lost here?
- ◆ How can I reveal [X]?
- ◆ What do they intend to do?
- ◆ What drives them to do this?
- ◆ Are they telling the truth?
- ◆ What's really going on here?

Raiders in the Dark



Name _____ Crew _____

Look _____

Heritage: Countryfolk–Fisherfolk–Townfolk–Manorfolk–Cambri–Dandreen **Background:** Academic–Labor–Merchant–Military–Peasant–Noble–Underworld

Reprive/source: Family—Gambling—Luxury—Pleasure—Religion—Stupor—Weird

STRESS	TRAUMA	Cold—Haunted—Obsessed—Paranoid Reckless—Soft—Unstable—Vicious

Harm		ARMOR USES
3	Need help	Armor <input type="checkbox"/>
2	-1d	Heavy <input type="checkbox"/>
1	Less effect	Special <input type="checkbox"/>

NOTES

Scholar	A researcher and explorer	STASH <table style="font-size: 0.8em;"><tr><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td></tr><tr><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td></tr><tr><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td></tr></table>	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■																							
■	■	■	■	■	■	■	■	■	■																							
■	■	■	■	■	■	■	■	■	■																							

SIGNATURE ABILITY

● **Specialist:** Choose an area of academic study. It only costs 1 stress to **push yourself** if the action is directly relevant to your topic. If you **gather information** about that topic, you get increased effect.

Specialty: _____

SPECIAL ABILITIES

- **OCCULTIST:** Get +1d to determine the nature of any strange artifact (including whether it is magical), to identify what an artifact does, or to figure out how to use an artifact.
- **FLASH OF INSIGHT:** When you **gather information**, you get increased effect.
- **MISSION FOCUSED:** You can expend your special armor to **protect a teammate** or to **push yourself** when you **take point** when traversing.
- **NAVIGATOR:** If you've been there before, you can figure out how to get there again. When traversing or assisting someone who is traversing to a location you have been to, a roll of 1-3 counts as a 4/5.
- **RESEARCHER:** During downtime, you get two ticks to distribute among any long term project clocks that involve researching information that you can find in books or other written materials.
- **SPEAKING TONGUES:** Once per delve, after a few minutes of interaction, you can achieve functional communication with a sentient being (or group) who uses a language you don't normally understand.
- **VETERAN:** Choose a special ability from another source.

FRIENDS AND RIVALS

- △▽ Endril, a bookseller
- △▽ Gram, a seer
- △▽ Drela, a spy
- △▽ Domra, a scholar
- △▽ Helk, a noble

ITEMS

- Fine books and maps
- Light climbing gear
- Analysis kit
- Strange artifact
- Spyglass
- Brightstone

XP

- ◆ Every time you roll a desperate action, mark **xp** in that action's attribute.
- At the end of each session, for each item below, mark 1 **xp** (in your playbook or an attribute) or 2 **xp** if that item occurred multiple times.
- ◆ You addressed a challenge with research or exploration.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your reprive or traumas during the session.

TEAMWORK

Assist a teammate
Lead a group action
Protect a teammate
Set up a teammate
Take point

PLANNING & LOAD

Choose a plan, provide the detail. Choose your load limit for the delve.

Assault: Point of attack	Occult: Arcane power
Deception: Method	Social: Connection
Stealth: Entry point	Transport: Route

PLAYBOOK

INSIGHT

●	● ● ● ● ●	Hunt
●	● ● ● ● ●	Study
●	● ● ● ● ●	Survey
●	● ● ● ● ●	Tinker

PROWESS

●	● ● ● ● ●	Finesse
●	● ● ● ● ●	Prowl
●	● ● ● ● ●	Skirmish
●	● ● ● ● ●	Wreck

RESOLVE

●	● ● ● ● ●	Attune
●	● ● ● ● ●	Command
●	● ● ● ● ●	Consort
●	● ● ● ● ●	Sway

Bonus Die

+	PUSH YOURSELF (take +2 stress) -OR- accept a DEVIL'S BARGAIN .
---	------------------------------------------------------------------------------

LOAD

- ◆ 3 light ◆ 5 normal ◆ 6 heavy
- A Single Handed Weapon
- Throwing Weapons
- A Large Weapon
- A Small Shield +Large
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Documents
- Rations
- Breaching tools
- Tinkering Tools
- Lantern or torches
- Extra torches or lamp oil
- Environmental gear

- #### GATHER INFORMATION
- ◆ How is this interesting?
 - ◆ Who knows the critical info?
 - ◆ Which one can help me?
 - ◆ What do they intend to do?
 - ◆ How can I get them to [X]?
 - ◆ Are they telling the truth?
 - ◆ What's really going on here?

Raiders in the Dark



Name _____ Crew _____

Look _____

Heritage: Countryfolk-Fisherfolk-Townfolk-Manorfolk-Cambri-Dandreen **Background:** Academic-Labor-Merchant-Military-Peasant-Noble-Underworld

Reprive/source: Family-Gambling-Luxury-Pleasure-Religion-Stupor-Weird

STRESS TRAUMA Cold—Haunted—Obsessed—Paranoid
Reckless—Soft—Unstable—Vicious

Harm		ARMOR USES
3	Need help	Armor <input type="checkbox"/>
2	-1d	Heavy <input type="checkbox"/>
1	Less effect	Special <input type="checkbox"/>

NOTES _____

Strategist

A leader and tactician

STASH

COIN

SIGNATURE ABILITY

- **One Step Ahead:** Three times per delve you can pay 1 fewer stress than usual for a flashback (minimum 0).

PLAYBOOK

INSIGHT

- Hunt
- Study
- Survey
- Tinker

SPECIAL ABILITIES

- **LEADER:** When you lead a group action using an action rating you have at least one dot in, you can suffer only 1 stress at most, regardless of the number of failed rolls.
- **CONNECTED:** During downtime, you get +1 result level when you acquire an asset or reduce trouble.
- **DECEITFUL:** When you are attempting to deceive others through lies, a disguise, or other duplicity, take +1d.
- **I HAVE A PLAN:** When you perform a setup maneuver leading to an ambush, your allies get increased effect
- **MASTERMIND:** You can expend your special armor to protect a teammate or to push yourself when you gather information or work on a long-term project.
- **NEGOTIATOR:** When you are offering or brokering a trade of an item or service for another, take +1d to your roll.
- **VETERAN:** Choose a special ability from another source.

PROWESS

- Finesse
- Prowl
- Skirmish
- Wreck

RESOLVE

- Attune
- Command
- Consort
- Sway

Bonus Die

+ PUSH YOURSELF (take 2 stress) -OR- accept a DEVIL'S BARGAIN.

FRIENDS AND RIVALS

- △▽ Jack, a criminal
- △▽ Tekler, a tax collector
- △▽ Mikail, a spy
- △▽ Domra, a priestess
- △▽ Ishta, a mercenary

ITEMS

- Forged documents
- A needful thing
- Books, maps, and plans
- Vial of slumber essence
- Concealed dagger
- Fine disguise kit

LOAD 3 light 5 normal 6 heavy

- A Single Handed Weapon
- Throwing Weapons
- A Large Weapon
- A Small Shield +Large
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Documents
- Rations
- Breaching tools
- Tinkering Tools
- Lantern or torches
- Extra torches or lamp oil
- Environmental gear

XP

- ◆ Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with calculation or conspiracy.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your reprive or traumas during the session.

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate
- Take point

PLANNING & LOAD

Choose a plan, provide the detail. Choose your load limit for the delve.

- Assault: Point of attack Occult: Arcane power
- Deception: Method Social: Connection
- Stealth: Entry point Transport: Route

GATHER INFORMATION

- ◆ How is this interesting?
- ◆ Who knows the critical info?
- ◆ Which one can help me?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What's really going on here?

Raiders in the Dark



Name _____ Crew _____

Look _____

Heritage: Countryfolk–Fisherfolk–Townfolk–Manorfolk–Cambri–Dandreen
Background: Academic–Labor–Merchant–Military–Peasant–Noble–Underworld

Reprive/source: Family—Gambling—Luxury—Pleasure—Religion—Stupor—Weird

STRESS **TRAUMA** Cold—Haunted—Obsessed—Paranoid
 Reckless—Soft—Unstable—Vicious

Harm		ARMOR USES
3	Need help	Armor <input type="checkbox"/>
2	-1d	Heavy <input type="checkbox"/>
1	Less effect	Special <input type="checkbox"/>

NOTES _____

Thief

An infiltrator and larcenist

STASH
COIN

SIGNATURE ABILITY **PLAYBOOK**

- **Daredevil:** When you roll a **desperate action**, you get +1d to your roll if you also take -1d to any resistance rolls against consequences from your action.

INSIGHT

- ● ● ● Hunt
- ● ● ● Study
- ● ● ● Survey
- ● ● ● Tinker

SPECIAL ABILITIES

- **AMBUSH:** When you attack from hiding or spring a trap, you get +1d to your roll.
- **CUTPURSE:** When attempting to take something unnoticed from someone next to you, get +1d to your roll.
- **INFILTRATOR:** You are not affected by **quality** or **Tier** when you disarm traps or bypass security measures.
- **REFLEXES:** When there's a question about who acts first, the answer is you.
- **SHADOW:** You can expend your **special armor** to resist a **consequence** from detection or security measures, or to **push yourself** for a feat of athletics or stealth.
- **UNCANNY ACROBAT:** You can **push yourself** to do one of the following: perform a feat of athletics that verges on the superhuman or maneuver to create a moment of confusion and disarray among your enemies.
- **VETERAN:** Choose a special ability from another source.

PROWESS

- ● ● ● Finesse
- ● ● ● Prowl
- ● ● ● Skirmish
- ● ● ● Wreck

RESOLVE

- ● ● ● Artune
- ● ● ● Command
- ● ● ● Consort
- ● ● ● Sway

Bonus Die

+ PUSH YOURSELF (take +2 stress) -OR- accept a **DEVIL'S BARGAIN.**

FRIENDS AND RIVALS **ITEMS** **LOAD** ◆ 3 light ◆ 5 normal ◆ 6 heavy

- △▽ Shelan, another thief
- △▽ Dinah, a fence
- △▽ Zek, an underworld boss
- △▽ Thel, a thief taker
- △▽ Shekin, a street urchin

- Fine lockpicks
- Fine shadow cloak
- Light climbing gear
- Vial of silence potion
- Dark-sight goggles
- Ward ocular

- A Single Handed Weapon
- Throwing Weapons
- A Large Weapon
- A Small Shield +Large
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Documents
- Rations
- Breaching tools
- Tinkering Tools
- Lantern or torches
- Extra torches or lamp oil
- Environmental gear

XP

- ◆ Every time you roll a **desperate action**, mark **xp** in that action's attribute.
- At the end of each session, for each item below, mark **1 xp** (in your playbook or an attribute) or **2 xp** if that item occurred multiple times.
- ◆ You addressed a challenge with stealth or evasion.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your reprive or traumas during the session.

TEAMWORK **PLANNING & LOAD**

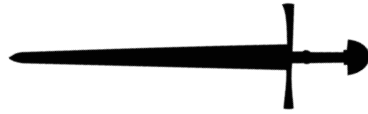
- Assist** a teammate
- Lead** a group action
- Protect** a teammate
- Set up** a teammate
- Take point**

- Choose a plan, provide the *detail*. Choose your *load limit* for the delve.
- Assault:** Point of attack
 - Occult:** Arcane power
 - Deception:** Method
 - Social:** Connection
 - Stealth:** Entry point
 - Transport:** Route

GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What should I look out for?
- ◆ What's the best way in?
- ◆ Where can I hide here?
- ◆ How can I find [X]?
- ◆ What's really going on here?

Raiders in the Dark Crew Sheet

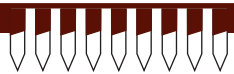



Name _____

Reputation _____

Base _____

Reputation  Tier

Trouble  Notoriety 

Coin  Vaults 
Upon crew advance, each PC gets stash = Tier+2.

Notes

Burglars

Robbers and sneaks

SPECIAL ABILITIES

- EVERYONE STEALS:** Each PC can add +1 **action rating** to **PROWL**, **FINESSE**, or **TINKER** (up to a max rating of 3).
- INFILTRATORS:** When you execute a *stealth* plan, you get +1d to the engagement roll.
- PACK RATS:** Your base is a jumble of stolen items. When you roll to acquire an asset, take +1d.
- PATRON:** When you advance your Tier, it costs half the **COIN** it normally would.
- SLIPPERY:** When you roll **entanglements**, roll twice and keep the one you want. When you reduce **TROUBLE** on the crew, take +1d.
- SYNCHRONIZED:** When you perform a group action, you may count multiple 6s from different rolls as a **CRITICAL** success.
- THAT WASN'T US:** During downtime, take -1 **TROUBLE**. When your **TROUBLE** is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary citizens.
- VETERAN:** Choose a special ability from another source.

crew Xp 

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Steal valuable treasure or information.
- ◆ Contend with challenges above your current station.
- ◆ Bolster your crew's reputation or develop a new one.
- ◆ Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- Tremain, a thief
- Lila, a fence
- Irigar, a barrow raider
- Augry, a musician
- Gellir, a beggar
- Deneth, a noble

CREW UPGRADES

- Thief rigging (2 free load of tools or gear)
- Broker (+1d to payoff rolls)
- Elite Rooks
- Elite Skulks
- Training room (Skulks get +1 scale)
- Steady (+1 stress box)

Divine Assistance **God** _____

Dominion

- Bad omens:** -1d to next engagement roll
- Good omens:** +1d to engagement roll if within god's dominion
- Divine favor:** Get +1d or **increased effect** 3 times to rolls within the god's dominion
- Divine protection:** Each crew member gets one free use of the **special armor** on their playbook

Cohort Gang EXPERT

Weak Impaired Broken Armor

Cohort Gang EXPERT

Weak Impaired Broken Armor

Cohort Gang EXPERT

Weak Impaired Broken Armor

Cohort Gang EXPERT

Weak Impaired Broken Armor

Base

- Boat house
- Hidden
- Hospitable
- Infirmary
- Manor
- Mobile
- Stables
- Vault
- Village
- Wagon house
- Workshop

quality

- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

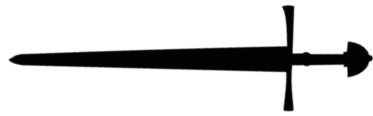
cohorts

upgrade
New Cohort: 2
Add type: 2

training

- Insight
- Prowess
- Resolve
- Personal
- Mastery

Raiders in the Dark Crew Sheet



Name _____ Reputation _____

Base _____

Reputation Tier

Trouble
Notoriety
Coin
Vaults

Upon crew advance, each PC gets stash = Tier+2.

Notes _____

Explorers

Adventurers and fortune hunters

SPECIAL ABILITIES

- ADVENTUROUS:** Each PC can add +1 **action rating** to **HUNT**, **SKIRMISH**, or **CONSORT** (up to a max rating of 3).
- BLOODSWORN:** When you fight alongside your cohorts in combat, they get +1d for **teamwork** rolls (setup and group actions). All of your cohorts get the **FIGHTERS** type for free (if they're already Fighters, add another type).
- BRAVADO:** When you execute a *social* or *deception* plan, you get +1d to the **engagement** roll.
- PATRON:** When you advance your Tier, it costs half the **COIN** it normally would.
- CARTOGRAPHERS:** You make maps and collect them. Gain +1d on traversal and travel rolls.
- HIGH SOCIETY:** It's all about who you know. Take -1 **TROUBLE** during downtime and +1d to **gather information** about the nobility.
- NOBLE HARNESS:** Armor worn by crew members is of **fine** quality.
- VETERAN:** Choose a special ability from another source.

crew Xp

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Steal valuable treasure or information.
- ◆ Contend with challenges above your current station.
- ◆ Bolster your crew's reputation or develop a new one.
- ◆ Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- Golkus, a merchant
- Ilka, a broker
- Jastik, a mercenary leader
- Tomwe, a noble
- Asticar, a witch
- Thakel, a mayor

CREW UPGRADES

- Adventurer rigging (2 free load of equipment or armor)
- Broker (+1d to payoff rolls)
- Elite Rovers
- Fiefdom (+1d to payout rolls)
- Hardened (+1 trauma box)

Divine Assistance god _____

Dominion

- Bad omens:** -1d to next engagement roll
- Good omens:** +1d to engagement roll if within god's dominion
- Divine favor:** Get +1d or **increased effect** 3 times to rolls within the god's dominion
- Divine protection:** Each crew member gets one free use of the **special armor** on their playbook

Cohort Weak Impaired Broken Gang Armor EXPERT

Cohort Weak Impaired Broken Gang Armor EXPERT

Cohort Weak Impaired Broken Gang Armor EXPERT

Cohort Weak Impaired Broken Gang Armor EXPERT

Base

- Boat house
- Hidden
- Hospitable
- Infirmary
- Manor
- Mobile
- Stables
- Vault
- Village
- Wagon house
- Workshop

quality

- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

cohorts

upgrade
New Cohort: 2
Add type: 2

training

- Insight
- Prowess
- Resolve
- Personal
- Mastery

Raiders in the Dark Crew Sheet



Name _____ Reputation _____

Base _____

Reputation Tier

Trouble Notoriety Coin Vaults
Upon crew advance, each PC gets stash = Tier+2.

Notes _____

Scavengers

Scroungers and vultures

SPECIAL ABILITIES

- TAKERS:** Each PC can add +1 **action rating** to **PROWL**, **SURVEY**, or **SWAY** (up to a max rating of 3).
- CHARM:** You get +1d to the engagement roll with *Deception* or *Social* plans.
- LURKING:** Take +1d to follow someone or conduct surveillance without being noticed.
- PATRON:** When you advance your Tier, it costs half the **COIN** it normally would.
- SLIPPERY:** When you roll entanglements, roll twice and keep the one you want. When you reduce **TROUBLE** on the crew, take +1d.
- SPYMASTERS:** Get +1d on any **downtime activity** related to planting, recruiting, manipulating, or gathering information from a spy among another faction.
- THAT WASN'T US:** During downtime, take -1 **trouble**. When your **trouble** is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary citizens.
- VETERAN:** Choose a special ability from another source.

CREW XP

At the end of each session, for each item below, mark 1 **xp** (or instead mark 2**xp** if that item occurred multiple times).

- ◆ Take advantage of other factions.
- ◆ Contend with challenges above your current station.
- ◆ Bolster your crew's or develop a new one.
- ◆ Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- ▷ Ilir, a barrow raider
- ▷ Treven, a noble
- ▷ Bothar, a weapons trader
- ▷ Deneel, a tavernkeep
- ▷ Shoyo, an entertainer
- ▷ Ben, a warden

CREW UPGRADES

- Scavenger rigging (2 free load of weapons or gear)
- Secret Pathways (+1d to movement overland)
- Broker (+1d to payoff rolls)
- Elite Fighters
- Elite Skulks
- Steady (+1 stress box)

Divine Assistance **God** _____

Dominion

- Bad omens:** -1d to next engagement roll
- Good omens:** +1d to engagement roll if within god's dominion
- Divine favor:** Get +1d or **increased effect** 3 times to rolls within the god's dominion
- Divine protection:** Each crew member gets one free use of the **special armor** on their playbook

Cohort Weak Impaired Broken Gang Armor EXPERT

Skulks _____

Cohort Weak Impaired Broken Gang Armor EXPERT

Cohort Weak Impaired Broken Gang Armor EXPERT

Cohort Weak Impaired Broken Gang Armor EXPERT

Base

- Boat house
 - Hidden
 - Hospitable
 - Infirmary
 - Manor
 - Mobile
 - Stables
 - Vault
 - Village
 - Wagon house
 - Workshop
 - Documents
 - Gear
 - Implements
 - Supplies
 - Tools
 - Weapons
- cohorts**
upgrade
New Cohort: 2
Add type: 2

training

- Insight
- Prowess
- Resolve
- Personal
- Mastery

Raiders in the Dark Rules Reference 1



Action Roll

1d for each Action rating dot.	Controlled <i>You act on your terms. You exploit a dominant advantage.</i>
+1d if you have Assistance .	Critical: You do it with increased effect .
+1d if you Push yourself -or- you accept a Devil's Bargain .	6: You do it. 4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor complication occurs, you have reduced effect , you suffer lesser harm, you end up in a risky position. 1-3: You falter. Press on by seizing a risky opportunity, or withdraw and try a different approach.
	Risky <i>You go head to head. You act under fire. You take a chance.</i>
	Critical: You do it with increased effect .
	6: You do it. 4/5: You do it, but there's a consequence : you suffer harm , a complication occurs, you have reduced effect , you end up in a desperate position. 1-3: Things go badly. You suffer harm , a complication occurs, you end up in a desperate position, you lose this opportunity .
	Desperate <i>You overreach your capabilities. You're in serious trouble.</i>
	Critical: You do it with increased effect .
	6: You do it. 4/5: You do it, but there's a consequence : you suffer severe harm , a serious complication occurs, you have reduced effect . 1-3: It's the worst outcome. You suffer severe harm , a serious complication occurs, you lose this opportunity for action.

Resistance Roll

1d for each Attribute dot.	You reduce or avoid the consequence and take 6 stress minus your highest die result . When you roll a critical on resistance, clear 1 stress .
------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------

Teamwork

Assist	Take 1 stress to give another player +1d. You might also suffer consequences from the roll. Only one person may assist a roll.
Lead a Group	Lead a group action . Roll for each character who participates in the group action. The best single roll counts as the action result, which applies to every character who rolled.
Protect	Face danger for a teammate. Step in to suffer a consequence in their place. You may roll to resist as normal, if you wish.
Set Up	Set up another character with your action. If you achieve it, any team members who follow up get +1 effect or improved position .
Take Point	Lead the group while traversing. You're in front if something bad happens.

Actions

- ◆ **Attune** to arcane power; channel magical energy; perceive and communicate with magical creatures; understand the occult.
- ◆ **Command** obedience with your force of personality; intimidate or threaten; lead an action with one of the crew's Gangs.
- ◆ **Consort** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **Finesse** an item from some-one's pocket; employ subtle misdirection or sleight-of-hand; handle a vehicle or a mount.
- ◆ **Hunt** a target; gather information about its location and movements; attack with precision shooting from a distance.
- ◆ **Prowl** about unseen and traverse obstacles; climb, swim, run, jump, and tumble. Ambush with close violence—a backstab, throat cutting, black-jack, etc.
- ◆ **Skirmish** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **Study** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.
- ◆ **Survey** a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.
- ◆ **Sway** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **Tinker** with mechanisms to create, modify, disable, or repair; disable a trap, pick a lock, or crack a safe. Use strange devices to your advantage.
- ◆ **Wreck** a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force; create distractions and chaos.

Raiders in the Dark Rules Reference 2



1. Payoff

The crew earns 2 **rep** per delve by default. If the target of the delve is higher **Tier** than you, take +1 **rep** per **Tier** higher. If the target is lower **Tier**, you get -1 **rep** per **Tier** lower (minimum zero). You also earn a **coin** reward based on the nature of the operation (see list at right).

For a “regular” delve, roll **1d**. Add **+1d** for an extended delve, **+1d** if you explored a location full of particularly good stuff, **-1d** if picking over well trodden ground.

- ◆ On a **1–3**, the payout was **poor**. (2 + barrow tier in coin)
- ◆ On a **4/5**, the payout was **good** (3 + twice barrow tier in coin)
- ◆ On a **6**, the payout was good and the crew found a special item, or the payout was **excellent** (5 + twice barrow tier in coin)
- ◆ On a **critical**, either the payout was **excellent** and the crew found a useful magical artifact, or the payout was **extraordinary** (7 + twice barrow tier in coin)

3. Entanglements

After the payoff, roll 1d +1d per level of **Notoriety**. **Critical**: Severe entanglement, **6**: Major entanglement. **4/5**: Minor entanglement. **2-3**: No problems.

- ◆ **Minor entanglements** (can usually be bought off for 1 coin, 1 rep, or -1 status with a faction of equal or higher Tier): Cohort trouble, Friend in need, Rivals, Supply problems, Cooperation, Tax.
- ◆ **Major entanglements**: Cooperation, Reprisals, Followed, Show of force, Flipped.
- ◆ **Severe entanglements**: Flipped, Reprisals, Followed, Show of force, Nobility complications.

Cooperation: A higher status faction asks you for a favor. They won't be happy if you refuse.

Flipped: One of the PCs' rivals arranges for one of your contacts, patrons, clients, or brokers to switch allegiances to a rival faction. The rivals now have information they can use against the crew.

Followed: *Something* has followed you back from a delve. Maybe it tracked you, maybe it was even hidden among your loot. A monster, a ghost, a group of creatures, or something really strange.

Friend in Need: One player will need to volunteer a friend, ally, or source of reprieve who gets in some kind of trouble: bad debt, thrown in jail, lost job, nasty vendetta, captured for ransom, etc.

Cohort trouble: One of your cohorts (a Gang or expert) causes trouble due to their flaw(s)..

Nobility Complications: The crew has attracted the attention of local noble houses. They might stage a raid, send a representative demanding the crew perform some service, accuse a crew member of murder and demand an appearance in court, or other governmental interference.

Reprisals: An enemy faction makes a move against you (or a friend, contact, or source of reprieve). Apologize, pay them off, or fight them.

Rivals: A faction that is neutral or -1 status with you throws their weight around. They threaten you, a friend, a contact, or source of reprieve.

Show of force: A faction with whom you have a negative status makes a play against your holdings. Perhaps you can pay them off by giving up a claim to a barrow.

Supply Problems: The crew has trouble getting some of the items it depends on to manage its regular operations. The GM chooses one of: crafting supplies, magical supplies, weapons/ammunition, or other needed items. These are in short supply.

Tax: The representative of the baronial government or other faction claiming authority levies a tax, fine, tariff, or fee on you.

Divine Favor: Mark **divine favor** on the crew sheet. During the next delve or operation, the crew may apply **+1d** or **increased effect** three times to **action rolls** that fall within the god's dominion.

Divine Protection: On your next delve or operation, each crew member gains +1 free use of the **special armor** ability on their playbook. If they do not have that special ability, they get one free use anyway.

Divine Intervention

Bad Omens: Take **-1d** on your next engagement roll. *When the omens were read, they were unfavorable. The gods do not support your next endeavor.*

Good Omens: Take **+1d** on your next **engagement roll**, provided the **plan** is within the god's dominion.

After the delve, resolve Payoff, Trouble, Entanglements, then Downtime—in that order

2. Trouble

After a score or conflict with an opponent, the crew takes trouble, based on the payoff. **+1 trouble** for a high-profile delve or well-known sponsor. **+1 trouble** if a special item was recovered. **+1 trouble** if you're at war or if someone from the Athland side was killed.

- ◆ **0 coin**: 0 trouble.
- ◆ **1–3 coin**: 1 trouble.
- ◆ **4–6 coin**: 2 trouble.
- ◆ **7–9 coin**: 4 trouble.
- ◆ **10+ coin**: 6 trouble

Plus any additional **trouble** from complications or devil's bargains during the session.

4. Downtime

When you're at liberty between delves, **you may pursue two downtime activities** from the list below. You also recover all of your **armor** uses. During downtime, you may perform **additional activities** from the list by spending **1 coin** or **1 rep** for each.

For any downtime roll, add **+1d** to the roll if you get help from a **friend** or **contact**. After the roll, you may increase the **result level** by one for each **coin** spent, by hiring assistance, paying a bribe, etc. (so, a **1-3** result becomes a **4/5**, **4/5** becomes **6**, **6** becomes **Critical**).

Acquire Asset	Acquire temporary use of an asset. Roll the crew's Tier . The result indicates the quality of the asset (1–3 : Inferior (Tier -1), 4/5 : Standard (Tier), 6 : Fine (Tier +1), Crit : Exceptional (Tier +2). <i>You may spend coin to bump this result beyond exceptional, to reach higher quality Tiers, but it costs 2 coin per level to do so.</i>
Long Term Project	Work on a Long Term Project , if you have the means. Roll a trait and mark 1 segment on the project clock per level (1–3 : one, 4/5 : two, 6 : three, Crit : five).
Pray	Roll 1d per level of status you have with that temple. Take +1d if you spend 1 coin (1–3 : Bad Omens; 4/5 : Good Omens; 6 : Good Omens and Divine Favor; Crit : Good Omens, Divine Favor, Divine Protection).
Recover	Get treatment to tick your healing clock (like a long-term project). <i>When you fill a clock, each harm is reduced by one level.</i>
Reduce Trouble	Say how you reduce Trouble on the crew and roll your action. Reduce Trouble according to the result level (1-3 : one, 4/5 : two, 6 : three, Crit : five).
Train	Mark 1 xp for an attribute or your playbook (+1 xp if you have the appropriate crew training upgrade). <i>You can train a given xp track only once per downtime.</i>
Seek Respite	Clear stress to half max for free. If you seek respite, clear all stress, and roll your lowest attribute. 1–3 : Overload (see below). 4/5 : Take +1 Trouble . 6 : Succeed. Critical : Gain +1 coin or reduce trouble by 1. <i>If you do not or cannot indulge your vice during downtime, you take stress equal to your trauma.</i>

Overload

You made a bad call while seeking or gaining respite. What did you do?

- ◆ **Attract Trouble**. Select or roll an additional **entanglement**.
- ◆ **Tell the wrong person about your exploits**. **+2 trouble**.
- ◆ **Busy**. Play a different character until this one returns.
- ◆ **Tapped**. Your current source of reprieve cuts you off. Find a new source for solace.

Raiders in the Dark Barrow Tracker

Barrow _____ **Location** _____ **Barrow Tier** _____ Rumored Located Claimed Secured Spend coin = crew tier. Earn 1 rep (2 if barrow is higher tier, 3 if > 3 tiers higher).

Opposing Claims _____

Wight _____ **Description** _____ **Powers/Manifestation** _____

Zone _____ **Tier** _____ **Opposition/Notes** _____

Zone _____ **Tier** _____ **Opposition/Notes** _____

Zone _____ **Tier** _____ **Opposition/Notes** _____

Notes _____



Barrow _____ **Location** _____ **Barrow Tier** _____ Rumored Located Claimed Secured Spend coin = crew tier. Earn 1 rep (2 if barrow is higher tier, 3 if > 3 tiers higher).

Opposing Claims _____

Wight _____ **Description** _____ **Powers/Manifestation** _____

Zone _____ **Tier** _____ **Opposition/Notes** _____

Zone _____ **Tier** _____ **Opposition/Notes** _____

Zone _____ **Tier** _____ **Opposition/Notes** _____

Notes _____



Barrow _____ **Location** _____ **Barrow Tier** _____ Rumored Located Claimed Secured Spend coin = crew tier. Earn 1 rep (2 if barrow is higher tier, 3 if > 3 tiers higher).

Opposing Claims _____

Wight _____ **Description** _____ **Powers/Manifestation** _____

Zone _____ **Tier** _____ **Opposition/Notes** _____

Zone _____ **Tier** _____ **Opposition/Notes** _____

Zone _____ **Tier** _____ **Opposition/Notes** _____

Notes _____



