

# REFERENCE SHEETS



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# TERRITORY SHEET

*(Pre-filled)*

Territory: Dioscoria

Events:

Contacts:

“Hand” group name:

Territory: Lisbon

Events:

Contacts:

Territory: London

Events:

Contacts:

Territory: Istanbul

Events:

Contacts:

Territory: Qazvin

Events:

Contacts:

Territory: Venice

Events:

Contacts:

Territory:

Events:

Contacts:

Territory:

Events:

Contacts:

Territory:

Events:

Contacts:

# TERRITORY SHEET

Territory:

Events:

Contacts:

“Hand” group name:

Territory:

Events:

Contacts:

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# THE SEER: QUICK REFERENCE

## DOWNTIME:

1. Vices cause harm.
2. Contacts drift away.
3. Check for character transformation.
4. Players perform 2 downtime actions (or pay 2 spiritual harm for a 3rd).

**Actions:** Heal, train, make preparations, reflect on burden or ideal, visit contact, or make new contact.

## AFTER THE SCENARIO:

1. Agent relationships. Burden/ideals may gain/lose 1 point.
2. Agents get experience points. For each player, ask:
  - Did you play in a way that reflects your class?
  - Did your vices, virtues or core self influence your actions?
  - Did you put yourself at risk to help others?

Take 0, 1 or 2xp for each.
3. Advance adversaries: add new adversary information to sheet. Advance adversary progress tracks.
4. (Optional: Answering violence.)
5. The world changes: each player + Seer draws 1 vision card and adds or updates something on the territory sheet.
6. Discard unused fortune and vision cards.

## NARRATIVE THRESHOLDS

Time freezes at a critical moment. Each player draws a vision card. Players collaborate to decide how each card relates to the coming conflict, a possible future, or their Agent's emotional state.

## VISIONS

Play a vision card to give players a flash of another time or place. If it's a prediction, lay it on the table. Add counters to show how close this future is.

## CLOCKS



For tracking events, forces or problems which are set in motion, but not yet complete.

- **Time-consuming challenges:** This action takes more than 1 success to finish.
- **Degrees of failure:** A failure causes increased tension, not immediate punishment.
- **Territory events:** Something is happening in this territory.
- **Character clocks:** To track character developments.
- **Tug of war:** Start the clock half-filled. If the Agents "pull" the clock all the way full, they succeed. If NPCs "pull" it to zero, they fail.
- **Health bar:** For strong adversaries or mighty opponents.
- **Campaign:** For longterm campaign tensions.

## CHALLENGE DRAWS

- Base Difficulty: 2/3/4 cards for easy/medium/hard challenges.
- Modify base difficulty based on context:
  - "The agents prepared a map: -1 card"
  - "The antagonist has dossiers on all agents: +2 cards"

### YOU NEED NOT PICK THE BEST CARD!

**Total Success:** Agent played trump, Seer did not; or, Agent played Ace trump.

**Complicated Success:** Agent has high card.

**Failure:** Seer has high card or trump.

- For complications and failures, choose one or more:
  - They take 1-3 harm (physical and/or spiritual).
  - They lose access to an item or opportunity.
  - A future action will be more difficult.
  - Start or advance a clock.
  - They draw attention to themselves.
  - They must try a different way (use a different skill).
  - The action is only partially completed.
  - They must pay a cost, or make a tough choice.
  - The adversary makes a move.
  - An Agent's past comes back to haunt them.

# AGENTS: QUICK REFERENCE

## CHALLENGE DRAWS

Choose skill. Draw 1 pip card for free, and 1 for each skill point. Play one card.

### USING A BURDEN OR IDEAL:

- Lean on a burden: take one more challenge card.
- Strive for an ideal: take one fewer card; increase numerical value of your cards by 3.
- Add one point to the burden/ideal track.

### USING A VICE OR VIRTUE:

- Lean on a vice: take one more challenge card.
- Embody a virtue: increase the numerical value of your cards by 3.
- Do not add a point to the burden or ideal track.

**Total Success:** Agent played trump, Seer did not; or, Agent played Ace trump.

**Complicated Success:** Agent has high card.

**Failure:** Seer has high card or trump.

### USING A FORTUNE CARD:

- After a challenge, use a fortune card to modify the result.
- A fortune card changes the suit or adds its number.
- Play fortune cards to your own challenge, or another player's.
- If you have 1 or more skill point in each skill of a given suit, fortune cards you play of that suit also add +3 to challenge card.

## VISION CARDS

- Use your vision card to glimpse the past, present, or a possible future. If it's a future, lay it in plain view.
- Visions should relate to the card's image, or spiritual meaning.
- A vision could give you an advantage:
  - You hear a whispered password.
  - You foresee a fight, learning from your future mistakes.
- A vision could advance the story:
  - You see the trauma of the Queen's past.
  - You see the Scholar resisting when you try to rescue him.
  - You see the occult text being thrown onto a fire.

## MAGIC

Choose a magical proficiency, and a change you want to accomplish.

- Novices face a difficulty of 4+ cards.
- Adepts face 3+ cards.
- Masters face 2+ cards.

If appropriate, use a **magical source** to make this easier. Fill 1 magical proficiency clock segment.

## ITEMS AND INVENTORY

- You decide which items you brought as you need them during the scenario.
- When you need an item, circle or write its name and mark 1 load. When load is full, you have no more items.
- Item suggestions are listed on your character sheet.
- If you want an unlikely or overly specific item, pay a fortune card.

## DOWNTIME ACTIONS

(2 per downtime. Take 2 spiritual harm for a 3rd.)

- **Heal** 3 physical or spiritual harm.
- **Train** to gain 2xp or 1 magical proficiency clock segment.
- **Make preparations** to research an adversary or magical source, or craft an item or ritual. May involve a skill check, or advancing a clock.
- **Reflect on a burden or ideal** to add/remove 1 burden/ideal point.
- **Make new contact.** Decide where you're exploring. Draw 3 vision cards. Pick 1 to inspire the contact.
- **Visit contact (max once per downtime):** Choose contact. Remove distance. Pick downtime action. Draw vision card; describe/play scene. Gain 1 affection. Do action effect.
  - **Have a heart-to-heart** instead of normal downtime action to gain +2 affection.
  - Costs 1 extra downtime action if not at location.

## DOWNTIME ACTION BONUSES WHEN VISITING CONTACT:

- At 3 affection: Gain +1 card, or +1 clock segment, while making preparations.
- At 4 affection: **Train** for 3xp or 2 magic proficiency.
- At 4 affection: **Heal** 3 harm of any kind (except trauma).
- At 5 affection: **Reflect on a burden or ideal** to add/remove 2 points.
- At 6 affection: **Heart-to-heart** also heals 1 trauma for 2 spiritual harm.

# SCENARIO GENERATION: QUICK REFERENCE

## 1. Choose mission type

- Retrieve item
- Rescue person
- Protect person, group or structure
- Recruit person or group
- Contend with despots or dogma
- Contend with demons or magic
- Sabotage
- Prevent disaster

## 2. Draw cards to inspire these questions.

Encourage player suggestions.

If stuck, draw a clarification card.

- Who is the adversary?  
Could be an existing or new adversary.
- What are the stakes?  
What happens if the Agents fail?  
Eg. "A despot will rise", "The knowledge will be lost".
- What is our mission?  
A specific target, eg. "Retrieve the map to Avalon", "Rescue the scholar", "Destroy the alchemy lab".
- What is our lead?  
A person or place. "Talk to the sailor with the bird tattoo", "Investigate the ruined tower".

## 3. Seer chooses scenario location.

4. Seer summarises all cards into a complete mission summary.
5. Seer chooses a vision card for each player, and gives it to them.
6. Seer gives each player 2 random fortune cards.
7. Cut to the action (the lead)



# CHARACTER GENERATION: QUICK REFERENCE

1. Pick class.
2. Complete character history in Core Self:
  - Draw vision card and complete **childhood**. If it doesn't feel right, redraw.
  - Draw vision card and complete **adulthood**. If it doesn't feel right, redraw. Decide if you survived or flourished.
3. Choose **burden**. Must be adjective or -ing verb.
  - Draw vision card and consult table. If it doesn't feel right, redraw.
4. Choose **ideal**. Must be adjective or -ing verb.
  - Draw vision card and consult table. If it doesn't feel right, redraw.
5. Choose two **abilities** from your class sheet.
6. Gain skill points.
  - Gain 2 points inspired by your core self/history.
  - Gain 2 points wherever you want.

*(Note: During character creation, no skill may have more than 2 points.)*
7. If you have magical experience, gain a magical proficiency at Adept level.
8. Fill in your name, look, age, and culture.
9. Decide what brought you to Dioscoria and write it in the "Notes" section. For example:
  - You were fleeing a famine, natural disaster or war.
  - A government, church or cult persecuted you for how you choose to live.
  - You are a magician eager to practice your art in a place where it is accepted.
  - You are a native-born Dioscorian coming of age, ready to serve.
10. Create a contact from your homeland you already know.
  - Draw 3 vision cards. Consult Vision Guide for inspiration, and/or take inspiration from card imagery.
  - Choose one card to represent the new contact. Describe who they are, their profession and personality, and note their homeland.
  - On your character sheet, write their name under "Contacts". Fill in up to 6 Affection.
11. Create a Dioscorian contact you already know.
  - Follow the steps for creating a homeland contact, but fill in only 1 affection.
12. Introductions and first impressions: what strikes each of you about your fellow Agents?
13. Choose a Hand mascot. Suggestions: *Hound, wolf, rat, cat, lynx, horse, fox, snake, lion, gazelle, crow, pelican, elephant, dove, bull, owl, camel, bee, ibis, jackal, hyena, ibex, vulture, jerboa, bat.*

# ADVERSARIES



Organisation



Leader

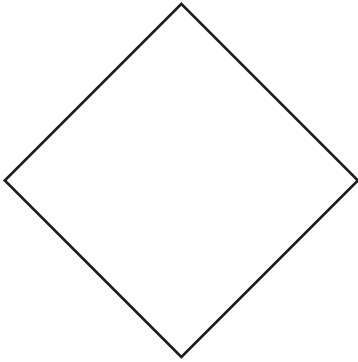


Plot



Motivation

Progress



Member

Motivation

Member

Motivation

Member

Motivation



Organisation



Leader

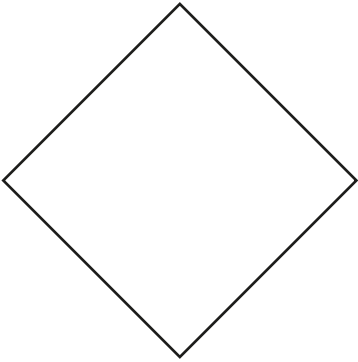


Plot



Motivation

Progress



Member

Motivation

Member

Motivation

Member

Motivation