

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

REP TURF **HOLD** **WEAK** **STRONG** TIER

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	LAIR	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets +1 Stash (+2 per Tier)

SPECIAL ABILITIES

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).

- ◆ Execute a successful _____ operation.
- ◆ 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	CREW UPGRADES
<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____

HUNTING GROUNDS:

COHORT _____ GANG EXPERT
 WEAK | IMPAIRED | BROKEN | ARMOR

COHORT _____ GANG EXPERT
 WEAK | IMPAIRED | BROKEN | ARMOR

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 WEAK | IMPAIRED | BROKEN | ARMOR

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LAIR	QUALITY
<input type="checkbox"/> <input type="checkbox"/> Carriage	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> <input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	