

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_

REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

REP TURF  HOLD  WEAK  STRONG  TIER

<input type="checkbox"/> <b>TRAINING ROOMS</b> +1 scale for your Skulks cohorts	<input type="checkbox"/> <b>VICE DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>FIXER</b> +2 coin for lower-class targets	<input type="checkbox"/> <b>INFORMANTS</b> +1d gather info for scores	<input type="checkbox"/> <b>HAGFISH FARM</b> Body disposal, +1d to reduce heat after killing
<input type="checkbox"/> <b>VICTIM TROPHIES</b> +1 rep per score	<input type="checkbox"/> <b>TURF</b>	<input checked="" type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>COVER OPERATION</b> -2 heat per score
<input type="checkbox"/> <b>PROTECTION RACKET</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>INFIRMARY</b> +1d to healing rolls	<input type="checkbox"/> <b>ENVOY</b> +2 coin for high-class targets	<input type="checkbox"/> <b>LOVER IDENTITIES</b> +1d engagement for deception and social plans	<input type="checkbox"/> <b>CITY RECORDS</b> +1d engagement for stealth plans

HEAT WANTED LEVEL COIN     VAULTS

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

# ASSASSINS

MURDERERS  
FOR HIRE

## SPECIAL ABILITIES

- DEADLY:** Each PC may add +1 action rating to **Hunt, Prowl, or Skirmish** (up to a max rating of 3).
- CROW'S VEIL:** Due to hard-won experience or occult ritual, your activities are hidden from the notice of the death-seeker crows. You don't take extra heat when killing is involved on a score.
- EMBERDEATH:** Due to hard-won experience or occult ritual, you know the arcane method to destroy a living victim's spirit at the moment you kill them. Take 3 stress to channel electroplasmic energy from the ghost field to disintegrate the spirit and dead body in a shower of sparking embers.
- NO TRACES:** When you keep an operation quiet or make it look like an accident, you get half the rep value of the target (round up) instead of zero. When you end **downtime** with zero heat, take +1 rep.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- PREDATORS:** When you use stealth or subterfuge to commit murder, take +1d to the **engagement** roll.
- VIPERS:** When you acquire or craft poisons, you get +1 result level to your roll. When you employ a poison, you are specially prepared to be immune to its effects.
- VETERAN:** Choose a special ability from another crew.

## 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 accident, disappearance, murder, or ransom 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

- ▷ Trev, a gang boss
- ▷ Lydra, a deal broker
- ▷ Irimina, a vicious noble
- ▷ Karlos, a bounty hunter
- ▷ Exeter, a spirit warden
- ▷ Sevoy, a merchant lord

## CREW UPGRADES

- Assassin rigging (2 free load of weapons or gear)
- Ironhook Contacts (+1 Tier in prison)
- Elite Skulks
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM

COHORT  WEAK |  IMPAIRED |  BROKEN |  ARMOR |  GANG  EXPERT

COHORT  WEAK |  IMPAIRED |  BROKEN |  ARMOR |  GANG  EXPERT

COHORT  WEAK |  IMPAIRED |  BROKEN |  ARMOR |  GANG  EXPERT

COHORT  WEAK |  IMPAIRED |  BROKEN |  ARMOR |  GANG  EXPERT

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 checked="" type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" 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	

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

REP TURF  HOLD  WEAK  STRONG  TIER

<input type="checkbox"/> <b>BARRACKS</b> +1 scale for your Thug cohorts	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TERRORIZED CITIZENS</b> +2 coin for battle or extortion	<input type="checkbox"/> <b>INFORMANTS</b> +1d gather info for scores	<input type="checkbox"/> <b>PROTECTION RACKET</b> (Tier roll) - Heat = coin in downtime
<input type="checkbox"/> <b>FIGHTING PITS</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>
<input type="checkbox"/> <b>INFIRMARY</b> +1d to healing rolls	<input type="checkbox"/> <b>BLUECOAT INTIMIDATION</b> -2 heat per score	<input type="checkbox"/> <b>STREET FENCE</b> +2 coin for lower-class targets	<input type="checkbox"/> <b>WAREHOUSES</b> Stockpiles give you +1d to acquire assets	<input type="checkbox"/> <b>BLUECOAT CONFEDERATES</b> +1d engagement for assault plans

HEAT WANTED LEVEL COIN  VAULTS

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

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# BRAVOS

MERCENARIES,  
THUGS &  
KILLERS

## SPECIAL ABILITIES

- DANGEROUS:** Each PC may add +1 action rating to **Hunt**, **Skirmish**, or **Wreck** (up to a max rating of 3).
- BLOOD BROTHERS:** When you fight alongside your cohorts in combat, they get +1d for **teamwork** rolls (setup and group actions). All of your cohorts get the *Thugs* type for free (if they're already Thugs, add another type).
- DOOR KICKERS:** When you execute an assault plan, take +1d to the **engagement** roll.
- FIENDS:** Fear is as good as respect. You may count each **wanted level** as if it was **turf**.
- FORGED IN THE FIRE:** Each PC has been toughened by cruel experience. You get +1d to **resistance** rolls.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- WAR DOGS:** When you're at war (-3 faction status), your crew does not suffer -1 hold and PCs still get two downtime activities, instead of just one.
- VETERAN:** Choose a special ability from another crew.

## 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 battle, extortion, sabotage, or smash & grab 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

- ▷ Meg, a pit-fighter
- ▷ Conway, a bluecoat
- ▷ Keller, a blacksmith
- ▷ Tomas, a physicker
- ▷ Walker, a ward boss
- ▷ Lutes, a tavern owner

## CREW UPGRADES

- Bravos rigging (2 free load of weapons or armor)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rovers
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: BATTLE—EXTORTION—SABOTAGE—SMASH & GRAB

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COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

*Thugs*

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\_\_\_\_\_

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

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COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

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COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

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<b>LAIR</b>	<b>QUALITY</b>
<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

- UPGRADE COSTS
- Insight
  - Prowess
  - Resolve
  - Personal
  - Mastery
- New Cohort: 2  
Add Type: 2

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

CHOOSE 2 FEATURES  
 ALLURING—CRUEL—FEROCIOUS—MONSTROUS  
 RADIANT—SINISTER—SERENE—TRANSCENDENT

DEITY \_\_\_\_\_

REP TURF  HOLD  WEAK  STRONG  TIER

<input type="checkbox"/> <b>CLOISTER</b> +1 scale for your Adept cohorts	<input type="checkbox"/> <b>VICE DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>OFFERTORY</b> +2 coin for occult operations	<input type="checkbox"/> <b>ANCIENT OBELISK</b> -1 stress cost for all arcane powers and rituals	<input type="checkbox"/> <b>ANCIENT TOWER</b> +1d to Consort w/ arcane entities on site
<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>
<input type="checkbox"/> <b>SPIRIT WELL</b> +1d to Attune on site.	<input type="checkbox"/> <b>ANCIENT GATE</b> Safe passage in the Deathlands	<input type="checkbox"/> <b>SANCTUARY</b> +1d to Command and Sway on site	<input type="checkbox"/> <b>SACRED NEXUS</b> +1d to healing rolls	<input type="checkbox"/> <b>ANCIENT ALTAR</b> +1d engagement for occult plans

HEAT WANTED LEVEL

COIN     |

Vaults

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

## CULT

ACOLYTES  
OF A DEITY

### SPECIAL ABILITIES

- CHOSEN:** Each PC may add +1 action rating to **Attune**, **Study**, or **Sway** (up to a max rating of 3).
- ANOINTED:** You get +1d to **resistance** rolls against supernatural threats. You get +1d to **healing** rolls when you have supernatural harm.
- BOUND IN DARKNESS:** You may use **teamwork** with any cult member, regardless of the distance separating you. By taking 1 stress, your whispered message is heard by every cultist.
- CONVICTION:** Each PC gains an additional **Vice: Worship**. When you indulge this vice and bring a pleasing sacrifice, you don't overindulge if you clear excess stress. In addition, your deity will **assist** any one action roll you make—from now until you indulge this vice again.
- GLORY INCARNATE:** Your deity sometimes manifests in the physical world. This can be a great boon, but the priorities and values of a god are not those of mortals. You have been warned.
- SEALED IN BLOOD:** Each human sacrifice yields -3 stress cost for any ritual you perform.
- ZEALOTRY:** Your cohorts have abandoned their reason to devote themselves to the cult. They will undertake any service, no matter how dangerous or strange. They gain +1d to rolls against enemies of the faith.
- VETERAN:** Choose a special ability from another crew.

### 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).

- ◆ Advance the agenda of your deity or embody its precepts in action.
- ◆ 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

- Gagan, an academic
- Adikin, an occultist
- Hutchins, an antiquarian
- Moriya, a spirit trafficker
- Mateas Kline, a noble
- Bennett, an astronomer

### CREW UPGRADES

- Cult rigging (2 free load of documents or implements)
- Ritual sanctum in lair
- Elite Adepts
- Elite Thugs
- Ordained (+1 trauma box)

SACRED SITES: ACQUISITION—AUGURY—CONSECRATION—SACRIFICE

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

Adepts \_\_\_\_\_

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

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 checked="" type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

REP

TURF  HOLD  WEAK  STRONG  TIER

<input type="checkbox"/> TURF	<input type="checkbox"/> PERSONAL CLOTHIER +1d engagement roll for social plans	<input type="checkbox"/> LOCAL GRAFT +2 coin for show of force or socialize	<input type="checkbox"/> LOOKOUTS +1d to Survey or Hunt on your turf	<input type="checkbox"/> INFORMANTS +1d gather info for scores
<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> LUXURY VENUE +1d to Consort and Sway on site
<input type="checkbox"/> FOREIGN MARKET (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> SURPLUS CACHES +2 coin for product sale or supply	<input type="checkbox"/> COVER OPERATION -2 heat per score	<input type="checkbox"/> LOVER IDENTITIES +1d engagement for deception and transport plans

HEAT

WANTED LEVEL

COIN  VAULTS

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

# HAWKERS

VICE DEALERS

## SPECIAL ABILITIES

- SILVER TONGUES:** Each PC may add +1 action rating to **Command**, **Consort**, or **Sway** (up to a max rating of 3).
- ACCORD:** Sometimes friends are as good as territory. You may count up to three +3 **faction statuses** you hold as if they are **turf**.
- THE GOOD STUFF:** Your merchandise is exquisite. The product **quality** is equal to your **Tier+2**. When you deal with a crew or faction, the GM will tell you who among them is hooked on your product (one, a few, many, or all).
- GHOST MARKET:** Through arcane ritual or hard-won experience, you have discovered how to prepare your product for sale to ghosts and/or demons. *They do not pay in coin. What do they pay with?*
- HIGH SOCIETY:** It's all about who you know. Take -1 **heat** during downtime and +1d to **gather info** about the city's elite.
- HOOKED:** Your gang members use your product. Add the *savage*, *unreliable*, or *wild* flaw to your gangs to give them +1 **quality**.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- VETERAN:** Choose a special ability from another crew.

## 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).

- ◆ Acquire product supply, execute clandestine/covert sales, or secure new territory.
- ◆ 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

- Rolan Wott, a magistrate
- Laroze, a bluecoat
- Lydra, a deal broker
- Hoxley, a smuggler
- Anya, a dilllettante
- Marlo, a gang boss

## CREW UPGRADES

- Hawker's rigging (1 carried item is concealed and has no load)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rooks
- Elite Thugs
- Composed (+1 stress box)

SALES TERRITORY: SALE—SUPPLY—SHOW OF FORCE—SOCIALIZE

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

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

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

REPUTATION  TURF  HOLD  WEAK  STRONG  TIER

<input type="checkbox"/> <b>INTERROGATION CHAMBER</b> +1d to Command and Sway on site	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LOYAL FENCE</b> +2 coin for burglary or robbery	<input type="checkbox"/> <b>GAMBLING DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>TAVERN</b> +1d to Consort and Sway on site
<input type="checkbox"/> <b>DRUG DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>INFORMANTS</b> +1d gather info for scores	<input type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LOOKOUTS</b> +1d to Survey or Hunt on your turf
<input type="checkbox"/> <b>HAGFISH FARM</b> Body disposal, +1d to reduce heat after killing	<input type="checkbox"/> <b>INFIRMARY</b> +1d to healing rolls	<input type="checkbox"/> <b>COVERT DROPS</b> +2 coin for espionage or sabotage	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>SECRET PATHWAYS</b> +1d engagement for stealth plans

HEAT  WANTED LEVEL  COIN  VAULTS

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

# SHADOWS

THIEVES, SPIES, AND SABOTEURS

## SPECIAL ABILITIES

- EVERYONE STEALS:** Each PC may add +1 action rating to **Prowl**, **Finesse**, or **Tinker** (up to a max rating of 3).
- GHOST ECHOES:** From weird experience or occult ritual, all crew members gain the ability to see and interact with the ghostly structures, streets, and objects within the echo of Doskvol that exists in the ghost field.
- PACK RATS:** Your lair 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. *Who is your patron? Why do they help you?*
- SECOND STORY:** When you execute a clandestine infiltration, you get +1d to the **engagement roll**.
- SLIPPERY:** When you roll **entanglements**, roll twice and keep the one you want. When you **reduce heat** on the crew, take +1d.
- SYNCHRONIZED:** When you perform a **group action**, you may count multiple 6s from different rolls as a critical success.
- VETERAN:** Choose a special ability from another crew.

## 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 espionage, sabotage, or theft 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

- ▷ Dowler, an explorer
- ▷ Laroze, a bluecoat
- ▷ Amancio, a deal broker
- ▷ Fitz, a collector
- ▷ Adelaide Phroaig, a noble
- ▷ Rigney, a tavern owner

## CREW UPGRADES

- Thief Rigging (2 free load of tools or gear)
- Underground maps & passkeys
- Elite Rooks
- Elite Skulks
- Steady (+1 stress box)

HUNTING GROUNDS: BURGLARY—ESPIONAGE—ROBBERY—SABOTAGE

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

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

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

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

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

<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>SIDE BUSINESS</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>LUXURY FENCE</b> +2 coin for high-class targets	<input type="checkbox"/> <b>VICE DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>TAVERN</b> +1d to Consort and Sway on site
<input type="checkbox"/> <b>ANCIENT GATE</b> Safe passage in the Deathlands	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>
<input type="checkbox"/> <b>SECRET ROUTES</b> +1d engagement for transport plans	<input type="checkbox"/> <b>INFORMANTS</b> +1d gather info for scores	<input type="checkbox"/> <b>FLEET</b> Your cohorts have their own vehicles	<input type="checkbox"/> <b>COVER OPERATION</b> -2 heat per score	<input type="checkbox"/> <b>WAREHOUSE</b> Stockpiles give you +1d to acquire assets

HEAT WANTED LEVEL COIN VAULTS

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

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### VEHICLE EDGES

**Nimble:** The vehicle handles easily. Consider this an assist for tricky maneuvers.

**Simple:** The vehicle is easy to repair. Remove all of its harm during downtime.

**Sturdy:** The vehicle keeps operating even when *broken*.

### VEHICLE FLAWS

**Costly:** The vehicle costs 1 coin per downtime to keep in operation.

**Distinct:** The vehicle has memorable features. Take +1 heat when you use it on a score.

**Finicky:** The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.

# SMUGGLERS

SUPPLIERS OF ILLICIT GOODS

### SPECIAL ABILITIES

- LIKE PART OF THE FAMILY:** Create one of your vehicles as a cohort (use the vehicle edges and flaws, below). Its **quality** is equal to your Tier +1.
- ALL HANDS:** During **downtime**, one of your cohorts may perform a downtime activity for the crew to **acquire an asset, reduce heat, or work on a long-term project.**
- GHOST PASSAGE:** From harsh experience or occult ritual, all crew members become immune to possession by spirits, but may choose to "carry" a second ghost as a passenger within their body.
- JUST PASSING THROUGH:** During **downtime**, take -1 heat. When your heat is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary citizens.
- LEVERAGE:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain +1 rep.
- REAVERS:** When you go into conflict aboard a vehicle, you gain +1 effect for vehicle damage and speed. Your vehicle gains armor.
- RENEGADES:** Each PC may add +1 action rating to **Finesse, Prowl, or Skirmish** (up to a max rating of 3).
- VETERAN:** Choose a special ability from another crew.

### 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 smuggling or acquire new clients or contraband sources.
- ◆ 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

- ▷ Elynn, a dock worker
- ▷ Rolan, a drug dealer
- ▷ Sera, an arms dealer
- ▷ Nyelle, a spirit trafficker
- ▷ Decker, an anarchist
- ▷ Esme, a tavern owner

### CREW UPGRADES

- Smuggler's rigging (2 items carried are perfectly concealed)
- Camouflage (vehicles are perfectly concealed at rest)
- Elite Rovers
- Barge (+mobility for lair)
- Steady (+1 stress box)

CARGO TYPES: ARCANE/WEIRD—ARMS—CONTRABAND—PASSENGERS

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COHORT GANG EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

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COHORT GANG EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

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COHORT GANG EXPERT

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

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