

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

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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**

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