

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 dillittante
- ▷ 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

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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"/> <input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> <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"/> <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	