BLADES IN THE DARK CREW SHEET

NAME

REPUTATION

LAIR

REP — TURF

HOLD — WEAK — STRONG — TIER ○ ○ ○ ○

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

HEAT — WANTED LEVEL

COIN — VAULTS

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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

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COHORT — GANG ○ EXPERT ○

WEAK | IMPAIRED | BROKEN | ARMOR

LAIR
- ☐☐ Carriage
- ☐☐ Boat
- ■ Hidden
- ☐ Quarters
- ☐☐ Secure
- ☐☐ Vault
- ☐ Workshop

QUALITY
- ☐ Documents
- ☐ Gear
- ☐ Implements
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

TRAINING
- ☐ Insight
- ■ Prowess
- ☐ Resolve
- ☐ Personal
- ☐-☐-☐-☐ Mastery

COHORTS

UPGRADE COSTS

New Cohort: 2

Add Type: 2