BLADES IN THE DARK CREW SHEET

NAME

REPUTATION

LAIR

REP — TURF

HOLD — WEAK — STRONG — TIER ○ ○ ○ ○

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

HEAT — WANTED LEVEL

COIN — VAULTS

☐☐☐☐ | ☐☐☐☐ | ☐☐☐☐☐☐☐☐

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

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

COHORT — GANG ○ EXPERT ○

WEAK | IMPAIRED | BROKEN | ARMOR

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WEAK | IMPAIRED | BROKEN | ARMOR

COHORT — GANG ○ EXPERT ○

WEAK | IMPAIRED | BROKEN | ARMOR

LAIR
- ■☐ Vehicle
- ☐☐ Vehicle
- ☐ 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