

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

REP  TURF HOLD WEAK STRONG TIER

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