BLADES IN THE DARK CREW SHEET

NAME

REPUTATION

LAIR

REP — TURF

HOLD — WEAK — STRONG — TIER ○ ○ ○ ○

☐ **BARRACKS** +1 **scale** for your Thug cohorts	☐ **TURF**	☐ **TERRORIZED CITIZENS** +2 **coin** for battle or extortion	☐ **INFORMANTS** +1**d** gather info for scores	☐ **PROTECTION RACKET** (Tier roll) - Heat = coin in downtime
☐ **FIGHTING PITS** (Tier roll) - Heat = coin in downtime	☐ **TURF**	**LAIR**	☐ **TURF**	☐ **TURF**
☐ **INFIRMARY** +1**d** to healing rolls	☐ **BLUECOAT INTIMIDATION** -2 **heat** per score	☐ **STREET FENCE** +2 **coin** for lower-class targets	☐ **WAREHOUSES** Stockpiles give you +1**d** to acquire assets	☐ **BLUECOAT CONFEDERATES** +1**d** engagement for assault plans

HEAT — WANTED LEVEL

COIN — VAULTS

☐☐☐☐ | ☐☐☐☐ | ☐☐☐☐☐☐☐☐

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

BRAVOS

MERCENARIES, THUGS & KILLERS

SPECIAL ABILITIES

- ○ **Dangerous:** Each PC may add +1 action rating to **Hunt**, **Skirmish,** or **Wreck** (up to a max rating of 3).
- ○ **Blood Brothers**: When you fight alongside your **cohorts** in combat, they get **+1d** for **teamwork** rolls (setup and group actions). All of your cohorts get the *Thugs* type for free (if they're already Thugs, add another type).
- ○ **Door Kickers**: When you execute an assault plan, take **+1d** to the **engagement** roll.
- ○ **Fiends**: Fear is as good as respect. You may count each **wanted level** as if it was **turf**.
- ○ **Forged in the Fire**: Each PC has been toughened by cruel experience. You get **+1d** to **resistance** rolls.
- ○ **Patron**: When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- ○ **War Dogs**: When you're at war (-3 faction status), your crew does not suffer -1 hold and PCs still get two downtime activities, instead of just one.
- ○○ **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 battle, extortion, sabotage, or smash & grab 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

- ▷ Meg, a pit-fighter
- ▷ Conway, a bluecoat
- ▷ Keller, a blacksmith
- ▷ Tomas, a physicker
- ▷ Walker, a ward boss
- ▷ Lutes, a tavern owner

CREW UPGRADES

- ☐ Bravos rigging (2 free load of weapons or armor)
- ☐ Ironhook Contacts (+1 Tier in prison)
- ☐ Elite Rovers
- ☐ Elite Thugs
- ☐-☐-☐ Hardened (+1 trauma box)

HUNTING GROUNDS: BATTLE—EXTORTION—SABOTAGE—SMASH & GRAB

COHORT — GANG ○ EXPERT ○
WEAK | IMPAIRED | BROKEN | ARMOR

Thugs

COHORT — GANG ○ EXPERT ○
WEAK | IMPAIRED | BROKEN | ARMOR

COHORT — GANG ○ EXPERT ○
WEAK | IMPAIRED | BROKEN | ARMOR

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