

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

REP+  **TURF** **HOLD** **WEAK** **STRONG** **TIER**

CLAIMS

TRAINING ROOMS +1 SCALE FOR YOUR SKULKS COHORTS	VICE DEN (TIER ROLL) - HEAT = COIN IN DOWNTIME	FIXER +2 COIN FOR LOWER-CLASS TARGETS	INFORMANTS +1D GATHER INFO FOR SCORES	HAGFISH FARM BODY DISPOSAL, +1D TO REDUCE HEAT AFTER KILLING
VICTIM TROPHIES +1 REP PER SCORE	TURF	LAIR	TURF	COVER OPERATION -2 HEAT PER SCORE
PROTECTION RACKET (TIER ROLL) - HEAT = COIN IN DOWNTIME	INFIRMARY +1D TO HEALING ROLLS	ENVOY +2 COIN FOR HIGH-CLASS TARGETS	COVER IDENTITIES +1D ENGAGEMENT FOR DECEPTION OR SOCIAL PLANS	CITY RECORDS +1D ENGAGEMENT FOR STEALTH PLANS

HEAT  **WANTED LEVEL**  **COIN**  **VAULTS** 

UPON CREW ADVANCE, EACH PC GETS +1 STASH (+2 PER TIER)

CREW ADVANCEMENT


AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK 1 XP (OR 2 XP 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	HUNTING GROUNDS
ACCIDENT - DISAPPEARANCE - MURDER - RANSOM	
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ASSASSINS

MURDERERS
FOR HIRE

SPECIAL ABILITIES **XP** 

- 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 ARCAINE 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 SPECIAL ABILITIES FROM OTHER CREWS:

COHORT **TYPE**

WEAK IMPAIRED BROKEN ARMOR

COHORT **TYPE**

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COHORT **TYPE**

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COHORT **TYPE**

WEAK IMPAIRED BROKEN ARMOR

- CREW UPGRADES**
- ASSASSIN RIGGING (2 FREE LOAD OF WEAPONS OR GEAR)
 - IRONHOOK CONTACTS (+1 TIER IN PRISON)
 - ELITE SKULKS (+1 QUALITY)
 - ELITE THUGS (+1 QUALITY)
 - HARDENED (+1 TRAUMA BOX)
 - _____
 - _____

LAIR	QUALITY
<input type="checkbox"/> CARRIAGE	<input type="checkbox"/> DOCUMENTS
<input type="checkbox"/> BOAT	<input type="checkbox"/> GEAR
<input type="checkbox"/> HIDDEN	<input type="checkbox"/> IMPLEMENTS
<input type="checkbox"/> QUARTERS	<input type="checkbox"/> PET/SPECIAL
<input type="checkbox"/> SECURE	<input type="checkbox"/> SUPPLIES
<input type="checkbox"/> VAULT	<input type="checkbox"/> TOOLS
<input type="checkbox"/> WORKSHOP	<input type="checkbox"/> WEAPONS

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"/> PLAYBOOK	
<input type="checkbox"/> MASTERY	

BLADES IN THE DARK

LONG-TERM PROJECTS

