BLADES IN THE DARK CREW SHEET ASSASSINS QUALITY O O O WEAK IMPAIRED BROKEN MURDERERS FOR HIRE SPECIAL ABILITIES O DEADLY: EACH PC MAY ADD +1 ACTION RATING TO HUNT, PROWL, OR NAME REPUTATION SKIRMISH (UP TO A MAX RATING OF 3). O PREDATORS: WHEN YOU USE STEALTH OR SUBTERFUGE TO COMMIT MURDER. TAKE +10 TO THE ENGAGEMENT ROLL. LAIR QUALITY O O O HEAT O VIPERS: WHEN YOU ACQUIRE OR CRAFT POISONS, YOU GET +1 RESULT WANTED LEVEL COIN **VAULTS** WEAK IMPAIRED BROKEN ARMOR LEVEL TO YOUR ROLL. WHEN YOU EMPLOY A POISON, YOU MAY FULLY RESIST THE SIDE-EFFECTS FOR 1 STRESS. CLAIMS O CROW'S VEIL: DUE TO HARD-WON EXPERIENCE OR OCCULT RITUAL. TRAINING YOUR ACTIVITIES ARE HIDDEN FROM THE NOTICE OF THE DEATH-HAGFISH FARM STREET FENCE **VICE DENS** INFORMANTS SEEKER CROWS. YOU DON'T TAKE EXTRA HEAT WHEN KILLING IS ROOMS BODY DISPOSAL, +10 TO +2 COIN FOR LOWER-(TIER ROLL) - HEAT = +ID GATHER INFO FOR INVOLVED ON A SCORE. REDUCE HEAT FROM +1 SCALE FOR YOUR COIN IN DOWNTIME CLASS SCORES KILLER COHORTS SCORES O NO TRACES: WHEN YOU KEEP AN OPERATION QUIET OR MAKE IT KILLING LOOK LIKE AN ACCIDENT, YOU GET HALF THE REP VALUE OF THE TARGET (ROUND UP) INSTEAD OF ZERO. WHEN YOU END DOWNTIME QUALITY O O O O WITH ZERO HEAT, TAKE +1 REP. COHORT VICTIM COVER O EMBERDEATH: DUE TO HARD-WON EXPERIENCE OR OCCULT RITUAL, TURF **TROPHIES** TURF LAIR **OPERATION** YOU KNOW THE ARCANE METHOD TO DESTROY A LIVING VICTIM'S SPIRIT AT THE MOMENT YOU KILL THEM. TAKE 3 STRESS TO CHANNEL -2 HEAT PER SCORE H REP PER SCORE ELECTROPLASMIC ENERGY FROM THE GHOST FIELD TO DISINTEGRATE п THE SPIRIT AND DEAD BODY IN A SHOWER OF SPARKING EMBERS. O PATRON: WHEN YOU ADVANCE YOUR TIER, IT COSTS HALF THE COIN PROTECTION COVER IT NORMALLY WOULD. WHO IS YOUR PATRON? WHY DO THEY HELP LUXURY FENCE INFIRMARY CITY RECORDS IDENTITIES RACKET +2 COIN FOR HIGH-**HD** ENGAGEMENT FOR +1D TO HEALING **HD** ENGAGEMENT FOR (TIER ROLL) - HEAT =OO VETERAN: CHOOSE A SPECIAL ABILITY FROM ANOTHER CREW. CLASS SCORES DECEPTION OR STEALTH PLANS COIN IN DOWNTIME QUALITY O O O CREW ADVANCEMENT SOCIAL PLANS AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK 1 XP (OR INSTEAD STRONG TIER OOOO MARK 2XP IF THAT ITEM OCCURRED MULTIPLE TIMES). ♦ EXECUTE A SUCCESSFUL ACCIDENT, DISAPPEARANCE, MURDER, OR RANSOM OPERATION. ♦ CONTEND WITH CHALLENGES ABOVE YOUR CURRENT STATION. NOTES ♦ BOLSTER YOUR CREW'S REPUTATION OR DEVELOP A NEW ONE. ♦ EXPRESS THE GOALS, DRIVES, INNER CONFLICT, OR ESSENTIAL NATURE OF THE CREW. WHEN YOU FILL UP THE XP TRACK, TAKE A NEW SPECIAL ABILITY, OR TWO UPGRADES. EACH SCOUNDREL ALSO EARNS 1 + (TIER) COIN. CREW UPGRADES CONTACTS ASSASSIN RIGGING (2 FREE LOAD TREV, A GANG BOSS LAIR QUALITY OF WEAPONS OR GEAR) > LYDRA, A DEAL BROKER ☐ ☐ CARRIAGE ☐ DOCUMENTS IRONHOOK CONTACTS (+1 TIER IN ☐☐ BOAT ☐ GEAR > IRIMINA, A VICIOUS NOBLE PRISON) ☐ IMPLEMENTS HIDDEN ELITE BANDITS (+1 QUALITY) > KARLOS, A BOUNTY HUNTER ☐ PET/SPECIAL QUARTERS ELITE KILLERS (+1 QUALITY) ■ SUPPLIES > EXETER, A SPIRIT WARDEN ☐ ☐ SECURE HARDENED (+1 TRAUMA BOX) ☐ ☐ VAULT TOOLS > SEVOY, A MERCHANT LORD ■ WORKSHOP ■ WEAPONS HUNTING GROUNDS ACCIDENT - DISAPPEARANCE - MURDER - RANSOM TRAINING COHORTS UPGRADE COSTS INSIGHT NEW COHORT: PROWESS +1 QUALITY: ☐ RESOLVE ADD TYPE: ☐ PLAYBOOK ADD EDGE: MASTERY REMOVE FLAW: