

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR
HEAT ██████████ **WANTED LEVEL** ██████████ **COIN** ██████████ **VAULTS** ██████████

CLAIMS

BARRACKS +1 SCALE FOR YOUR THUG COHORTS	TURF	TERRORIZED CITIZENS +2 COIN FOR BATTLE OR EXTORTION	INFORMANTS +1d 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 +1d TO HEALING ROLLS	BLUECOAT INTIMIDATION -2 HEAT PER SCORE	STREET FENCE +2 COIN FOR SABOTAGE OR SMASH & GRAB	WAREHOUSES STOCKPILES GIVE YOU +1d TO ACQUIRE ASSETS	BLUECOAT CONFEDERATES +1d ENGAGEMENT FOR ASSAULT PLANS

TURF REP ██████████ **HOLD** WEAK **FIRM** **STRONG** **TIER** ○ ○ ○ ○

NOTES

BREAKERS

MERCENARIES, THUGS, AND KILLERS

SPECIAL ABILITIES

- DANGEROUS:** EACH PC MAY ADD +1 ACTION RATING TO HUNT, SKIRMISH, OR WRECK (UP TO A MAX RATING OF 3).
- DOOR KICKERS:** WHEN YOU ATTACK AN ENEMY FORCE OR LOCATION TO PULL OFF A SCORE, TAKE +1d TO THE ENGAGEMENT ROLL.
- BLOOD BROTHERS:** WHEN YOU FIGHT ALONGSIDE YOUR COHORTS IN COMBAT, THEY GET +1d FOR TEAMWORK ROLLS (ASSIST, SETUP AND GROUP ACTIONS). ALL OF YOUR COHORTS GET THE THUGS TYPE FOR FREE (IF THEY'RE ALREADY THUGS, ADD ANOTHER TYPE).
- FORGED IN THE FIRE:** EACH PC HAS BEEN TOUGHENED BY CRUEL EXPERIENCE. YOU GET +1d TO RESISTANCE ROLLS.
- FIENDS:** FEAR IS AS GOOD AS RESPECT. YOU MAY COUNT EACH WANTED LEVEL AS IF IT WAS TURF.
- 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), PCS GET +1d TO VICE ROLLS AND STILL GET TWO DOWNTIME ACTIONS, INSTEAD OF JUST ONE.
- VETERAN:** CHOOSE A SPECIAL ABILITY FROM ANOTHER CREW.

CREW ADVANCEMENT

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.

WHEN YOU FILL UP THE XP TRACK, TAKE A NEW SPECIAL ABILITY, OR TWO UPGRADES. EACH SCOUNDREL ALSO EARNS 1 + (TIER) COIN.

CONTACTS	CREW UPGRADES
<input type="checkbox"/> MEG, A PIT-FIGHTER	<input type="checkbox"/> BREAKER RIGGING (2 FREE LOAD OF WEAPONS OR ARMOR)
<input type="checkbox"/> CONWAY, A BLUECOAT	<input type="checkbox"/> IRONHOOK CONTACTS (+1 TIER IN PRISON)
<input type="checkbox"/> KELLER, A BLACKSMITH	<input type="checkbox"/> ELITE KILLERS (+1 QUALITY)
<input type="checkbox"/> TOMAS, A PHYSICKER	<input type="checkbox"/> ELITE THUGS (+1 QUALITY)
<input type="checkbox"/> WALKER, A WARD BOSS	<input type="checkbox"/> HARDENED (+1 TRAUMA BOX)
<input type="checkbox"/> LUTES, A TAVERN OWNER	<input type="checkbox"/> _____

HUNTING GROUNDS BATTLE - EXTORTION - SABOTAGE - SMASH & GRAB

COHORT **QUALITY** ○ ○ ○ ○

WEAK IMPAIRED BROKEN ARMOR

COHORT **QUALITY** ○ ○ ○ ○

WEAK IMPAIRED BROKEN ARMOR

COHORT **QUALITY** ○ ○ ○ ○

WEAK IMPAIRED BROKEN ARMOR

COHORT **QUALITY** ○ ○ ○ ○

WEAK IMPAIRED BROKEN ARMOR

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 checked="" type="checkbox"/> PROWESS	NEW COHORT: 2
<input type="checkbox"/> RESOLVE	+1 QUALITY: 2
<input type="checkbox"/> PLAYBOOK	ADD TYPE: 1
<input type="checkbox"/> MASTERY	ADD EDGE: 1
	REMOVE FLAW: 1