

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

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

**CLAIMS**

<b>CLOISTER</b> +1 SCALE FOR YOUR ADEPT COHORTS	<b>VICE DENS</b> (TIER ROLL) - HEAT = COIN IN DOWNTIME	<b>OFFERTORY</b> +2 COIN FOR OCCULT OPERATIONS	<b>ANCIENT OBELISK</b> -1 STRESS COST FOR ALL ARCANIC POWERS AND RITUALS	<b>ANCIENT TOWER</b> +1D TO CONSORT WITH OCCULT BEINGS ON SITE
<b>TURF</b>	<b>TURF</b>	<b>LAIR</b>	<b>TURF</b>	<b>TURF</b>
<b>SPIRIT WELL</b> +1D TO ATTUNE ON SITE	<b>ANCIENT GATE</b> SAFE PASSAGE IN THE DEATHLANDS	<b>SANCTUARY</b> +1D TO COMMAND AND SWAY ON SITE	<b>SACRED NEXUS</b> +1D TO TREATMENT AND HEALING ROLLS	<b>ANCIENT ALTAR</b> +1D ENGAGEMENT FOR OCCULT PLANS

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

**DEITY** \_\_\_\_\_ CHOOSE 2 FEATURES: ALLURING - CRUEL - FEROCIOUS - MONSTROUS  
RADIANT - SINISTER - SERENE - TRANSCENDENT

**NOTES**

# CULT

ACOLYTES OF  
A DEITY

## SPECIAL ABILITIES

- CHOSEN:** EACH PC MAY ADD +1 ACTION RATING TO ATTUNE, STUDY, OR SWAY (UP TO A MAX RATING OF 3).
- ANOINTED:** WHEN YOU CONTEND WITH SUPERNATURAL THREATS, YOU GAIN POTENCY AND +1D TO RESISTANCE ROLLS.
- BOUND IN DARKNESS:** YOU MAY USE **TEAMWORK** WITH ANY CULT MEMBER, REGARDLESS OF THE DISTANCE SEPARATING YOU. BY TAKING 1 STRESS, YOUR WHISPERED MESSAGE IS HEARD BY EVERY CULTIST.
- ZEALOTRY:** YOUR COHORTS HAVE ABANDONED THEIR REASON IN SERVICE TO THE CULT. THEY WILL UNDERTAKE ANY SERVICE, NO MATTER HOW DANGEROUS OR STRANGE. THEY GAIN +1 QUALITY AGAINST ENEMIES OF THE FAITH.
- CONVICTION:** SPEND A DOWNTIME ACTION IN WORSHIP AT ONE OF YOUR SACRED SITES TO CLEAR HALF OF YOUR STRESS AND CARRY A BONUS DIE FORWARD TOWARD AN ACTION FOR WHICH YOU HAVE SUPPLICATED YOUR GOD.
- SEALED IN BLOOD:** EACH HUMAN SACRIFICE YIELDS -3 STRESS COST FOR ANY RITUAL YOU PERFORM.
- GLORY INCARNATE:** YOUR DEITY SOMETIMES MANIFESTS IN THE PHYSICAL WORLD. THIS CAN BE A GREAT BOON, BUT THE PRIORITIES AND VALUES OF A GOD ARE NOT THOSE OF MORTALS. YOU HAVE BEEN WARNED.
- 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).

- ◆ **ADVANCE THE AGENDA OF YOUR DEITY OR EMBODY ITS PRECEPTS IN ACTION.**
- ◆ **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

- GAGAN, AN ACADEMIC
- ADKIN, AN OCCULTIST
- HUTCHINS, AN ANTIQUARIAN
- MORIYA, A SPIRIT TRAFFICKER
- MATEAS KLINE, A NOBLE
- BENNETT, AN ASTRONOMER

## CREW UPGRADES

- CULT RIGGING (2 FREE LOAD OF DOCUMENTS OR IMPLEMENTS)
- RITUAL SANCTUM IN LAIR
- ELITE ADEPTS (+1 QUALITY)
- ELITE KILLERS (+1 QUALITY)
- ORDAINED (+1 TRAUMA BOX)

SACRED SITES ACQUISITION - AUGURY - DESTRUCTION - SACRIFICE

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**COHORT** **QUALITY**

**WEAK** **IMPAIRED** **BROKEN** **ARMOR**

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