

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR

HEAT

CLAIMS

WANTED LEVEL

COIN

VAULTS

TURF	PERSONAL CLOTHIER +1d ENGAGEMENT FOR SOCIAL PLANS	LOCAL GRAFT +2 COIN FOR SHOW OF FORCE OR SOCIALIZE	LOOKOUTS +1d TO SURVEY OR HUNT ON YOUR TURF	INFORMANTS +1d GATHER INFO FOR SCORES
TURF	TURF	LAIR	TURF	LUXURY VENUE +1d TO CONSORT OR SWAY ON SITE
FOREIGN MARKET (TIER ROLL) - HEAT = COIN IN DOWNTIME	VICE DENS (TIER ROLL) - HEAT = COIN IN DOWNTIME	SURPLUS CACHES +2 COIN FOR COVERT SALE OR PRODUCT SUPPLY	COVER OPERATION -2 HEAT PER SCORE	COVER IDENTITIES +1d ENGAGEMENT FOR DECEPTION OR TRANSPORT PLANS

TURF REP

HOLD WEAK FIRM STRONG TIER

NOTES

HAWKERS

VICE DEALERS

SPECIAL ABILITIES

- SILVER TONGUES:** EACH PC MAY ADD +1 ACTION RATING TO COMMAND, CONSORT, OR SWAY (UP TO A MAX RATING OF 3).
- ACCORD:** SOMETIMES FRIENDS ARE AS GOOD AS TERRITORY. YOU MAY COUNT UP TO THREE +3 FACTION STATUSES YOU HOLD AS IF THEY ARE TURF.
- THE GOOD STUFF:** YOUR MERCHANDISE IS ESPECIALLY APPEALING. YOUR PRODUCTS GET +1 QUALITY. WHEN YOU DEAL WITH A CREW OR FACTION, THE GM WILL TELL YOU WHO AMONG THEM IS HOOKED ON YOUR PRODUCT (ONE, A FEW, MANY, OR ALL).
- GHOST MARKET:** THROUGH ARCANE RITUAL OR HARD-WON EXPERIENCE, YOU HAVE DISCOVERED HOW TO PREPARE YOUR PRODUCT FOR SALE TO GHOSTS AND/OR DEMONS. *THEY DO NOT PAY IN COIN. WHAT DO THEY PAY WITH?*
- PATRON:** WHEN YOU ADVANCE YOUR TIER, IT COSTS HALF THE COIN IT NORMALLY WOULD. *WHO IS YOUR PATRON? WHY DO THEY HELP YOU?*
- HIGH SOCIETY:** IT'S ALL ABOUT WHO YOU KNOW. TAKE -1 HEAT DURING DOWNTIME AND +1d TO GATHER INFO ABOUT THE CITY'S ELITE.
- HOOKED:** YOUR GANG MEMBERS USE YOUR PRODUCT. ADD THE SAVAGE, UNRELIABLE, OR WILD FLAW TO YOUR GANGS TO GIVE THEM +1 QUALITY.
- 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 PRODUCT ACQUISITION, BIG SALE OR TERRITORY CONTROL 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

- ROLAN WOTT, A MAGISTRATE
- LAROZE, A BLUECOAT
- LYDRA, A DEAL BROKER
- HOXLEY, A SMUGGLER
- ANYA, A DILLETANTE
- MARLO, A GANG BOSS

CREW UPGRADES

- HAWKER RIGGING (1 CARRIED ITEM IS CONCEALED AND HAS NO LOAD)
- IRONHOOK CONTACTS (+1 TIER IN PRISON)
- ELITE ROOKS (+1 QUALITY)
- ELITE THUGS (+1 QUALITY)
- COMPOSED (+1 STRESS BOX)

TERRITORY COVERT SALE - PRODUCT SUPPLY - SHOW OF FORCE - SOCIALIZE

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