

# BLADES IN THE DARK CREW SHEET

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

LAIR  
HEAT WANTED LEVEL COIN VAULTS

**CLAIMS**

<b>INTERROGATION CHAMBERS</b> +1d TO COMMAND AND STUDY ON SITE	<b>TURF</b>	<b>LUXURY FENCE</b> +2 COIN FOR BURGLARY OR ROBBERY	<b>GAMBLING DENS</b> (TIER ROLL) - HEAT = COIN IN DOWNTIME	<b>TAVERN</b> +1d TO CONSORT AND SWAY ON SITE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>DRUG DENS</b> (TIER ROLL) - HEAT = COIN IN DOWNTIME	<b>INFORMANTS</b> +1d GATHER INFO FOR SCORES	<b>LAIR</b>	<b>TURF</b>	<b>LOOKOUTS</b> +1d TO SURVEY OR HUNT ON YOUR TURF
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>HAGFISH FARM</b> BODY DISPOSAL SERVICES	<b>INFIRMARY</b> +1d TO HEALING ROLLS	<b>COVERT DROPS</b> +2 COIN FOR ESPIONAGE OR SABOTAGE	<b>TURF</b>	<b>SECRET PATHWAYS</b> +1d ENGAGEMENT FOR STEALTH PLANS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TURF REP HOLD WEAK FIRM STRONG TIER

NOTES  
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# SHADOWS

THIEVES,  
SPIES, AND  
SABOTEURS

### SPECIAL ABILITIES

- EVERYONE STEALS:** EACH PC MAY ADD +1 ACTION RATING TO PROWL, FINESSE, OR TINKER (UP TO A MAX RATING OF 3).
- PACK RATS:** YOUR LAIR IS A JUMBLE OF STOLEN ITEMS. WHEN YOU ROLL TO ACQUIRE AN ASSET, TAKE +1d.
- SLIPPERY:** WHEN YOU ROLL ENTANGLEMENTS, ROLL TWO DICE AND KEEP THE ONE YOU WANT. WHEN YOU REDUCE HEAT ON THE CREW, TAKE +1d.
- SYNCHRONIZED:** WHEN YOU PERFORM A GROUP ACTION, YOU MAY COUNT MULTIPLE 6s FROM DIFFERENT ROLLS AS A CRITICAL SUCCESS.
- SECOND STORY:** WHEN YOU EXECUTE A CLANDESTINE INFILTRATION, YOU GET +1d TO THE ENGAGEMENT ROLL.
- PATRON:** WHEN YOU ADVANCE YOUR TIER, IT COSTS HALF THE COIN IT NORMALLY WOULD. WHO IS YOUR PATRON? WHY DO THEY HELP YOU?
- GHOST ECHOES:** FROM WEIRD EXPERIENCE OR OCCULT RITUAL, ALL CREW MEMBERS GAIN THE ABILITY TO SEE AND INTERACT WITH THE GHOSTLY OBJECTS, STRUCTURES, AND PASSAGES THAT EXIST ACROSS DOSKVOL.
- 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 BURGLARY, ESPIONAGE, ROBBERY, OR SABOTAGE 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

- DOWLER, AN EXPLORER
- LAROZE, A BLUECOAT
- AMANCIO, A BROKER
- FITZ, A COLLECTOR
- ADELAIDE PHROAIG, A NOBLE
- RIGNEY, A TAVERN OWNER

### CREW UPGRADES

- THIEF RIGGING (-2 FREE LOAD OF TOOLS OR GEAR)
- UNDERGROUND MAPS & PASSKEYS
- ELITE BANDITS (+1 QUALITY)
- ELITE ROOKS (+1 QUALITY)
- STEADY (+1 STRESS BOX)

HUNTING GROUNDS BURGLARY - ESPIONAGE - ROBBERY - SABOTAGE

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COHORT WEAK  IMPAIRED  BROKEN  ARMOR  QUALITY

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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