

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR

HEAT

CLAIMS

WANTED LEVEL

COIN

VAULTS

| | | | | |
|--|--|--|---|---|
| TURF ☐ | SIDE BUSINESS (TIER ROLL) - HEAT = COIN IN DOWNTIME ☐ | LUXURY FENCE +2 COIN FOR TRANSPORT SCORES ☐ | GAMBLING DENS (TIER ROLL) - HEAT = COIN IN DOWNTIME ☐ | TAVERN +1D TO CONSORT AND SWAY ON SITE ☐ |
| ANCIENT GATE SAFE PASSAGE THROUGH THE DEATHLANDS ☐ | TURF ☐ | LAIR ☐ | TURF ☐ | TURF ☐ |
| SECRET ROUTES +1D ENGAGEMENT FOR TRANSPORT PLANS ☐ | INFORMANTS +1D GATHER INFO FOR SCORES ☐ | FLEET YOUR GANGS HAVE THEIR OWN VEHICLES ☐ | COVER OPERATION -2 HEAT PER SCORE ☐ | WAREHOUSES STOCKPILES GIVE YOU +1D TO ACQUIRE ASSETS ☐ |

TURF
REP

HOLD WEAK FIRM STRONG TIER

NOTES

SMUGGLERS

SUPPLIERS
OF ILLICIT
GOODS

- SPECIAL ABILITIES**
- LIKE PART OF THE FAMILY:** CREATE ONE OF YOUR VEHICLES AS A COHORT. IF THE VEHICLE IS UPGRADED (TWO BOXES), ITS QUALITY STARTS AT 2. THE VEHICLE CAN USE **TEAMWORK** ACTIONS (USING QUALITY FOR ROLLS). A VEHICLE CAN'T LEAD A GROUP ACTION, BUT MAY PARTICIPATE.
 - RENEGADES:** EACH PC MAY ADD +1 ACTION RATING TO FINESSE, PROWL, OR SKIRMISH (UP TO A MAX RATING OF 3).
 - REAVERS:** WHEN YOU GO INTO CONFLICT ABOARD A VEHICLE, YOU GAIN POTENCY IN DAMAGE AND SPEED. YOUR VEHICLE GAINS **ARMOR**.
 - JUST PASSING THROUGH:** DURING DOWNTIME, TAKE -1 HEAT. WHEN YOUR HEAT IS 4 OR LESS, YOU GET +1D TO DECEIVE PEOPLE WHEN YOU PASS YOURSELVES OFF AS ORDINARY CITIZENS.
 - ALL HANDS:** DURING DOWNTIME, ONE OF YOUR COHORTS MAY TAKE A DOWNTIME ACTION FOR THE CREW TO ACQUIRE AN ASSET, REDUCE HEAT, OR WORK ON A LONG-TERM PROJECT.
 - GHOST PASSAGE:** FROM HARSH EXPERIENCE OR OCCULT RITUAL, ALL CREW MEMBERS BECOME IMMUNE TO POSSESSION BY SPIRITS, BUT MAY CHOOSE TO "CARRY" A SECOND GHOST AS A PASSENGER WITHIN THEIR BODY.
 - LEVERAGE:** YOUR CREW SUPPLIES CONTRABAND FOR OTHER FACTIONS. YOUR SUCCESS IS GOOD FOR THEM. WHENEVER YOU GAIN REP, GAIN +1 REP.
 - 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 SMUGGLING 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 | CREW UPGRADES |
| <input type="checkbox"/> ELYNN, A DOCK WORKER | <input type="checkbox"/> SMUGGLER'S RIGGING (2 ITEMS CARRIED ARE PERFECTLY CONCEALED) |
| <input type="checkbox"/> ROLAN, A DRUG DEALER | <input type="checkbox"/> CAMOUFLAGE (VEHICLES ARE PERFECTLY CONCEALED AT REST) |
| <input type="checkbox"/> SERA, AN ARMS DEALER | <input type="checkbox"/> ELITE ROVERS (+1 QUALITY) |
| <input type="checkbox"/> NYELLE, A SPIRIT TRAFFICKER | <input type="checkbox"/> BARGE (+MOBILITY FOR LAIR) |
| <input type="checkbox"/> DECKER, AN ANARCHIST | <input type="checkbox"/> STEADY (+1 STRESS BOX) |
| <input type="checkbox"/> ESME, A TAVERN OWNER | <input type="checkbox"/> _____ |

SUPPLY LINES ARCANÉ/WEIRD — ARMS — CONTRABAND — PASSENGERS

COHORT QUALITY

WEAK IMPAIRED BROKEN ARMOR

TYPE BOAT — CARRIAGE — OTHER

COHORT QUALITY

WEAK IMPAIRED BROKEN ARMOR

COHORT QUALITY

WEAK IMPAIRED BROKEN ARMOR

COHORT QUALITY

WEAK IMPAIRED BROKEN ARMOR

| | |
|-----------------------------------|--------------------------------------|
| LAIR | QUALITY |
| <input type="checkbox"/> VEHICLE | <input type="checkbox"/> DOCUMENTS |
| <input type="checkbox"/> VEHICLE | <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 |