BLADES IN THE DARK CREW SHEET

ASSASSINS

MURDERERS FOR HIRE

NAME

REPUTATION

LAIR

REP — TURF

HOLD — WEAK — STRONG — TIER

TRAINING ROOMS +1 **scale** for your Skulks cohorts	**VICE DEN** (Tier roll) - Heat = coin in downtime	**FIXER** +2 **coin** for lower-class targets	**INFORMANTS** +1**d** gather info for scores	**HAGFISH FARM** Body disposal, +1**d** to reduce heat after killing
VICTIM TROPHIES +1 **rep** per score	**TURF**	**LAIR**	**TURF**	**COVER OPERATION** -2 heat per score
PROTECTION RACKET (Tier roll) - Heat = coin in downtime	**INFIRMARY** +1**d** to healing rolls	**ENVOY** +2 **coin** for high-class targets	**COVER IDENTITIES** +1**d** engagement for deception and social plans	**CITY RECORDS** +1**d** engagement for stealth plans

HEAT — WANTED LEVEL

COIN — VAULTS

Upon crew advance, each PC gets stash = Tier+2.

SPECIAL ABILITIES

- **Deadly:** Each PC may add +1 action rating to **Hunt**, **Prowl,** or **Skirmish** (up to a max rating of 3).
- **Crow's Veil:** Due to hard-won experience or occult ritual, your activities are hidden from the notice of the death-seeker crows. You don't take extra heat when killing is involved on a score.
- **Emberdeath**: Due to hard-won experience or occult ritual, you know the arcane method to destroy a living victim's spirit at the moment you kill them. Take 3 stress to channel electroplasmic energy from the ghost field to disintegrate the spirit and dead body in a shower of sparking embers.
- **No Traces**: When you keep an operation quiet or make it look like an accident, you get half the rep value of the target (round up) instead of zero. When you end **downtime** with zero heat, take **+1 rep**.
- **Patron**: When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- **Predators**: When you use stealth or subterfuge to commit murder, take **+1d** to the **engagement** roll.
- **Vipers**: When you acquire or craft poisons, you get +1 result level to your roll. When you employ a poison, you are specially prepared to be immune to its effects.
- **Veteran**: Choose a special ability from another crew.

CREW XP

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 accident, disappearance, murder, or ransom 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.*

CONTACTS

- Trev, a gang boss
- Lydra, a deal broker
- Irimina, a vicious noble
- Karlos, a bounty hunter
- Exeter, a spirit warden
- Sevoy, a merchant lord

CREW UPGRADES

- Assassin rigging (2 free load of weapons or gear)
- Ironhook Contacts (+1 Tier in prison)
- Elite Skulks
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM

COHORT — GANG — EXPERT
WEAK — IMPAIRED — BROKEN — ARMOR

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LAIR
- Carriage
- Boat
- Hidden
- Quarters
- Secure
- Vault
- Workshop

QUALITY
- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

TRAINING
- Insight
- Prowess
- Resolve
- Personal
- Mastery

COHORTS

UPGRADE COSTS

New Cohort: 2

Add Type: 2