

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

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

<input type="checkbox"/> TURF	<input type="checkbox"/> SIDE BUSINESS (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> LUXURY FENCE +2 coin for high-class targets	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> TAVERN +1d to Consort and Sway on site
<input type="checkbox"/> ANCIENT GATE Safe passage in the Deathlands	<input type="checkbox"/> TURF	<input checked="" type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> SECRET ROUTES +1d engagement for transport plans	<input type="checkbox"/> INFORMANTS +1d gather info for scores	<input type="checkbox"/> FLEET Your cohorts have their own vehicles	<input type="checkbox"/> COVER OPERATION -2 heat per score	<input type="checkbox"/> WAREHOUSE Stockpiles give you +1d to acquire assets

HEAT WANTED LEVEL COIN VAULTS

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

VEHICLE EDGES

Nimble: The vehicle handles easily. Consider this an **assist** for tricky maneuvers.

Simple: The vehicle is easy to repair. Remove all of its harm during downtime.

Sturdy: The vehicle keeps operating even when *broken*.

VEHICLE FLAWS

Costly: The vehicle costs 1 coin per downtime to keep in operation.

Distinct: The vehicle has memorable features. Take +1 heat when you use it on a score.

Finicky: The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.

SMUGGLERS

SUPPLIERS OF ILLICIT GOODS

SPECIAL ABILITIES

- LIKE PART OF THE FAMILY:** Create one of your vehicles as a **cohort** (use the vehicle edges and flaws, below). Its **quality** is equal to your Tier +1.
- ALL HANDS:** During **downtime**, one of your cohorts may perform a downtime activity 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.
- 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.
- LEVERAGE:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain +1 rep.
- REAVERS:** When you go into conflict aboard a vehicle, you gain +1 effect for vehicle damage and speed. Your vehicle gains **armor**.
- RENEGADES:** Each PC may add +1 action rating to **Finesse, Prowl, or Skirmish** (up to a max rating of 3).
- 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 smuggling or acquire new clients or contraband sources.*
- ◆ *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

- ▷ Elynn, a dock worker
- ▷ Rolan, a drug dealer
- ▷ Sera, an arms dealer
- ▷ Nyelle, a spirit trafficker
- ▷ Decker, an anarchist
- ▷ Esme, a tavern owner

CREW UPGRADES

- Smuggler's rigging (2 items carried are perfectly concealed)
- Camouflage (vehicles are perfectly concealed at rest)
- Elite Rovers
- Barge (+mobility for lair)
- Steady (+1 stress box)

CARGO TYPES: ARCANE/WEIRD—ARMS—CONTRABAND—PASSENGERS

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR	QUALITY
<input checked="" 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"/> Supplies
<input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	
TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> Mastery	