

# BLADES IN THE DARK CREW SHEET

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

LAIR \_\_\_\_\_

REP TURF  HOLD  WEAK  STRONG  TIER

<input type="checkbox"/> <b>BARRACKS</b> +1 scale for your Thug cohorts	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TERRORIZED CITIZENS</b> +2 coin for battle or extortion	<input type="checkbox"/> <b>INFORMANTS</b> +1d gather info for scores	<input type="checkbox"/> <b>PROTECTION RACKET</b> (Tier roll) - Heat = coin in downtime
<input type="checkbox"/> <b>FIGHTING PITS</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>
<input type="checkbox"/> <b>INFIRMARY</b> +1d to healing rolls	<input type="checkbox"/> <b>BLUECOAT INTIMIDATION</b> -2 heat per score	<input type="checkbox"/> <b>STREET FENCE</b> +2 coin for lower-class targets	<input type="checkbox"/> <b>WAREHOUSES</b> Stockpiles give you +1d to acquire assets	<input type="checkbox"/> <b>BLUECOAT CONFEDERATES</b> +1d engagement for assault plans

HEAT WANTED LEVEL COIN  VAULTS

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

# BRAVOS

MERCENARIES, THUGS & KILLERS

## SPECIAL ABILITIES

- DANGEROUS:** Each PC may add +1 action rating to **Hunt**, **Skirmish**, or **Wreck** (up to a max rating of 3).
- BLOOD BROTHERS:** When you fight alongside your cohorts in combat, they get +1d for **teamwork** rolls (setup and group actions). All of your cohorts get the *Thugs* type for free (if they're already Thugs, add another type).
- DOOR KICKERS:** When you execute an assault plan, take +1d to the **engagement** roll.
- FIENDS:** Fear is as good as respect. You may count each **wanted level** as if it was **turf**.
- FORGED IN THE FIRE:** Each PC has been toughened by cruel experience. You get +1d to **resistance** rolls.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- WAR DOGS:** When you're at war (-3 faction status), your crew does not suffer -1 hold and PCs still get two downtime activities, instead of just one.
- 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 battle, extortion, sabotage, or smash & grab 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

- ▷ Meg, a pit-fighter
- ▷ Conway, a bluecoat
- ▷ Keller, a blacksmith
- ▷ Tomas, a physicker
- ▷ Walker, a ward boss
- ▷ Lutes, a tavern owner

## CREW UPGRADES

- Bravos rigging (2 free load of weapons or armor)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rovers
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: BATTLE—EXTORTION—SABOTAGE—SMASH & GRAB

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

*Thugs*

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

LAIR	QUALITY
<input type="checkbox"/> <input type="checkbox"/> Carriage	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> <input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

## TRAINING COHORTS

- UPGRADE COSTS
- Prowess New Cohort: 2
  - Resolve Add Type: 2
  - Personal
  - Mastery