

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

HEAT		WANTED LEVEL		COIN	VULTS
CLAIMS					
<input type="checkbox"/> TRAINING ROOMS +1 scale for your killer cohorts	<input type="checkbox"/> VICE DENS (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> STREET FENCE +2 coin for lower-class targets	<input type="checkbox"/> INFORMANTS +1d gather info for scores	<input type="checkbox"/> HAGFISH FARM Body disposal, +1d to reduce heat from killing	
<input type="checkbox"/> VICTIM TROPHIES +1 rep per score	<input type="checkbox"/> TURF	<input checked="" type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> COVER OPERATION -2 heat per score	
<input type="checkbox"/> PROTECTION RACKET (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> INFIRMARY +1d to healing rolls	<input type="checkbox"/> LUXURY FENCE +2 coin for high-class targets	<input type="checkbox"/> COVER IDENTITIES +1d engagement for deception or social plans	<input type="checkbox"/> CITY RECORDS +1d engagement for stealth plans	
TURF		HOLD	WEAK	FIRM	STRONG
REP		TIER			

ASSASSINS

MURDERERS FOR HIRE

SPECIAL ABILITIES

- DEADLY:** Each PC may add +1 action rating to **Hunt, Prowl, or Skirmish** (up to a max rating of 3).
- 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 may fully resist the side-effects for 1 stress.
- 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.
- 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.
- 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.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- 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 Bandits (+1 Quality)
- Elite Killers (+1 Quality)
- Hardened (+1 trauma box)

HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM

COHORT QUALITY

WEAK IMPAIRED BROKEN ARMOR

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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 checked="" type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	+1 Quality: 2
<input type="checkbox"/> Personal	Add Type: 1
<input type="checkbox"/> Mastery	Add Edge: 1
	Remove Flaw: 1