

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____ MOVEMENT _____

REP TURF HOLD WEAK STRONG TIER

<input type="checkbox"/> COUNCIL SEAT +2 heat per score	<input type="checkbox"/> TURF	<input type="checkbox"/> BROADSHEET +1 rep for tyranny or corruption	<input type="checkbox"/> UNION (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> SALON +1d engagement roll for social plans
<input type="checkbox"/> COFFEE HOUSE +1d to Consort and Sway on site	<input type="checkbox"/> SYMPATHISERS +1d gather info for scores	<input checked="" type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> LOOKOUTS +1d to Survey or Hunt on your turf
<input type="checkbox"/> TELEGRAPH OFFICE +1d to acquire an asset	<input type="checkbox"/> INFIRMARY +1d to healing rolls	<input type="checkbox"/> THEATRE +1 rep for poverty or persecution	<input type="checkbox"/> TURF	<input type="checkbox"/> LEVIATHAN HUNTER CREW +1 scale for thug cohorts

HEAT WANTED LEVEL COIN VAULTS

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

RADICALS

SUBVERSIVES,
REBELS AND
GUERRILLAS

SPECIAL ABILITIES

- A FISH IN THE SEA:** There will always be someone willing to hide you. Gain +1d to resist when concealed by a crowd.
- USEFUL FOOLS:** Your people are infused with violent revolutionary fervor. +1 effect to Sway and Consort when backed by a cohort.
- RABBLE ROUSERS:** Each PC may add +1 action rating to **Consort**, **Sway**, or **Wreck** (up to a max rating of 3).
- FOREIGN GOLD:** You may gain Tier+2 coin once per score. If you do, +2d for entanglements. *Who funds you? What conditions apply?*
- INFERNAL DEVICES:** When you acquire or craft incendiaries or explosives, you get +1 result level to your roll. Flashbacks to arrange distractions cost 1 less stress than normal (min 0).
- WEEKS WHERE DECADES HAPPEN:** When at war (-3 faction status) with counter-revolutionary agents, **1 coin** buys 2 downtime actions.
- SOLIDARITY:** Everyone knows you stick up for your comrades in the struggle. You may treat up to three +3 faction statuses as turf.
- 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 op addressing poverty, tyranny, corruption, or oppression.*
- ◆ *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

- ▷ Gagan, a fiery academic
- ▷ Laroze, an angry bluecoat
- ▷ Elynn, a union boss
- ▷ Decker, a political prisoner
- ▷ Trev, an arsonist
- ▷ Hoxley, a gun runner

CREW UPGRADES

- Radical rigging (2 free load of tools or documents)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rooks
- Elite Thugs
- Cadre (+1 stress box)

ISSUE: POVERTY—TYRANNY—CORRUPTION—PERSECUTION

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

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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 checked="" 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
<input type="checkbox"/> Insight	UPGRADE COSTS
<input type="checkbox"/> Prowess	New Cohort: 2
<input checked="" type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	