BLADESINTHEDARK CREW SHEET

NAME		RE	REPUTATION		SPECIAL ABILITIES	
LAIR			MOVEMENT		• A FISH IN THE SEA: There will always be someone willing you. Gain +1d to resist when concealed by a crowd.	
REP HOLD WEAK STRONG TIER OOOO					• USEFUL FOOLS: Your people are infused with violent revolution fervor. +1 effect to Sway and Consort when backed by a	
COUNCIL SEAT	TURF	BROADSHEET	UNION (Tier roll) - Heat = coin in downtime	SALON +1d engagement roll for social plans	• RABBLE ROUSERS : Each PC m Sway , or Wreck (up to a max	
+2 heat per score		+1 rep for tyranny or corruption			• FOREIGN GOLD: You may gain do, +2d for entanglements. Wh	
COFFEE HOUSE +1d to Consort and Sway on site	SYMPATHISERS +1d gather info for scores	LAIR	TURF	LOOKOUTS +1d to Survey or Hunt on your turf	 INFERNAL DEVICES: When you acquire or craft inceror explosives, you get +1 result level to your roll. Flash arrange distractions cost 1 less stress than normal (min the WEEKS WHERE DECADES HAPPEN: When at war (-3 status) with counter-revolutionary agents, 1 coin buys 2 does not be a status) with counter-revolutionary agents, 1 coin buys 2 does not be a status of the status of th	
TELEGRAPH				LEVIATHAN	actions.	iar y agentis, i com buys 2 de
OFFICE	INFIRMARY	THEATRE	TURF	HUNTER CREW	• Solidarity: Everyone know	
+1d to acquire an asset	+1d to healing rolls	+1 rep for poverty or persecution	IUKF	+1 scale for thug cohorts	the struggle. You may treat up to three +3 faction statuse	
asset				conorts	VETERAN : Choose a special	ability from another crew.
HEAT WANTED LEVEL COIN VAULTS Upon crew advance, each PC gets stash = Tier+2.					CREW XP At the end of each session, for each item below, mark 1 xp (or ins 2xp if that item occurred multiple times). • Execute a successful op addressing poverty, tyranny, corruption, or • 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 cr	
					CONTACTS	CREW UPGRADES
					⊳Gagan, a fiery academic ⊳Laroze, an angry bluecoat ⊳Elynn, a union boss	 Radical rigging (2 free tools or documents) Ironhook Contacts (+ in prison)
					Decker, a political prisoner	Elite Rooks
					⊳Trev, an arsonist	Elite Thugs
					⊳Hoxley, a gun runner	Cadre (+1 stress
					Issue: poverty—tyranny—co	RRUPTION—PERSECUTION

COHORT GANG O EXPERT O WEAK IMPAIRED BROKEN ARMOR RADICALS SUBVERSIVES, REBELS AND GUERRILLAS will always be someone willing to hide nen concealed by a crowd. e are infused with violent revolutionary COHORT GANG 🔘 EXPERT nd Consort when backed by a cohort. WEAK IMPAIRED BROKEN ARMOR C may add +1 action rating to **Consort**, ax rating of 3). gain Tier+2 coin once per score. If you Who funds you? What conditions apply? en you acquire or craft incendiaries result level to your roll. Flashbacks to COHORT GANG 🔘 EXPERT less stress than normal (min 0). WEAK IMPAIRED BROKEN ARMOR **S HAPPEN**: When at war (-3 faction tionary agents, 1 coin buys 2 downtime ows you stick up for your comrades in t up to three +3 faction statuses as turf. cial ability from another crew. COHORT GANG 🔘 EXPERT WEAK IMPAIRED BROKEN ARMOR ach item below, mark 1 xp (or instead mark ing poverty, tyranny, corruption, or oppression. e your current station. or develop a new one. conflict, or essential nature of the crew. CREW UPGRADES Radical rigging (2 free load of LAIR QUALITY tools or documents) □□ Carriage □ Documents □□ Boat □ Ironhook Contacts (+1 Tier □ Gear

Hidden

Quarters

□□ Secure

□□ Vault

TRAINING

□ Insight

□ Prowess

Resolve

□ Personal H-H-Mastery

□ Implements

□ Supplies

 \Box Tools

COHORTS

UPGRADE COSTS

New Cohort: 2

Add Type: 2

□ Workshop □ Weapons

Cadre (+1 stress box)