

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

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

CLAIMS

CLOISTER +1 SCALE FOR YOUR ADEPTS COHORTS	VICE DEN (TIER ROLL) - HEAT = COIN IN DOWNTIME	OFFERTORY +2 COIN FOR OCCULT OPERATIONS	ANCIENT OBELISK -1 STRESS COST FOR ALL ARCANIC POWERS AND RITUALS	ANCIENT TOWER +1D TO CONSORT W/ARCANIC ENTITIES ON SITE
TURF	TURF	LAIR	TURF	TURF
SPIRIT WELL +1D TO ATTUNE ON SITE	ANCIENT GATE SAFE PASSAGE IN THE DEATHLANDS	SANCTUARY +1D TO COMMAND AND SWAY ON SITE	SACRED NEXUS +1D TO HEALING ROLLS	ANCIENT ALTAR +1D ENGAGEMENT FOR OCCULT PLANS

HEAT  **WANTED LEVEL** **COIN** **VAULTS**

UPON CREW ADVANCE, EACH PC GETS +1 STASH (+2 PER TIER)

CREW ADVANCEMENT

AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK 1 XP (OR 2 XP IF THAT ITEM OCCURRED MULTIPLE TIMES).

- ◆ ADVANCE THE AGENDA OF YOUR DEITY OR EMBODY ITS PRECEPTS IN ACTION.
- ◆ 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

SACRED SITES
ACQUISITION - AUGURY - CONSECRATION - SACRIFICE

DEITY


CHOOSE 2 FEATURES:
ALLURING - CRUEL - FEROCIOUS - MONSTROUS
RADIANT - SINISTER - SERENE - TRANSCENDENT

CULT

ACOLYTES OF A FORGOTTEN DEITY

COHORT TYPE WEAK IMPAIRED BROKEN ARMOR

SPECIAL ABILITIES

XP 

- **CHOSEN:** EACH PC MAY ADD +1 ACTION RATING TO ATTUNE, STUDY, OR SWAY (UP TO A MAX RATING OF 3).
- **ANointed:** YOU GET +1D TO RESISTANCE ROLLS AGAINST SUPERNATURAL THREATS. YOU GET +1D TO HEALING ROLLS WHEN YOU HAVE SUPERNATURAL HARM.
- **BOUND IN DARKNESS:** YOU MAY USE TEAMWORK WITH ANY CULT MEMBER, REGARDLESS OF THE DISTANCE SEPARATING YOU. BY TAKING 1 STRESS, YOUR WHISPERED MESSAGE IS HEARD BY EVERY CULTIST.
- **CONVICTION:** EACH PC GAINS AN ADDITIONAL VICE: WORSHIP. WHEN YOU INDULGE THIS VICE AND BRING A PLEASING SACRIFICE, YOU DON'T OVERINDULGE IF YOU CLEAR EXCESS STRESS. IN ADDITION, YOUR DEITY WILL ASSIST ANY ONE ACTION ROLL YOU MAKE—FROM NOW UNTIL YOU INDULGE THIS VICE AGAIN.
- **GLORY INCARNATE:** YOUR DEITY SOMETIMES MANIFESTS IN THE PHYSICAL WORLD. THIS CAN BE A GREAT BOON, BUT THE PRIORITIES AND VALUES OF A GOD ARE NOT THOSE OF MORTALS. YOU HAVE BEEN WARNED.
- **SEALED IN BLOOD:** EACH HUMAN SACRIFICE YIELDS -3 STRESS COST FOR ANY RITUAL YOU PERFORM.
- **ZEALOTRY:** YOUR COHORTS HAVE ABANDONED THEIR REASON TO DEVOTE THEMSELVES TO THE CULT. THEY WILL UNDERTAKE ANY SERVICE, NO MATTER HOW DANGEROUS OR STRANGE. THEY GAIN +1D TO ROLLS AGAINST ENEMIES OF THE FAITH.

VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER CREWS:

COHORT TYPE WEAK IMPAIRED BROKEN ARMOR

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CREW UPGRADES

- CULT RIGGING (2 FREE LOAD OF DOCUMENTS OR IMPLEMENTS)
- RITUAL SANCTUM IN LAIR
- ELITE ADEPTS (+1 QUALITY)
- ELITE THUGS (+1 QUALITY)
- ORDAINED (+1 TRAUMA BOX)
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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 type="checkbox"/> INSIGHT	UPGRADE COSTS
<input type="checkbox"/> PROWESS	NEW COHORT: 2
<input type="checkbox"/> RESOLVE	ADD TYPE: 2
<input type="checkbox"/> PLAYBOOK	
<input type="checkbox"/> MASTERY	

BLADES IN THE DARK

LONG-TERM PROJECTS

