## BLADESINTHEDARK CREW SHEET BRAVOS

| NAME | REPUTATION |
| :---: | :---: |
| LAIR |  |
|  | HOLD WEAK STRONG TIER O O O O |
| Claims |  |
| BARRACKS <br> +1 SCALE FOR YOUR <br> TURF THUGS COHORTS | TERRDRIZED CITIZENS <br> +2 COIN FOR BATTLE OR EXTORTION <br> INFORMANTS <br> +ID GATHER INFO FOR SCORES <br> PROTECTION RACKET COIN IN DOWNTIME |
| FIGHTING PITS <br> (TIER ROLL) - HEAT = TURF COIN IN DOWNTIME | LAIR <br> TURF <br> TURF |
| INFIRMARY <br> +ld to healing ROLLS <br> BLUECDAT INTIMIDATIDN <br> -2 heat per SCORE |  |
| HEAT | WANTED LEVEL <br> COIN <br> VAULTS $\square$ |
| CREW ADVANCEMENT |  |
| at the end of each session, for each item below, mark 1 xp or 2 xp if that item occurred multiple TIMES. <br> - execute a successful battle, extortion, sabotage, or smash \& grab operation. <br> - contend with challenges above your current station. <br> - bolster your crew's reputation or develop a new one. <br> - express the goals, drives, inner conflict, or essential nature of the crew. |  |
| CDNTACTS моte: these fiedos are editable HUNTING GROUNDS |  |
| $\triangle$ MEG, A PIT-FIGHTER BATTLE - EXTORTION - SABOTAGE - SMASH \& GRAB |  |
| D conway, a bluecoat |  |
| - keller, a blacksmith |  |
| $\square$ TOMAS, A PHYSICKER |  |
| - walker, a ward boss |  |
| $\square$ lutes, a tavern owner |  |
| $\triangleright$ - |  |
|  |  |
|  |  |
|  |  |
|  |  |
| $D$ |  |



BLAADESINTHEDARK
CRIMINAL UNDERWORLD

| THE UNSEEN | ${ }_{\text {IIER }}^{\text {IV }}$ | ${ }_{\text {HoLD }}^{\text {S }}$ | staus |
| :---: | :---: | :---: | :---: |
| THE HIVE | Iv | s |  |
| THE CIRCLE OF FLAME | 11 | s |  |
| THE SILVER NAILS | 11 | s |  |
| LORD scurlock | 11 | s |  |
| THE CROWS | 11 | w |  |
| THE LAMPBLACKS | 11 | w |  |
| THE RED SASHES | 11 | w |  |
| THE DIMMER SISTERS | 11 | s |  |
| THE GRINDERS | 11 | w |  |
| THE BILLHOOKS | 11 | w |  |
| THE WRAITHS | 11 | w |  |
| THE GRAY CLOAKS | 11 | s |  |
| ULF IRONBORN | 1 | s |  |
| THE FOG HOUNDS | 1 | w |  |
| THE LOST | 1 | w |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

TIER: $\quad$, $11,111,1 \mathrm{~V}, \mathrm{v}$, VI
hold: weak, strong
status:
+3 Allies
+2 FRIENDLY
+1 helpful
0 neutral

- 1 interfering
-2 hostile
-3 war!


## WAR

| IMPERIAL MILITARY | TIER | ${ }_{\text {HoLI }}^{\text {S }}$ | ${ }^{\text {sarus }}$ |
| :---: | :---: | :---: | :---: |
| CITY COUNCIL | v | s |  |
| MINISTRY OF PRESERVATION | v | s |  |
| LEVIATHAN HUNTERS | v | s |  |
| IRONHOOK PRISON | iv | s |  |
| SPARKWRIGHTS | $1 v$ | s |  |
| SPIRIT WARDENS | iv | s |  |
| bluecoats | 111 | s |  |
| INSPECTORS | 111 | s |  |
| iruvian consulate | 11 | s |  |
| SKovlan consulate | 11 | w |  |
| the brigade | 11 | s |  |
| SEverosi consulate | 1 | s |  |
| dagger isles consulate | 1 | s |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

When you're at war with any number of factions (status -3), the following penalties apply:

- lose 1 hold (temporarily, while the war persists). this may knock you down a tier.
- pcs get only one free downtime action instead of two
- take + 1 heat from each score.
- your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).

| LABDR \& TRADE |  |  |  |
| :---: | :---: | :---: | :---: |
| THE FOUNDATION | ${ }_{\text {IIER }}^{\text {IV }}$ | HoLo | $\left.\right\|^{\text {starus }}$ |
| DOCKERS | 111 | s |  |
| GONDOLIERS | 111 | s |  |
| SAILORS | 111 | w |  |
| laborers | 111 | w |  |
| cabbies | 11 | w |  |
| CYPHERS | 11 | s |  |
| ink Rakes | 11 | w |  |
| RAIL JACKS | 11 | w |  |
| SERVANTS | 11 | w |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |



| THE FRINGE |  |  |  |
| :---: | :---: | :---: | :---: |
| THE CHURCH OF ECSTASY | ${ }_{\text {IIER }}^{\text {TV }}$ | ног <br> S <br>  | $\left.\right\|^{\text {sarus }}$ |
| THE HORDE | 111 | s |  |
| the path of echoes | 11 | s |  |
| THE FORGOTTEN GODS | 111 | w |  |
| THE RECONCILED | 11 | s |  |
| SKovlander refugees | 111 | w |  |
| the weeping lady | 11 | s |  |
| deathlands scavengers | 11 | w |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## BLADESINTHEDARK



## BLADESINTHEDARK

## LONG-TERM PROJECTS



