BLADES IN THE DARK CREW SHEET | RRAV MERCENARIES, WEAK IMPAIRED BROKEN ARMOR THUGS, AND KILLERS SPECIAL ABILITIES NAME REPUTATION O DANGEROUS: EACH PC MAY ADD +1 ACTION RATING TO HUNT, SKIRMISH, OR WRECK (UP TO A MAX RATING OF 3). LAIR WEAK IMPAIRED BROKEN ARMOR O BLOOD BROTHERS: WHEN YOU FIGHT ALONGSIDE YOUR COHORTS IN HOLD WEAK STRONG TIER OOOO COMBAT, THEY GET +10 FOR TEAMWORK ROLLS (SETUP AND GROUP ACTIONS). ALL OF YOUR COHORTS GET THE THUGS TYPE FOR FREE (IF CLAIMS THEY'RE ALREADY THUGS, ADD ANOTHER TYPE). TERRORIZED PROTECTION INFORMANTS BARRACKS O DOOR KICKERS: WHEN YOU EXECUTE AN ASSAULT PLAN. TAKE +10 TO RACKET COHORT TYPE CITIZENS TURF +1 SCALE FOR YOUR +In GATHER INFO (TIER ROLL) - HEAT = WEAK IMPAIRED BROKEN ARMOR THE ENGAGEMENT ROLL. +2 COIN FOR BATTLE THUGS COHORTS COIN IN DOWNTIME FOR SCORES OR EXTORTION O FIENDS: FEAR IS AS GOOD AS RESPECT. YOU MAY COUNT EACH WANTED LEVEL AS IF IT WAS TURF. FIGHTING PITS O FORGED IN THE FIRE: EACH PC HAS BEEN TOUGHENED BY CRUEL TURF LAIR TURF TURF (TIER ROLL) - HEAT = EXPERIENCE. YOU GET +10 TO RESISTANCE ROLLS. COHORT TYPE COIN IN DOWNTIME WEAK IMPAIRED BROKEN ARMOR п O PATRON: WHEN YOU ADVANCE YOUR TIER, IT COSTS HALF THE COIN IT NORMALLY WOULD. WHO IS YOUR PATRON? WHY DO THEY HELP YOU? BLUECOAT BLUECOAT WAREHOUSES INFIRMARY STREET FENCE CONFEDERATES O war dogs: when you're at war (-3 faction status), pcs get +10 INTIMIDATION STOCKPILES GIVE YOU +1D TO HEALING +2 COIN FOR LOWER-+ID ENGAGEMENT +lo to acquire TO VICE ROLLS AND STILL GET TWO DOWNTIME ACTIONS, INSTEAD OF -2 HEAT PER FOR ASSAULT PLANS CLASS TARGETS ASSETS SCORE JUST ONE. П **CREW UPGRADES** VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER CREWS: ☐ BRAVOS RIGGING (2 FREE LOAD OF WEAPONS/ARMOR) UPON CREW ADVANCE FACH PC GETS +1 STASH (+2 PER TIER) ☐ IRONHOOK CONTACTS (+1 TIER IN PRISON) AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK I XP OR 2 XP IF THAT ITEM OCCURRED MULTIPLE TELITE ROVERS (+1 QUALITY) TELITE THUGS (+1 QUALITY) ♦ EXECUTE A SUCCESSFUL BATTLE, EXTORTION, SABOTAGE, OR SMASH & GRAB OPERATION. HARDENED (+1 TRAUMA BOX) ♦ 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 HUNTING GROUNDS LAIR QUALITY BATTLE - EXTORTION - SABOTAGE - SMASH & GRAB ☐☐ CARRIAGE ☐ DOCUMENTS BOAT ☐ GEAR HIDDEN ☐ IMPLEMENTS QUARTERS ☐ PET/SPECIAL SECURE SUPPLIES ☐ ☐ VAULT TOOLS ☐ WORKSHOP ☐ WEAPONS TRAINING COHORTS UPGRADE COSTS INSIGHT NEW COHORT: 2 PROWESS ADD TYPE: RESOLVE PLAYBOOK MASTERY

BLADESINTHEDARK

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HOLD: WEAK, STRONG STATUS: +3 ALLIES				WAR	(
+2 FRIENDLY				when you're at war with any number of factions • lose 1 hold (temporarily, while the war persis		The second second
+1 HELPFUL				◆ PCS GET ONLY ONE FREE DOWNTIME ACTION INSTEA'		
0 NEUTRAL				◆ TAKE +1 HEAT FROM EACH SCORE.		727
-1 interfering -2 hostile				♦ YOUR CLAIMS WHICH GENERATE COIN (VICE DENS, FIC	SHTING PITS, FENCES, ETC.) PRODUCE ONLY HALF	
-3 WAR!				THEIR NORMAL INCOME (ROUND DOWN).		



