BLADES IN THE DARK CREW SHEET SHADOWS SPIES, AND SABOTEURS SPECIAL ABILITIES NAME REPUTATION O EVERYONE STEALS: EACH PC MAY ADD +1 ACTION RATING TO PROWL, FINESSE, OR TINKER (UP TO A MAX RATING OF 3). LAIR WEAK IMPAIRED BROKEN ARMOR O GHOST ECHOES: FROM WEIRD EXPERIENCE OR OCCULT RITUAL, ALL HOLD WEAK STRONG TIER OOOO CREW MEMBERS GAIN THE ABILITY TO SEE AND INTERACT WITH THE GHOSTLY STRUCTURES. STREETS. AND OBJECTS WITHIN THE ECHO OF CLAIMS DOSKVOL THAT EXISTS IN THE GHOST FIELD. INTERROGATION LOYAL FENCE **GAMBLING DEN TAVERN** CHAMBER O PACK RATS: YOUR LAIR IS A JUMBLE OF STOLEN ITEMS. WHEN YOU +2 COIN FOR TURF +In to COMMAND (TIER ROLL) - HEAT = +lp to consort ROLL TO ACQUIRE AN ASSET, TAKE +1D. WEAK IMPAIRED BROKEN ARMOR BURGLARY OR AND SWAY ON SITE COIN IN DOWNTIME AND SWAY ON SITE ROBBERY O PATRON: WHEN YOU ADVANCE YOUR TIER, IT COSTS HALF THE COIN IT NORMALLY WOULD. WHO IS YOUR PATRON? WHY DO THEY HELP YOU? LOOKOUTS INFORMANTS DRUG DEN O SECOND STORY: WHEN YOU EXECUTE A CLANDESTINE INFILTRATION, +lo to survey or LAIR TURF (TIER ROLL) - HEAT = +lo GATHER INFO YOU GET +10 TO THE ENGAGEMENT ROLL. HUNT ON YOUR COHORT TYPE COIN IN DOWNTIME FOR SCORES TURF П WEAK IMPAIRED BROKEN ARMOR O SLIPPERY: WHEN YOU ROLL ENTANGLEMENTS, ROLL TWICE AND KEEP THE ONE YOU WANT. WHEN YOU REDUCE HEAT ON THE CREW, TAKE SECRET **COVERT DROPS HAGFISH FARM** +lp. INFIRMARY **PATHWAYS** +lp to reduce +2 COIN FOR TURF +10 TO HEALING +In ENGAGEMENT HEAT AFTER ESPIONAGE OR O SYNCHRONIZED: WHEN YOU PERFORM A GROUP ACTION, YOU MAY FOR STEALTH PLANS ROLLS KILLING SABOTAGE COUNT MULTIPLE 6s FROM DIFFERENT ROLLS AS A CRITICAL SUCCESS. П п CREW UPGRADES VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER CREWS: THIEF RIGGING (2 FREE LOAD OF TOOLS OR GEAR) LIPON CREW ADVANCE FACH PC GETS +1 STASH (+2 PER TIER) UNDERGROUND MAPS AND PASSKEYS AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK I XP OR 2 XP IF THAT ITEM OCCURRED MULTIPLE TELITE ROOKS (+1 QUALITY) TELITE SKULKS (+1 QUALITY) ♦ EXECUTE A SUCCESSFUL ESPIONAGE, SABOTAGE, OR THEFT OPERATION. STEADY (+1 STRESS 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 BURGLARY - ESPIONAGE - ROBBERY - SABOTAGE ☐☐ CARRIAGE ☐ DOCUMENTS BOAT GEAR HIDDEN ☐ IMPLEMENTS QUARTERS ☐ PET/SPECIAL SECURE SUPPLIES 0 ☐ ☐ VAULT ☐ TOOLS ☐ WORKSHOP WEAPONS TRAINING COHORTS UPGRADE COSTS **INSIGHT** NEW COHORT: 2 PROWESS ADD TYPE: RESOLVE PLAYBOOK MASTERY

BLADESINTHEDARK

FACTIONS OF DOSKVOL

CRIMINAL UNDERWORLD				CITY INSTITUTIONS	LABOR & TRADE	CITIZENRY
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HOLD: WEAK, STRONG				War		
status: +3 allies +2 friendly				when you're at war with any number of factions • Lose 1 hold (temporarily, while the war persists		
+1 HELPFUL				◆ LOSE I HOLD (TEMPORARILY, WHILE THE WAR PERSISTS ◆ PCS GET ONLY ONE FREE DOWNTIME ACTION INSTEAD		
0 NEUTRAL				◆ TAKE +1 HEAT FROM EACH SCORE.	Ot Two.	(M)
-1 interfering				◆ YOUR CLAIMS WHICH GENERATE COIN (VICE DENS, FIGH	TING PITS, FENCES, ETC.) PRODUCE ONLY HALF	
-2 HOSTILE -3 WAR!				THEIR NORMAL INCOME (ROUND DOWN).	,	



