

ALTERNATE PLAYER KIT SHEETS FOR USE WITH

# BLADES IN THE DECK

[HTTPS://EVILHAT.COM/PRODUCT/BLADES-IN-THE-DECK/](https://evilhat.com/product/blades-in-the-deck/)

# BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	HEALING
3	NEED HELP  project clock
2	-1D ARMOR <input type="checkbox"/>
1	LESS EFFECT HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES

Notes area for player kit sheet.

ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

# CUTTER

A DANGEROUS & INTIMIDATING FIGHTER

STASH COIN

## SPECIAL ABILITIES

- BATTLEBORN:** You may expend your **special armor** to reduce harm from an attack in combat or to **push yourself** during a fight.
- BODYGUARD:** When you **protect** a teammate, take +1d to your resistance roll. When you **gather info** to anticipate possible threats in the current situation, you get +1 effect.
- GHOST FIGHTER:** You may imbue your hands, melee weapons, or tools with spirit energy. You gain **potency** in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.
- LEADER:** When you **Command** a **cohort** in combat, they continue to fight when they would otherwise **break** (they're not taken out when they suffer level 3 harm). They gain +1 effect and 1 armor.
- MULE:** Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- NOT TO BE TRIFLED WITH:** You can **push yourself** to do one of the following: *perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.*
- SAVAGE:** When you unleash physical violence, it's especially frightening. When you **Command** a frightened target, take +1d.
- VIGOROUS:** You recover from harm faster. Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls.
- VETERAN:** Choose a special ability from another source.

## DANGEROUS FRIENDS

## ITEMS

## LOAD 3 light 5 normal 6 heavy

- A Blade or Two
- Throwing Knives
- A Pistol  A 2<sup>nd</sup> Pistol
- A Large Weapon
- An Unusual Weapon
- Armor    +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

## XP

- ◆ Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with violence or coercion.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

## TEAMWORK

Assist a teammate

Lead a group action

Protect a teammate

Set up a teammate

## PLANNING & LOAD

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

Assault: Point of attack

Occult: Arcane power

Deception: Method

Social: Connection

Stealth: Entry point

Transport: Route

## PLAYBOOK

## INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

## PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

## BONUS DIE

**PUSH YOURSELF** (take +2 stress) -OR- accept a **DEVIL'S BARGAIN.**

## GATHER INFORMATION

- ◆ How can I hurt them?
- ◆ Who's most afraid of me?
- ◆ Who's most dangerous here?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What's really going on here?

# BLADES IN THE DARK


NAME \_\_\_\_\_ CREW \_\_\_\_\_

LOOK \_\_\_\_\_ ALIAS \_\_\_\_\_

HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW  
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS [10 bars] TRAUMA [5 bars] COLD—HAUNTED—OBSESSED—PARANOID  
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	HEALING
3	<input type="checkbox"/> NEED HELP 
2	<input type="checkbox"/> -1D ARMOR USES
1	<input type="checkbox"/> LESS EFFECT HEAVY
	<input type="checkbox"/> SPECIAL

NOTES

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ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

# HOUND

A DEADLY SHARPSHOOTER AND TRACKER

STASH [10 squares] COIN [10 squares]

## SPECIAL ABILITIES

- SHARPSHOOTER:** You can **push yourself** to do one of the following: *make a ranged attack at extreme distance beyond what's normal for the weapon—unleash a barrage of rapid fire to suppress the enemy.*
- FOCUSED:** You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** for ranged combat or tracking.
- GHOST HUNTER:** Your hunting pet is imbued with spirit energy. It gains **potency** when tracking or fighting the supernatural, and gains an arcane ability: *ghost-form, mind-link, or arrow-swift*. Take this ability again to choose an additional arcane ability for your pet.
- SCOUT:** When you **gather info** to locate a target, you get +1 **effect**. When you hide in a prepared position or use camouflage, you get +1d to rolls to avoid detection.
- SURVIVOR:** From hard won experience or occult ritual, you are immune to the poisonous miasma of the deathlands and are able to subsist on the strange flora and fauna there. You get +1 **stress box**.
- TOUGH AS NAILS:** Penalties from harm are one level less severe (though level 4 harm is still fatal).
- VENGEFUL:** You gain an additional **xp trigger**: *You got payback against someone who harmed you or someone you care about.* If your crew helped you get payback, also mark crew xp.
- VETERAN:** Choose a special ability from another source.

## PLAYBOOK

## INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

## PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

## BONUS DIE

**PUSH YOURSELF** (take +2 stress) -OR- accept a **DEVIL'S BARGAIN**.

## DEADLY FRIENDS ITEMS LOAD

DEADLY FRIENDS	ITEMS
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

- A Blade or Two
- Throwing Knives
- A Pistol  A 2<sup>nd</sup> Pistol
- A Large Weapon
- An Unusual Weapon
- Armor    +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

## XP

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ *You addressed a challenge with tracking or violence.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

## TEAMWORK

- Assist a teammate
- Lead a **group action**
- Protect a teammate
- Set up a teammate

## PLANNING & LOAD

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

- Assault: *Point of attack*      Occult: *Arcane power*
- Deception: *Method*                    Social: *Connection*
- Stealth: *Entry point*                    Transport: *Route*

## GATHER INFORMATION

- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *What are they really feeling?*
- ◆ *Where are they vulnerable?*
- ◆ *Where did [X] go?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*

# BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	HEALING	NEED HELP	ARMOR USES
3		project clock	
2		-1D	ARMOR <input type="checkbox"/>
1		LESS EFFECT	HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES

## ALCHEMICALS

Bandolier --

Bandolier --

When you use a bandolier slot, choose an alchemical:

- ◆ Alcahest
- ◆ Binding Oil
- ◆ Drift Oil
- ◆ Drown Powder
- ◆ Eyblind Poison
- ◆ Fire Oil
- ◆ Grenade
- ◆ Quicksilver
- ◆ Skullfire Poison
- ◆ Smoke Bomb
- ◆ Spark (drug)
- ◆ Standstill Poison
- ◆ Trance Powder

ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

# LEECH

A SABOTEUR AND TECHNICIAN

STASH COIN

## SPECIAL ABILITIES

- **ALCHEMIST:** When you **invent** or **craft** a creation with *alchemical* features, take +1 **result level** to your roll. You begin with one special formula already known.
- **ANALYST:** During **downtime**, you get **two ticks** to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- **ARTIFICER:** When you **invent** or **craft** a creation with *spark-craft* features, take +1 **result level** to your roll. You begin with one special design already known.
- **FORTITUDE:** You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- **GHOST WARD:** You know how to **Wreck** an area with arcane substances and methods so it is either anathema or enticing to spirits (your choice).
- **PHYSICKER:** You can **Tinker** with bones, blood, and bodily humours to treat wounds or stabilize the dying. You may **study** a malady or corpse. Everyone in your crew gets +1d to their healing treatment rolls.
- **SABOTEUR:** When you **Wreck**, the work is much quieter than it should be and the damage is hidden from casual inspection.
- **VENOMOUS:** Choose a drug or poison (from your bandolier stock) to which you have become immune. You can **push yourself** to secrete it through your skin or saliva or exhale it as a vapor.
- ○ ○ **VETERAN:** Choose a special ability from another source.

## CLEVER FRIENDS

## ITEMS

## LOAD

3 light 5 normal 6 heavy

- A Blade or Two
- Throwing Knives
- A Pistol  A 2<sup>nd</sup> Pistol
- A Large Weapon
- An Unusual Weapon
- Armor -+Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

## TEAMWORK

Assist a teammate

Lead a **group action**

Protect a teammate

Set up a teammate

## PLANNING & LOAD

Choose a plan, provide the *detail*. Choose your **load** limit for the operation.

**Assault:** Point of attack

**Occult:** Arcane power

**Deception:** Method

**Social:** Connection

**Stealth:** Entry point

**Transport:** Route

## PLAYBOOK

## INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

## PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

## BONUS DIE

**PUSH YOURSELF** (take +2 stress) -OR- accept a **DEVIL'S BARGAIN**.

## GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What can I tinker with here?
- ◆ What might happen if I [X]?
- ◆ How can I find [X]?
- ◆ What's really going on here?

# BLADES IN THE DARK

CREW \_\_\_\_\_

NAME \_\_\_\_\_ ALIAS \_\_\_\_\_

LOOK \_\_\_\_\_

HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD

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STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	HEALING
3	NEED HELP project clock
2	-1D ARMOR <input type="checkbox"/>
1	LESS EFFECT HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES \_\_\_\_\_

# LURK

A STEALTHY INFILTRATOR AND BURGLAR

STASH COIN

## SPECIAL ABILITIES

- INFILTRATOR:** You are not affected by **quality** or **Tier** when you bypass security measures.
- AMBUSH:** When you attack from hiding or spring a trap, you get +1d.
- DAREDEVIL:** When you roll a desperate action, you get +1d to your roll if you also take -1d to any resistance rolls against consequences from your action.
- THE DEVIL'S FOOTSTEPS:** When you **push yourself**, choose one of the following additional benefits: *perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.*
- EXPERTISE:** Choose one of your action ratings. When you lead a **group action** using that action, you can suffer only 1 stress at most regardless of the number of failed rolls.
- GHOST VEIL:** You may shift partially into the ghost field, becoming shadowy and insubstantial for a few moments. Take 2 stress when you shift, plus 1 stress for each extra feature: *It lasts for a few minutes rather than moments—you are invisible rather than shadowy—you may float through the air like a ghost*
- REFLEXES:** When there's a question about who acts first, the answer is you (two characters with Reflexes act simultaneously).
- SHADOW:** You may expend your **special armor** to resist a consequence from detection or security measures, or to **push yourself** for a feat of athletics or stealth.
- VETERAN:** Choose a special ability from another source.

## PLAYBOOK

## INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

## PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

## BONUS DIE

**PUSH YOURSELF** (take +2 stress) -OR- accept a **DEVIL'S BARGAIN**.

## SHADY FRIENDS ITEMS LOAD

SHADY FRIENDS	ITEMS	LOAD
	<input type="checkbox"/>	light  normal  heavy
	<input type="checkbox"/>	
	<input type="checkbox"/>	
	<input type="checkbox"/>	
	<input type="checkbox"/>	
	<input type="checkbox"/>	

- A Blade or Two
- Throwing Knives
- A Pistol  A 2<sup>nd</sup> Pistol
- A Large Weapon
- An Unusual Weapon
- Armor    +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

## XP

- ◆ Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with stealth or evasion.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

## TEAMWORK PLANNING & LOAD

Choose a plan, provide the *detail*. Choose your **load** limit for the operation.

Assist a teammate	<b>Assault:</b> Point of attack	<b>Occult:</b> Arcane power
Lead a <b>group action</b>	<b>Deception:</b> Method	<b>Social:</b> Connection
Protect a teammate	<b>Stealth:</b> Entry point	<b>Transport:</b> Route
Set up a teammate		

## GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What should I look out for?
- ◆ What's the best way in?
- ◆ Where can I hide here?
- ◆ How can I find [X]?
- ◆ What's really going on here?

# BLADES IN THE DARK

CREW \_\_\_\_\_

NAME \_\_\_\_\_ ALIAS \_\_\_\_\_

LOOK \_\_\_\_\_

HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS  
 BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	HEALING	NEED HELP	ARMOR USES
3		project clock	
2		-1D	ARMOR <input type="checkbox"/>
1		LESS EFFECT	HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES

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ALTERNATE PLAYER KIT SHEET FOR USE WITH **BLADES IN THE DECK**

# SLIDE

A SUBTLE  
MANIPULATOR  
AND SPY

STASH   
 COIN

## SPECIAL ABILITIES

- ROOK'S GAMBIT:** Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- CLOAK & DAGGER:** When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- GHOST VOICE:** You know the secret method to interact with a ghost or demon as if it was a normal human, regardless of how wild or feral it appears. You gain **potency** when communicating with the supernatural.
- LIKE LOOKING INTO A MIRROR:** You can always tell when someone is lying to you.
- A LITTLE SOMETHING ON THE SIDE:** At the end of each downtime phase, you earn +2 stash.
- MESMERISM:** When you Sway someone, you may cause them to forget that it's happened until they next interact with you.
- SUBTERFUGE:** You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** for subterfuge.
- TRUST IN ME:** You get +1d vs. a target with whom you have an intimate relationship.
- VETERAN:** Choose a special ability from another source.

## PLAYBOOK



## INSIGHT



- HUNT
- STUDY
- SURVEY
- TINKER

## PROWESS



- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE



- ATTUNE
- COMMAND
- CONSORT
- SWAY

## BONUS DIE

**PUSH YOURSELF** (take +2 stress) -OR- accept a **DEVIL'S BARGAIN.**

## SLY FRIENDS

## ITEMS

LOAD 3 light 5 normal

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

- A Blade or Two
- Throwing Knives
- A Pistol  A 2<sup>nd</sup> Pistol
- A Large Weapon
- An Unusual Weapon
- Armor    +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

## XP

- ◆ Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with deception or influence.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

## TEAMWORK

Assist a teammate

Lead a **group action**

Protect a teammate

Set up a teammate

## PLANNING & LOAD

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

**Assault:** Point of attack

**Occult:** Arcane power

**Deception:** Method

**Social:** Connection

**Stealth:** Entry point

**Transport:** Route

## GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What are they really feeling?
- ◆ What do they really care about?
- ◆ How can I blend in here?
- ◆ What's really going on here?

# BLADES IN THE DARK

CREW \_\_\_\_\_

NAME \_\_\_\_\_

ALIAS \_\_\_\_\_

LOOK \_\_\_\_\_

**HERITAGE:** AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

**BACKGROUND:** ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD

**VICE / PURVEYOR:** FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

**STRESS** **TRAUMA** COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	NEED HELP	HEALING
3		project clock
2	-1D	<b>ARMOR USES</b>
1	LESS EFFECT	<b>ARMOR</b> <input type="checkbox"/> <b>HEAVY</b> <input type="checkbox"/> <b>SPECIAL</b> <input type="checkbox"/>

NOTES

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ALTERNATE PLAYER KIT SHEET FOR USE WITH **BLADES IN THE DECK**

# SPIDER

A DEVIOUS MASTERMIND

**STASH**   
**COIN**

**SPECIAL ABILITIES**

- FORESIGHT:** Two times per score you can **assist** a teammate without paying stress. Tell us how you prepared for this.
- CALCULATING:** Due to your careful planning, during **downtime**, you may give yourself or another crew member +1 downtime action.
- CONNECTED:** During downtime, you get +1 **result level** when you **acquire an asset** or **reduce heat**.
- FUNCTIONING VICE:** When you indulge your vice, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.
- GHOST CONTRACT:** When you shake on a deal, you and your partner—human or otherwise—both bear a mark of your oath. If either breaks the contract, they take level 3 harm, "Cursed".
- JAIL BIRD:** When **incarcerated**, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).
- MASTERMIND:** You may expend your **special armor** to protect a teammate, or to **push yourself** when you gather information or work on a long-term project.
- WEAVING THE WEB:** You gain +1d to **Consort** when you **gather information** on a target for a score. You get +1d to the **engagement roll** for that operation.
- VETERAN:** Choose a special ability from another source.

**PLAYBOOK**

**INSIGHT**

- HUNT**
- STUDY**
- SURVEY**
- TINKER**

**PROWESS**

- FINESSE**
- PROWL**
- SKIRMISH**
- WRECK**

**RESOLVE**

- ATTUNE**
- COMMAND**
- CONSORT**
- SWAY**

**BONUS DIE**

**PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN**.

**SHREWD FRIENDS**

**ITEMS**

**LOAD**

- A Blade or Two
- Throwing Knives
- A Pistol  A 2<sup>nd</sup> Pistol
- A Large Weapon
- An Unusual Weapon
- Armor     +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

**XP**

- Every time you roll a *desperate action*, mark xp in that action's attribute. At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- You addressed a challenge with *calculation or conspiracy*.
- You expressed your *beliefs, drives, heritage, or background*.
- You struggled with *issues from your vice or traumas during the session*.

**TEAMWORK**

- Assist** a teammate
- Lead** a **group action**
- Protect** a teammate
- Set up** a teammate

**PLANNING & LOAD**

- Choose a plan, provide the *detail*. Choose your **load** limit for the operation.
- Assault:** *Point of attack*      **Occult:** *Arcane power*
  - Deception:** *Method*              **Social:** *Connection*
  - Stealth:** *Entry point*              **Transport:** *Route*

**GATHER INFORMATION**

- What do they want most?
- What should I look out for?
- Where's the leverage here?
- How can I discover [X]?
- What do they intend to do?
- How can I get them to [X]?
- What's really going on here?





# BLADES IN THE DARK

CREW \_\_\_\_\_

NAME \_\_\_\_\_ ALIAS \_\_\_\_\_

LOOK \_\_\_\_\_

HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM		HEALING	
3	NEED HELP	<i>project clock</i>	
2	-1D	ARMOR USES	
1	LESS EFFECT	ARMOR <input type="checkbox"/>	
		HEAVY <input type="checkbox"/>	
		SPECIAL <input type="checkbox"/>	

NOTES

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## PLAYBOOK

### SPECIAL ABILITIES

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\_\_\_\_\_

STASH

COIN

### PLAYBOOK

#### INSIGHT

● ● ● ● HUNT

● ● ● ● STUDY

● ● ● ● SURVEY

● ● ● ● TINKER

#### PROWESS

● ● ● ● FINESSE

● ● ● ● PROWL

● ● ● ● SKIRMISH

● ● ● ● WRECK

#### RESOLVE

● ● ● ● ATTUNE

● ● ● ● COMMAND

● ● ● ● CONSORT

● ● ● ● SWAY

**BONUS DIE**

**+ PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN.**

### FRIENDS ITEMS LOAD

FRIENDS	ITEMS	LOAD	3 light  5 normal  6 heavy
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>

**XP**

- ◆ Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item occurred multiple times.
- ◆ You addressed a challenge with \_\_\_\_\_
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

TEAMWORK	PLANNING & LOAD
Assist a teammate	Choose a plan, provide the <i>detail</i> . Choose your <i>load</i> limit for the operation.
Lead a group action	Assault: Point of attack Occult: Arcane power
Protect a teammate	Deception: Method Social: Connection
Set up a teammate	Stealth: Entry point Transport: Route

**GATHER INFORMATION**

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What are they really feeling?
- ◆ What should I lookout for?
- ◆ Where's the weakness here?
- ◆ How can I find [X]?
- ◆ What's really going on here?

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

REP TURF  HOLD  WEAK  STRONG  TIER

<input type="checkbox"/> <b>TRAINING ROOMS</b> +1 scale for your Skulks cohorts	<input type="checkbox"/> <b>VICE DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>FIXER</b> +2 coin for lower-class targets	<input type="checkbox"/> <b>INFORMANTS</b> +1d gather info for scores	<input type="checkbox"/> <b>HAGFISH FARM</b> Body disposal, +1d to reduce heat after killing
<input type="checkbox"/> <b>VICTIM TROPHIES</b> +1 rep per score	<input type="checkbox"/> <b>TURF</b>	<input checked="" type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>COVER OPERATION</b> -2 heat per score
<input type="checkbox"/> <b>PROTECTION RACKET</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>INFIRMARY</b> +1d to healing rolls	<input type="checkbox"/> <b>ENVOY</b> +2 coin for high-class targets	<input type="checkbox"/> <b>LOVER IDENTITIES</b> +1d engagement for deception and social plans	<input type="checkbox"/> <b>CITY RECORDS</b> +1d engagement for stealth plans

HEAT WANTED LEVEL COIN  VAULTS

Upon crew advance, each PC gets stash = Tier+2.

# ASSASSINS

MURDERERS FOR HIRE

## SPECIAL ABILITIES

- DEADLY:** Each PC may add +1 action rating to **Hunt, Prowl, or Skirmish** (up to a max rating of 3).
- CROW'S VEIL:** Due to hard-won experience or occult ritual, your activities are hidden from the notice of the death-seeker crows. You don't take extra heat when killing is involved on a score.
- EMBERDEATH:** Due to hard-won experience or occult ritual, you know the arcane method to destroy a living victim's spirit at the moment you kill them. Take 3 stress to channel electroplasmic energy from the ghost field to disintegrate the spirit and dead body in a shower of sparking embers.
- NO TRACES:** When you keep an operation quiet or make it look like an accident, you get half the rep value of the target (round up) instead of zero. When you end **downtime** with zero heat, take +1 rep.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- PREDATORS:** When you use stealth or subterfuge to commit murder, take +1d to the **engagement** roll.
- VIPERS:** When you acquire or craft poisons, you get +1 result level to your roll. When you employ a poison, you are specially prepared to be immune to its effects.
- VETERAN:** Choose a special ability from another crew.

## CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Execute a successful accident, disappearance, murder, or ransom operation.
- ◆ 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

- ▷ Taferro, a jovial eelkeeper
- ▷ Lumby, a curious stalker
- ▷ Ornella, a disgraced doctor
- ▷ Blaize, a drunkard Bluecoat
- ▷ Cartner, a dignified forger
- ▷ \_\_\_\_\_

## CREW UPGRADES

- Assassin rigging (2 free load of weapons or gear)
- Ironhook Contacts (+1 Tier in prison)
- Elite Skulks
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

<b>LAIR</b>	<b>QUALITY</b>
<input type="checkbox"/> <input type="checkbox"/> Carriage	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> <input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

<b>TRAINING</b>	<b>COHORTS</b>
<input checked="" type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

REP TURF  HOLD  WEAK  STRONG  TIER

<input type="checkbox"/> <b>BARRACKS</b> +1 scale for your Thug cohorts	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TERRORIZED CITIZENS</b> +2 coin for battle or extortion	<input type="checkbox"/> <b>INFORMANTS</b> +1d gather info for scores	<input type="checkbox"/> <b>PROTECTION RACKET</b> (Tier roll) - Heat = coin in downtime
<input type="checkbox"/> <b>FIGHTING PITS</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>
<input type="checkbox"/> <b>INFIRMARY</b> +1d to healing rolls	<input type="checkbox"/> <b>BLUECOAT INTIMIDATION</b> -2 heat per score	<input type="checkbox"/> <b>STREET FENCE</b> +2 coin for lower-class targets	<input type="checkbox"/> <b>WAREHOUSES</b> Stockpiles give you +1d to acquire assets	<input type="checkbox"/> <b>BLUECOAT CONFEDERATES</b> +1d engagement for assault plans

HEAT WANTED LEVEL COIN  VAULTS

Upon crew advance, each PC gets stash = Tier+2.

# BRAVOS

MERCENARIES,  
THUGS &  
KILLERS

## SPECIAL ABILITIES

- DANGEROUS:** Each PC may add +1 action rating to **Hunt, Skirmish, or Wreck** (up to a max rating of 3).
- BLOOD BROTHERS:** When you fight alongside your cohorts in combat, they get +1d for **teamwork** rolls (setup and group actions). All of your cohorts get the *Thugs* type for free (if they're already Thugs, add another type).
- DOOR KICKERS:** When you execute an assault plan, take +1d to the **engagement** roll.
- FIENDS:** Fear is as good as respect. You may count each **wanted level** as if it was **turf**.
- FORGED IN THE FIRE:** Each PC has been toughened by cruel experience. You get +1d to **resistance** rolls.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- WAR DOGS:** When you're at war (-3 faction status), your crew does not suffer -1 hold and PCs still get two downtime activities, instead of just one.
- VETERAN:** Choose a special ability from another crew.

## CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Execute a successful battle, extortion, sabotage, or smash & grab operation.
- ◆ 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

- ▷ Laurencia, a classy assassin
- ▷ Zylyn, a gleeful alchemist
- ▷ Ladrecus, a noble addict
- ▷ Mullinex, a veteran medic
- ▷ Nadia, a professional bully
- ▷ \_\_\_\_\_

## CREW UPGRADES

- Bravos rigging (2 free load of weapons or armor)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rovers
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: BATTLE—EXTORTION—SABOTAGE—SMASH & GRAB

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

*Thugs*

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

<b>LAIR</b>	<b>QUALITY</b>
<input type="checkbox"/> <input type="checkbox"/> Carriage	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> <input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

**TRAINING** **COHORTS**

- Insight **UPGRADE COSTS**
- Prowess **New Cohort: 2**
- Resolve **Add Type: 2**
- Personal
- Mastery

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

CHOOSE 2 FEATURES  
 ALLURING—CRUEL—FEROCIOUS—MONSTROUS  
 RADIANT—SINISTER—SERENE—TRANSCENDENT

DEITY \_\_\_\_\_

REP TURF  HOLD  WEAK  STRONG  TIER

<input type="checkbox"/> <b>CLOISTER</b> +1 scale for your Adept cohorts	<input type="checkbox"/> <b>VICE DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>OFFERTORY</b> +2 coin for occult operations	<input type="checkbox"/> <b>ANCIENT OBELISK</b> -1 stress cost for all arcane powers and rituals	<input type="checkbox"/> <b>ANCIENT TOWER</b> +1d to Consort w/ arcane entities on site
<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>
<input type="checkbox"/> <b>SPIRIT WELL</b> +1d to Attune on site.	<input type="checkbox"/> <b>ANCIENT GATE</b> Safe passage in the Deathlands	<input type="checkbox"/> <b>SANCTUARY</b> +1d to Command and Sway on site	<input type="checkbox"/> <b>SACRED NEXUS</b> +1d to healing rolls	<input type="checkbox"/> <b>ANCIENT ALTAR</b> +1d engagement for occult plans

HEAT WANTED LEVEL     COIN     VAULTS

Upon crew advance, each PC gets stash = Tier+2.

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ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

## CULT

ACOLYTES  
OF A DEITY

### SPECIAL ABILITIES

- 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 a special ability from another crew.

### CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp 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

- ▷ Gipple, a shattered prophet
- ▷ Sania, a wealthy adept
- ▷ Bynum, a feverish scholar
- ▷ Clemensha, a frosty medium
- ▷ Alondra, a sacrificial priestess
- ▷ \_\_\_\_\_

### CREW UPGRADES

- Cult rigging (2 free load of documents or implements)
- Ritual sanctum in lair
- Elite Adepts
- Elite Thugs
- Ordained (+1 trauma box)

SACRED SITES: ACQUISITION—AUGURY—CONSECRATION—SACRIFICE

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 \_\_\_\_\_

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

Adepts \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

\_\_\_\_\_  
 \_\_\_\_\_

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

\_\_\_\_\_  
 \_\_\_\_\_

COHORT  GANG  EXPERT

WEAK  IMPAIRED  BROKEN  ARMOR

\_\_\_\_\_  
 \_\_\_\_\_

LAIR	QUALITY
<input type="checkbox"/> <input type="checkbox"/> Carriage	<input type="checkbox"/> Documents
<input type="checkbox"/> <input type="checkbox"/> Boat	<input type="checkbox"/> Gear
<input type="checkbox"/> <input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> <input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> <input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> <input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> <input type="checkbox"/> Workshop	

TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input type="checkbox"/> Prowess	New Cohort: 2
<input checked="" type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

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

<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>PERSONAL CLOTHIER</b> +1d engagement roll for social plans	<input type="checkbox"/> <b>LOCAL GRAFT</b> +2 coin for show of force or socialize	<input type="checkbox"/> <b>LOOKOUTS</b> +1d to Survey or Hunt on your turf	<input type="checkbox"/> <b>INFORMANTS</b> +1d gather info for scores
<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LUXURY VENUE</b> +1d to Consort and Sway on site
<input type="checkbox"/> <b>FOREIGN MARKET</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>VICE DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>SURPLUS CACHES</b> +2 coin for product sale or supply	<input type="checkbox"/> <b>COVER OPERATION</b> -2 heat per score	<input type="checkbox"/> <b>COVER IDENTITIES</b> +1d engagement for deception and transport plans

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

# HAWKERS

VICE DEALERS

## SPECIAL ABILITIES

- SILVER TONGUES:** Each PC may add +1 action rating to **Command**, **Consort**, or **Sway** (up to a max rating of 3).
- ACCORD:** Sometimes friends are as good as territory. You may count up to three +3 **faction statuses** you hold as if they are **turf**.
- THE GOOD STUFF:** Your merchandise is exquisite. The product **quality** is equal to your **Tier+2**. When you deal with a crew or faction, the GM will tell you who among them is hooked on your product (one, a few, many, or all).
- GHOST MARKET:** Through arcane ritual or hard-won experience, you have discovered how to prepare your product for sale to ghosts and/or demons. *They do not pay in coin. What do they pay with?*
- HIGH SOCIETY:** It's all about who you know. Take -1 **heat** during downtime and +1d to **gather info** about the city's elite.
- HOOKED:** Your gang members use your product. Add the *savage, unreliable, or wild* flaw to your gangs to give them +1 **quality**.
- PATRON:** When you advance your **Tier**, it costs **half the coin** it normally would. *Who is your patron? Why do they help you?*
- VETERAN:** Choose a special ability from another crew.

## CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Acquire product supply, execute clandestine/covert sales, or secure new territory.
- ◆ 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

- Ruggles, a neckless thug
- Ciara, a discreet cabbie
- Rilyn, a persuasive carouser
- Maribel, a sweet seductress
- Sanet, an anxious stevedore
- \_\_\_\_\_

## CREW UPGRADES

- Hawker's rigging (1 carried item is concealed and has no load)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rooks
- Elite Thugs
- Composed (+1 stress box)

SALES TERRITORY: SALE—SUPPLY—SHOW OF FORCE—SOCIALIZE

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

<b>LAIR</b>	<b>QUALITY</b>
<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"/> Supplies
<input checked="" type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

<b>TRAINING</b>	<b>COHORTS</b>
<input type="checkbox"/> Insight	UPGRADE COSTS
<input type="checkbox"/> Prowess	New Cohort: 2
<input checked="" type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> Mastery	



# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_

REP TURF HOLD WEAK STRONG TIER

<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>SIDE BUSINESS</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>LUXURY FENCE</b> +2 coin for high-class targets	<input type="checkbox"/> <b>VICE DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> <b>TAVERN</b> +1d to Consort and Sway on site
<input type="checkbox"/> <b>ANCIENT GATE</b> Safe passage in the Deathlands	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>LAIR</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>
<input type="checkbox"/> <b>SECRET ROUTES</b> +1d engagement for transport plans	<input type="checkbox"/> <b>INFORMANTS</b> +1d gather info for scores	<input type="checkbox"/> <b>FLEET</b> Your cohorts have their own vehicles	<input type="checkbox"/> <b>COVER OPERATION</b> -2 heat per score	<input type="checkbox"/> <b>WAREHOUSE</b> Stockpiles give you +1d to acquire assets

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

### VEHICLE EDGES

**Nimble:** The vehicle handles easily. Consider this an assist for tricky maneuvers.

**Simple:** The vehicle is easy to repair. Remove all of its harm during downtime.

**Sturdy:** The vehicle keeps operating even when *broken*.

### VEHICLE FLAWS

**Costly:** The vehicle costs 1 coin per downtime to keep in operation.

**Distinct:** The vehicle has memorable features. Take +1 heat when you use it on a score.

**Finicky:** The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.

# SMUGGLERS

SUPPLIERS OF ILLICIT GOODS

### SPECIAL ABILITIES

- LIKE PART OF THE FAMILY:** Create one of your vehicles as a cohort (use the vehicle edges and flaws, below). Its **quality** is equal to your Tier +1.
- ALL HANDS:** During **downtime**, one of your cohorts may perform a downtime activity for the crew to **acquire an asset, reduce heat, or work on a long-term project.**
- GHOST PASSAGE:** From harsh experience or occult ritual, all crew members become immune to possession by spirits, but may choose to "carry" a second ghost as a passenger within their body.
- JUST PASSING THROUGH:** During **downtime**, take -1 heat. When your heat is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary citizens.
- LEVERAGE:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain +1 rep.
- REAVERS:** When you go into conflict aboard a vehicle, you gain +1 effect for vehicle damage and speed. Your vehicle gains armor.
- RENEGADES:** Each PC may add +1 action rating to **Finesse, Prowl, or Skirmish** (up to a max rating of 3).
- VETERAN:** Choose a special ability from another crew.

### CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Execute a successful smuggling or acquire new clients or contraband sources.
- ◆ 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

- ▷ Honesty, an animal trainer
- ▷ Gosselin, a dockside spy
- ▷ Lilliana, a bureaucratic genius
- ▷ Kurtley, a smarmy tour guide
- ▷ Menki, a trusted handmaiden
- ▷ \_\_\_\_\_

### CREW UPGRADES

- Smuggler's rigging (2 items carried are perfectly concealed)
- Camouflage (vehicles are perfectly concealed at rest)
- Elite Rovers
- Barge (+mobility for lair)
- Steady (+1 stress box)

CARGO TYPES: ARCANE/WEIRD—ARMS—CONTRABAND—PASSENGERS

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR	QUALITY
<input type="checkbox"/> Vehicle	<input type="checkbox"/> Documents
<input type="checkbox"/> Vehicle	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

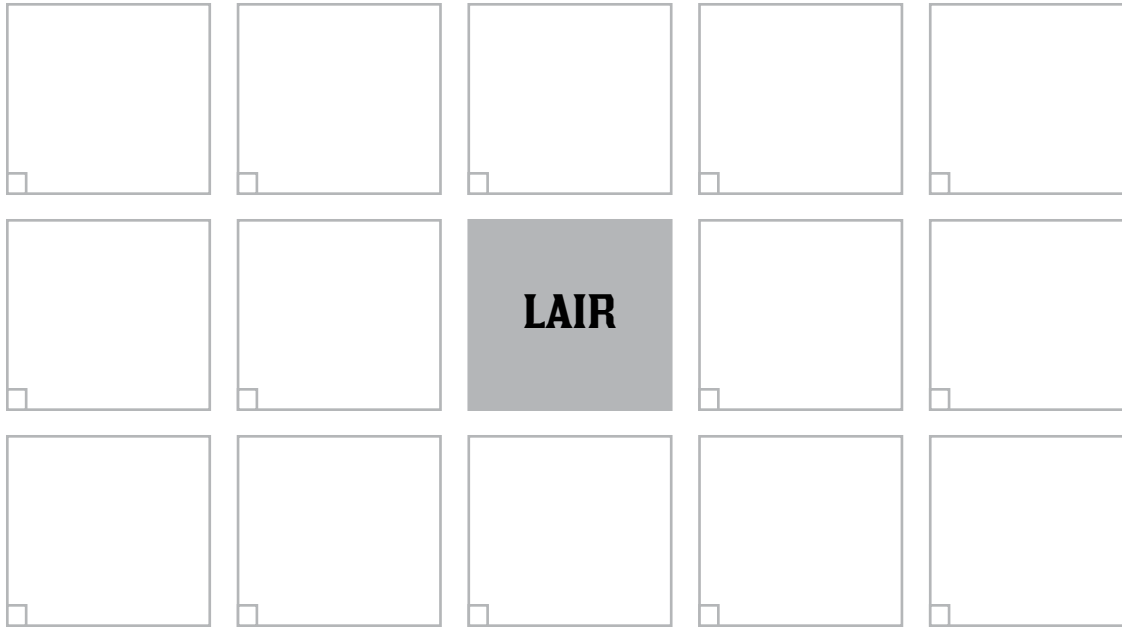
TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> Mastery	





# BLADES IN THE DARK

CREW:




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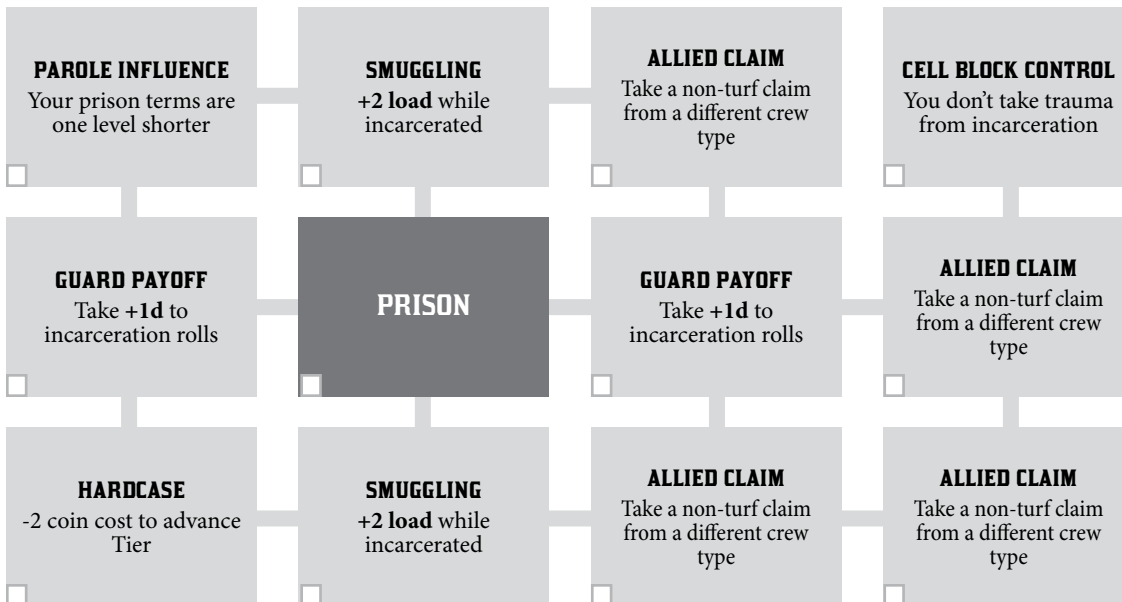
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## PRISON CLAIMS



Every time a member of your crew goes to prison, you have a chance to gain a prison claim. See **Incarceration**, page 148.

### ALLIED CLAIM

One of your allies on the inside arranges for their faction to grant you a boon. Take a claim for your crew from a different crew type. You can't take turf with this claim.

### CELL BLOCK CONTROL

Your crew has a cell block under their total control—guards and all. You never take trauma from incarceration.

### GUARD PAYOFF

You claim several Ironhook prison guards on your payroll. Take +1d to your Tier roll when a member of your crew is incarcerated.

### HARDCASE

Your reputation as a tough inmate bolsters your crew's image in Duskwall. When your crew advances Tier, it costs 2 fewer coins than it normally would.

### PAROLE INFLUENCE

Political pressures of various sorts can be applied to the magistrates and warden who oversee sentences for crimes. With this claim, you're always able to arrange for a shorter prison stay—as if your **wanted level** was 1 lower. So, if your wanted level was 3 when you went in, you'd spend only several months behind bars (equivalent to level 2) instead of a full year.

### SMUGGLING

You arrange smuggling channels inside. You have +2 load while incarcerated, (starting from zero as a prisoner). If you take this claim twice, you'll have 4 load while you're serving time in Ironhook. Also, you may choose to have 1 coin in place of a load item for purposes of bribes or acquiring assets while in prison. You may reset your prison load whenever your crew has downtime.

# FACTIONS OF DOSKVOL

ALTERNATE PLAYER KIT SHEET FOR USE WITH **BLADES IN THE DECK**

UNDERWORLD	TIER	HOLD	STATUS
The Unseen	IV	S	
The Hive	IV	S	
The Circle of Flame	III	S	
The Silver Nails	III	S	
Lord Scurlock	III	S	
The Crows	II	W	
The Lampblacks	II	W	
The Red Sashes	II	W	
The Dimmer Sisters	II	S	
The Grinders	II	W	
The Billhooks	II	W	
The Wraiths	II	W	
The Gray Cloaks	II	S	
Ulf Ironborn	I	S	
The Fog Hounds	I	W	
The Lost	I	W	

INSTITUTIONS	TIER	HOLD	STATUS
Imperial Military	VI	S	
City Council	V	S	
Ministry of Preservation	V	S	
Leviathan Hunters	V	S	
Ironhook Prison	IV	S	
Sparkwrights	IV	S	
Spirit Wardens	IV	S	
Bluecoats	III	S	
Inspectors	III	S	
Iruvian Consulate	III	S	
Skovlan Consulate	III	W	
The Brigade	II	S	
Severosi Consulate	I	S	
Dagger Isles Consulate	I	S	

LABOR & TRADE	TIER	HOLD	STATUS
The Foundation	IV	S	
Dockers	III	S	
Gondoliers	III	S	
Sailors	III	W	
Laborers	III	W	
Cabbies	II	W	
Cyphers	II	S	
Ink Rakes	II	W	
Rail Jacks	II	W	
Servants	II	W	

CITIZENRY	TIER	HOLD	STATUS
Whitecrown	V	S	
Brightstone	IV	S	
Charterhall	IV	S	
Six Towers	III	W	
Silkshore	II	S	
Nightmarket	II	S	
Crow's Foot	II	S	
The Docks	II	S	
Barrowcleft	II	S	
Coalridge	II	W	
Charhollow	I	S	
Dunslough	I	W	

THE FRINGE	TIER	HOLD	STATUS
The Church of Ecstasy	IV	S	
The Horde	III	S	
The Path of Echoes	III	S	
The Forgotten Gods	III	W	
The Reconciled	III	S	
Skovlander Refugees	III	W	
The Weeping Lady	II	S	
Deathlands Scavengers	II	W	

NEW FACTIONS	TIER	HOLD	STATUS
Aristocracy	IV	S	
Crolaange Family	II	S	
Gutters	II	S	
Knotwork	II	S	
Pyressant Order	II	S	
Bluefeather Trade Emporium	I	S	

## WAR

When you're at war with any number of factions (status -3), the following penalties apply: 1) Lose 1 hold (temporarily, while the war persists). This may knock you down a Tier. 2) PCs get only one free downtime action instead of two. 3) Take +1 heat from each score. 4) Your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).