## BLADESIN THE DARK <br> Daring Idiots (Who Know Ghosts) Reputation

CREW SHEET SHADOWS
A Raided House in ONP (Previously the Neighburrow) LAIR


HEAT WANTED LEVEL CDIN VAULTS

## CREW ADVANCEMENT

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

- EXECUTE A SUCCESSFUL ESPIONAGE, SABOTAGE, OR THEFT 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 wote: these filos are botragle
HUNTING CROUNDS
BURGLARY - ESPIONAGE - ROBBERY - SABOTAGE


## SPECIAL ABILITIES <br> x

EVERYONE STEALS: EACH PC MAY ADD +1 action rating to prowl, finesse, or tinker (up to a max rating of 3).

GHOST ECHOES: FROM WEIRD EXPERIENCE OR OCCULT RITUAL, ALL CREW MEMBERS GAIN THE ABILITY TO SEE AND INTERACT WITH THE GHOSTLY STRUCTURES, STREETS, AND OBJECTS WITHIN THE ECHO OF DOSKVOL THAT EXISTS IN THE GHOST FIELD.

O Pack rats: your lair is a jumble of stolen items. When you roll to acquire an asset, take tld.

O PATRON: WHEN YOU ADVANCE YOUR TIER, it COSTS HALF THE COIN IT NORMALLY WOULD. WHO IS YOUR PATRON? WHY DO THEY HELP YOU?

SECOND STORY: WHEN YOU EXECUTE A CLANDESTINE INFILTRATION, YOU GET HID TO THE ENGAGEMENT ROLL.

SLIPPERY: WHEN YOU ROLL ENTANGLEMENTS, ROLL TWICE AND KEEP the one you want. when you reduce heat on the crew, take tlo.

SYNCHRONIZED: WHEN YOU PERFORM A GROUP ACTION, YOU MAY COUNT MULTIPLE 6S FROM DIFFERENT ROLLS AS A CRITICAL SUCCESS VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER CREWS:

0 $\qquad$
$\qquad$

CDHORT TYPE weak Impaired broken armor $\square$ Clinically Insane Hand Eater Doctor Hansel Kryvanntic

## COHORT TYPE <br> WEAK $\square$ IMPAIRED $\$ BROKEN $\$ ARMOR $\square$

## COHORT TYPE

WEAK $\$ Impairen $\$ broken $\backslash$ ARMOR $\square$
Neighburrow
Contractors

## CREW UPTRADIES

$\square$ thief rigging (2 free load
OF TOOLS OR GEAR)
underground maps and
PASSKEYS
$\square$ ELITE ROOKS ( +1 QUALITY) $\square$ ELITE SKULKS ( +1 QUALITY)
$\square \square$ STEADY ( +1 STRESS BOX)
$\square$
LAIR
QUALITY
$\square \square$ CARriage $\square$ documents
$\square \square$ BOAT
$\square$ hidden
$\square$ QUARTERS $\square$ PET/SPECIAL
$\square \square$ SECURE $\square$ SUPPLIES
$\square \square$ VAULT $\square$ TOOLS
$\square$ WORKSHOP $\square$ WEAPONS
TRAINING COHORTS
$\square$ INSIGHT UPGRADE COSTS
$\square$ PROWESS NEW COHORT: 2
$\square$ RESOLVE
ADD TYPE: 2
$\square$ Playbook
$\square \square \square \square$ MASTERY

BLADESINTHEDARK
CRIMINAL UNDERWDRLD

| the unseen | $\mathrm{iv}_{\text {iver }}^{\text {iv }}$ | $\stackrel{\text { H010 }}{\text { S }}$ | ${ }^{\text {sarus }}$ |
| :---: | :---: | :---: | :---: |
| the hive | iv | s | 0 |
| the circle of flame | iii | s | 0 |
| the silver nails | iii | s | 0 |
| lord scurlock | iii | s | 0 |
| the crows | iii | w | -3 |
| the lampblacks | iii | w | 0 |
| the dimmer sisters | ii | s | 0 |
| the grinders | ii | w | 0 |
| the billhooks | ii | w | 0 |
| the wraiths | ii | w | 0 |
| the gray cloaks | ii | s | 0 |
| ulf ironborn | ii | s | 0 |
| the fog hounds | i | w | 0 |
| the lost | i | w | 0 |
| The Caw-Caws | 0 | s | 0 |
| ---the red sashes--- | 0 | w | -- |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

TIER: I, II, ill, IV, V, VI
hold: weak, strong
status: +3 allies
+2 fRIENDLY
+1 helpful
0 neutral

- 1 interfering
-2 hostile
-3 war!


## WAR

| CITY INSTITUTIDNS |  |  |  |
| :---: | :---: | :---: | :---: |
| IMPERIAL MILITARY | $\begin{gathered} \text { TIER } \\ \mathrm{VI} \end{gathered}$ | HoLd | ${ }_{0}^{\text {sraus }}$ |
| CITY COUNCIL | v | s | 0 |
| MINISTRY OF PRESERVATION | v | s | 0 |
| LEVIATHAN HUNTERS | v | s | 0 |
| IRONHOOK PRISON | iv | s | 0 |
| SPARKWRIGHTS | iv | s | 0 |
| SPIRIT WARDENS | IV | s | 0 |
| BLUECOATS | 111 | s | +1 |
| INSPECTORS | 111 | s | 0 |
| iruvian consulate | 111 | s | 0 |
| SKOULAN CONSULATE | 111 | w | 0 |
| THE BRIGADE | 11 | s | 0 |
| severosi consulate | 1 | s | 0 |
| dagger isles consulate | 1 | s | 0 |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

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 | ${ }_{\text {IIER }}^{\text {IV }}$ | \%oLo | ${ }_{0}^{\text {staus }}$ |
| DOCKERS | 111 | s | 0 |
| gondoliers | 111 | s | 0 |
| SAILORS | 111 | w | 0 |
| laborers | 11 | w | 0 |
| cabbies | 11 | w | 0 |
| CYPHERS | 11 | s | 0 |
| Ink Rakes | 11 | w | 0 |
| RAIL JACKS | 11 | w | 0 |
| SERVANTS | 11 | w | 0 |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

FACTIONS DF DUSKVOL

| Whitecrown | $\stackrel{\text { TIER }}{V}$ | $\stackrel{\text { HoLD }}{\text { S }}$ | ${ }^{\text {starus }}$ |
| :---: | :---: | :---: | :---: |
| Brightstone | 1 V | s | 0 |
| Charterhall | 10 | s | 0 |
| Six Towers | 111 | w | 0 |
| Silkshore | 11 | s | 0 |
| Nightmarket | 11 | s | 0 |
| Crow's Foot | 11 | s | 0 |
| The Docks | 11 | s | 0 |
| Barrowcleft | 11 | s | 0 |
| Coalridge | 11 | w | 0 |
| Charhollow | 1 | s | 0 |
| Dunslough | 1 | w | 0 |


| THE FRINGE |  |  |  |
| :---: | :---: | :---: | :---: |
| THE CHURCH OF ECSTASY | ${ }_{\text {IIER }}^{\text {IV }}$ | HoL S | -1 |
| THE HORDE | 111 | s | 0 |
| THE PATH OF ECHOES | 11 | s | 0 |
| THE FORGOTTEN GODS | 111 | w | 0 |
| THE RECONCILED | 11 | s | 0 |
| Skovlander refugees | 111 | w | 0 |
| the weeping lady | 11 | s | 0 |
| deathlands scavengers | 11 | w | 0 |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## GLAADESINTHEDARK

CLAIMS



