

# BLADES IN THE DARK CREW SHEET

HEXHOOUNDS

INTRIGUING PURVEYORS OF GOODS

NAME

REPUTATION

LAIR DOCKED CANAL BOAT

REP TURF HOLD WEAK STRONG TIER

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

Dusk fall

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets +1 Stash (+2 per Tier)

Skovion Rep: 11 / Wanted level 1

Lockport heat - Wanted

# 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.
- ☐ **HOOKE:** 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

- ▷ Rolan Wott, a magistrate
- ▷ Laroze, a bluecoat
- ▷ Lydra, a deal broker
- ▷ Hoxley, a smuggler
- ▷ Anya, a dillettante
- ~~Marlo, a gang boss~~

## 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 ☒

OLD DRAGON TAVERN (RIGNEY'S)

COHORT ☒ GANG ☒ EXPERT ☒

WEAK ☒ IMPAIRED ☒ BROKEN ☒ ARMOR ☒

Owl Cult

loyal

unreliable / busy

COHORT ☒ GANG ☒ EXPERT ☒

WEAK ☒ IMPAIRED ☒ BROKEN ☒ ARMOR ☒

COHORT ☒ GANG ☒ EXPERT ☒

WEAK ☒ IMPAIRED ☒ BROKEN ☒ ARMOR ☒

COHORT ☒ GANG ☒ EXPERT ☒

WEAK ☒ IMPAIRED ☒ BROKEN ☒ ARMOR ☒

## LAIR

- ☐ Carriage
- ☒ Boat
- ☐ Hidden
- ☒ Quarters
- ☒ Secure
- ☐ Vault
- ☒ Workshop

## QUALITY

- ☐ Documents
- ☐ Gear
- ☐ Implements
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

## TRAINING

- ☐ Insight
- ☐ Prowess
- ☒ Resolve
- ☐ Personal
- ☐ Mastery

## COHORTS

- UPGRADE COSTS
- New Cohort: 2
- Add Type: 2



# BLADES IN THE DARK

Hex Hounds!

CREW

NAME

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

Strongford, Kerro

# SPIDER

A DEVIOUS  
MASTERMIND

## 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.

## SHREWD FRIENDS

- △▽ Salia, an information broker
- △▽ Augus, a master architect
- △▽ Jennah, a servant
- △▽ Riven, a chemist
- △▽ Jeren, a bluecoat archivist

## ITEMS

- ☐ Fine cover identity
- ☐ Fine bottle of whiskey
- ☐ Blueprints
- ☐ Vial of slumber essence
- ☐ Concealed palm pistol
- ☐ Spiritbane charm

## 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

Deception: Method

Stealth: Entry point

Occult: Arcane power

Social: Connection

Transport: Route

STASH  
COIN  
MASTERMIND

## 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.

LOAD 3 light 5 normal 6 heavy

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

## 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?







Mr. Prichard - a portucary f with bluetongue truth serum.  
Wants Crucible to help bring down his drug-dealing brother.

Braid - music

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ship - Leviathan ship - Grey Mountain  
Capt. Danfield

Carro  
Master Sharnford  
Kendra

Astrid - sharp-featured

tenacious  
fearsome

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principled  
savage

Fildgar



# BLADES IN THE DARK

NAME Foretta Valcorel III

CREW

ALIAS Ethy (Diamond)  
↑ Rat

LOOK

Fallen old money

Parents on the run

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	<u>project clock</u>		
2		-1D	ARMOR <input type="checkbox"/>
1 <u>electricuted hand</u>		LESS EFFECT	HEAVY <input type="checkbox"/>
			SPECIAL <input type="checkbox"/>
1 <u>sprain wrist</u>			

NOTES

Mushroom wine

2 beautiful bronze masks + 2 cloak

Strathmill <sup>xx</sup> Brightstone

Get good at zapping people

demon MDM ♥

# HOUND

A DEADLY  
SHARPSHOOTER  
AND TRACKER

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.

DEADLY FRIENDS

- △▽ Steiner, an assassin
- △▽ Celene, a sentinel
- ▲▽ Melvir, a physicker
- △▽ Veleris, a spy
- △▽ Casta, a bounty hunter

ITEMS

- ☐ Fine pair of pistols
- ☐ Fine long rifle
- ☒ Electroplastic ammunition
- ☒ A trained hunting pet
- ☐ Spyglass
- ☒ Spiritbane charm

LOAD 3 light 5 normal 6 heavy

- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol ☐ A 2nd 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

Deception: Method

Stealth: Entry point

Occult: Arcane power

Social: Connection

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?

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**.



# BLADES IN THE DARK

Shadows, Hex Hounds

NAME Dock R'Gthagon Brewmaster Ghost (PH)

CREW

ALIAS

LOOK Like a gothic Mormon missionary

AKOROS (cult)

Academic (cult youth poster)

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

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

WEIRD (cult stuff)

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	ARMOR USES
1	HEAVY SPECIAL

NOTES

0 Joses of ichor, *from the Silent Realm*  
Ritual: opens portal to eldritch realm, see history of object,

Silent Realm

AKOROS:

# WHISPER

AN ARCANIC  
ADEPT AND  
CHANNELER

STASH  
COIN  
CHANCELLER

## SPECIAL ABILITIES

- ◯ **COMPEL:** You can **Attune** to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel (though your allies may be).
- ◯ **GHOST MIND:** You're always aware of supernatural entities in your presence. Take +1d when you **gather info** about the supernatural.
- ◯ **IRON WILL:** You're immune to the terror that some supernatural entities inflict on sight. Take +1d to resistance rolls with **Resolve**.
- ◯ **OCCULTIST:** You know the secret ways to **Consort** with ancient powers, forgotten gods or demons. Once you've consorted with one, you get +1d to **command** cultists who worship it.
- ◯ **RITUAL:** You can **Study** an occult ritual (or create a new one) to summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned.
- ◯ **STRANGE METHODS:** When you invent or craft a creation with arcane features, take +1 **result level** to your roll. You begin with one arcane design already known.
- ◯ **TEMPEST:** You can **push yourself** to do one of the following: *unleash a stroke of lightning as a weapon—summon a storm in your immediate vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).*
- ◯ **WARDED:** You may expend your **special armor** to resist a supernatural consequence, or to **push yourself** when you deal with arcane forces.
- ◯ ◯ ◯ **VETERAN:** Choose a special ability from another source.

## STRANGE FRIENDS

- △▽ Nyryx, a possessor ghost
- △▽ Scurlock, a vampire
- △▽ Setarra, a demon
- △▽ Quellyn, a witch
- △▽ Flint, a spirit trafficker

## ITEMS

- ✦ Fine lightning hook
- ✦ Fine spirit mask
- ✦ Electrolasm vials
- ✦ Spirit bottles (2)
- ✦ Ghost key
- ✦ Demonbane charm

## XP

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## PLAYBOOK

## INSIGHT

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- ● ● ● STUDY
- ● ● ● SURVEY
- ● ● ● TINKER

## PROWESS

- ● ● ● FINESSE
- ● ● ● PROWL
- ● ● ● SKIRMISH
- ● ● ● WRECK

## RESOLVE

- ● ● ● ATTUNE
- ● ● ● COMMAND
- ● ● ● CONSORT
- ● ● ● SWAY

## BONUS DIE

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- ✦ A Large Weapon
- ✦ An Unusual Weapon
- ✦ Armor ✦ ✦ +Heavy
- ✦ Burglary Gear
- ✦ Climbing Gear
- ✦ Arcane Implements
- ✦ Documents
- ✦ Subterfuge Supplies
- ✦ Demolition Tools
- ✦ Tinkering Tools
- ✦ Lantern

## GATHER INFORMATION

- ◆ What is arcane or weird here?
- ◆ What echoes in the ghost field?
- ◆ What is hidden or lost here?
- ◆ What do they intend to do?
- ◆ What drives them to do this?
- ◆ How can I reveal [X]?
- ◆ What's really going on here?