BLADESINTHEDARK CREW SHEET	SHADOWS THEVES, SPIES, AND SABOTEURS	COHORT GARD CARPERT WEAK IMPAIRED BROKEN ARMOR
NAME REPUTATION	SPECIAL ABILITIES © EVERYONE STEALS: Each PC may add +1 action rating to Prowl, Finesse, or Tinker (up to a max rating of 3).	
TERROGATION CHAMBER d to Command and Sway on site INFORMANTS ier roll) - Heat = for in in downtime INFORMANTS INFOR	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. PACK RATS: Your lair is a jumble of stolen items. When you roll to acquire an asset, take +1d. 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 +1d 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 +1d. SYNCHRONIZED: When you perform a group action, you may count multiple 6s from different rolls as a critical success. VETERAN: Choose a special ability from another crew.	COHORT GANG O EXPERT COHORT GA
	CONTACTS CREW UPGRADES Dowler, an explorer Laroze, a bluecoat Amancio, a deal broker Fitz, a collector Adelaide Phroaig, a noble Rigney, a tavern owner HUNTING GROUNDS: BURGLARY—ESPIONAGE—ROBBERY—SABOTAGE	
	ad Dregen tovern	☐ Insight UPGRADE COS ☐ Prowess New Cohort ☐ Resolve Add Type: 2 ☐ Personal ☐ UPGRADE COS

Doc Maddoc Clement

BLADESINTHEDARK Hex Hounds	CUT	TER	A DANGEROUS & INTIMIDATING FIGHTER	COIN COIN COIN COIN COIN COIN COIN COIN
LOOK LEVICIA CONTROL SIX TOWES BERITAGE: AKOROS—THE DAGGER ISLES 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 HEALING BERNOR USISS 1 SCROWN ACCOSS COLD—HAUNTED—OBSESSED—PARANOID LESS REPRECT 1 SCROWN ACCOSS COLD—HAUNTED—OBSESSED—PARANOID LESS REPRECT PROPERTY SPECIAL 1 SCROWN ACCOSS COLD—HAUNTED—SESSED—PARANOID LESS REPRECT SPECIAL SPECIAL SPECIAL SPECIAL 1 SCROWN ACCOSS COLD—HAUNTED—SESSED—PARANOID ARMOR LESS REPRECT PROPERTY SPECIAL SPECIAL 1 SCROWN ACCOSS COLD—HAUNTED—SESSED—PARANOID ARMOR LESS REPRECT SPECIAL S	from an attack in co BODYGUARD: When roll. When you gath situation, you get +1 GHOST FIGHTER: You with spirit energy. Y You may grapple wi LEADER: When you to fight when they when they suffer let MULE: Your load lin NOT TO BE TRIFLE the following: perf superhuman—enga SAVAGE: When you frightening. When VIGOROUS: You reco	may expend your special ombat or to push yoursely you protect a teammate, the rinfo to anticipate possible. If you gain potency in combit spirits to restrain and to Command a cohort in would otherwise break wel 3 harm). They gain + mits are higher. Light: 5. ED WITH: You can push form a feat of physical fige a small gang on equal you Command a frighte over from harm faster. Peegments. Take +1d to hea	elf during a fight. ake +1d to your resistance ble threats in the current melee weapons, or tools but vs. the supernatural. capture them. combat, they continue (they're not taken out 1 effect and 1 armor. Normal: 7. Heavy: 8. a yourself to do one of borce that verges on the footing in close combat. olence, it's especially ned target, take +1d. ermanently fill in one of	HUNT STUDY SURVEY TINKER PROWESS FINESSE PROWL SKIRMISH WRECK RESULVE ATTUNE COMMAND CONSORT SWAY BUNUS DIE PUSH YOURSELF (take 2 stress) -OR-accept a
Valcored Family Spincor	DANGEROUS FRIENDS	oose a special ability from		DEVIL'S BARGAIN.
Sical Stanon Gatroed Plates Sical Stanon Stuff Dock The Sick my word?	A ♥ Marlane, a pug	s thug Grant Scarry iller Man tionist Rage	hand weapon ne heavy weapon y weapon or tool acles & chain essence vial tbane charm	AB
Dion of the Attic (Factor) Richards 5 - Old Deason	 ★ 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. 			☐ Burglary Gear ☐ Climbing Gear ☐ Arcane Implements ☐ Documents ☐ Subterfuge Supplies ☐ Demolition Tools ☐ Tinkering Tools ☐ Lantern
Anton (Fingly Vasel)	TEAMWORK PLANNING & LOAD Choose a plan, provide the detail. Choose your load limit for the operation.		GATHER INFORMATION • How can I hurt them?	
Main (Chieth of the Eisters of the Flesh)	Lead a group action	Assault: Point of attack	Occult: Arcane power	 Who's most afraid of me? Who's most dangerous here?
	Protect a teammate	Deception: Method	Social: Connection	 What do they intend to do? How can I get them to [X]?
Widows lotter - pad I com				

Lord Skulock - who burn down the town Arvaedh Phin = Suspicious Phildga-Snaman Both Shomon contrade Things that hopper on the train stay on the train