BLADES IN THE DARK CREW SHEET

NAME

REPUTATION

LAIR

REP TURF

HOLD WEAK STRONG TIER ○ ○ ○ ○

LAIR

HEAT WANTED LEVEL

COIN VAULTS

□□□□ | □□□□ | □□□□□□□□

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

SPECIAL ABILITIES

COHORT GANG ○ EXPERT ○
WEAK | IMPAIRED | BROKEN | ARMOR

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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 _____ 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

▷ _____
▷ _____
▷ _____
▷ _____
▷ _____
▷ _____

CREW UPGRADES

□ _____
□ _____
□ _____
□ _____
□□□ _____

HUNTING GROUNDS:

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