

BLADES IN THE DARK CREW SHEET

Trotters Independent Traders Ambitious
NAME REPUTATION
LAIR Peckham area of Charholow - one flat in a highrise block of flats

Game mechanics section including reputation bars, skill boxes (Turf, Personal Clothier, Local Graft, Lookouts, Informants, Foreign Market, Vice Den, Surplus Caches, Cover Operation, Lover Identities, Luxury Venue), heat bars, and wanted level/coin/vaults.

Often referred to as "The Trotters"
Their business focuses on selling items from the back of their carriage in Nightmarket
Usual items for hawking include luxury items, sometimes stolen, shady or defective
Secondary business is going all in on get rich quick schemes and scams
Lair is a high rise flat, yellow curtains, minibar, two projectors playing on repeat against the wall, the rest of the flat is lined floor to ceiling with boxes of merchandise
Carriage: yellow, with three wheels and "Trotters Independent Traders" written on the side
Secure: locked up tight, also dangerously stacked boxes which can fall on trespassers

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.
- HOOKEED: 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 dilllettante
- 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 Market Street, Nightmarket

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LAIR QUALITY
Carriage Documents
Boat Gear
Hidden Implements
Quarters Supplies
Secure Tools
Vault Weapons
Workshop
TRAINING COHORTS
Insight UPGRADE COSTS
Prowess New Cohort: 2
Resolve Add Type: 2
Personal
Mastery