BLADES IN THE DARK CRE

NAME REPUTATION LAIR HOLD WEAK STRONG +TURF REP + UUUUUUUUUUUUU CLAIMS TRAINING FIXER VICE DEN INFORMANTS ROOMS (TIER ROLL) - HEAT = +2 COIN FOR LOWER-+10 GATHER INFO +1 SCALE FOR YOUR COIN IN DOWNTIME FOR SCORES SKULKS COHORTS CLASS TARGETS VICTIM LAIR TURF TURF TROPHIES +1 REP PER SCORE COVER PROTECTION **INFIRMARY** ENVOY **IDENTITIES** RACKET +1D ENGAGEMENT F +1D TO HEALING +2 COIN FOR HIGH-(TIER ROLL) - HEAT = DECEPTION OR CLASS TARGETS ROLLS COIN IN DOWNTIME п SOCIAL PLANS HEAT WANTED LEVEL COIN VAUL UPON CREW ADVANCE, EACH PC GETS +1 STASH (+2 PER TIER) **CREW ADVANCEMENT**

AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK I XP (OR 2 XP IF THAT ITEM OCCURRED MULTIPLE TIMES).

◆ EXECUTE A SUCCESSFUL ACCIDENT, DISAPPEARANCE, MURDER, OR RANSOM OPERATION.

◆ CONTEND WITH CHALLENGES ABOVE YOUR CURRENT STATION.

◆ BOLSTER YOUR CREW'S REPUTATION OR DEVELOP A NEW ONE.

◆ EXPRESS THE GOALS, DRIVES, INNER CON	FLICT, OR ESSENTIAL NATURE OF THE CREW.	-	
CONTACTS	HUNTING GROUNDS ACCIDENT - DISAPPEARANCE - MURDER - RANSOM	•	LAIR QUALITY CARRIAGE DOCUMENTS BOAT GEAR HIDDEN IMPLEMENTS
		•	QUARTERS PET/SPECIAL QUARTERS SUPPLIES VAULT TOOLS WORKSHOP WEAPONS
		o	TRAINING COHORTS INSIGHT UPGRADE COSTS PROWESS NEW COHORT: 2 RESOLVE ADD TYPE: 2 PLAYBOOK 2
D			MASTERY

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W	SHEET	ASSASSINS MURDERERS FOR HIRE	WEAK IMPAIRED BROKEN ARMOR
	The Print Party of the Party of	SPECIAL ABILITIES XP D D D D D D D D D D D D D D D D D D	
TIE	R 0000	 DEADLY: EACH PC MAY ADD +1 ACTION RATING TO HUNT, PROWL, OR SKIRMISH (UP TO A MAX RATING OF 3). CROW'S VEIL: DUE TO HARD-WON EXPERIENCE OR OCCULT RITUAL, YOUR ACTIVITIES ARE HIDDEN FROM THE NOTICE OF THE DEATH-SEEKER CROWS. YOU DON'T TAKE EXTRA HEAT WHEN KILLING IS INVOLVED ON A SCORE. 	COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
5	HAGFISH FARM BODY DISPOSAL, HD TO REDUCE HEAT AFTER KILLING	• EMBERDEATH: DUE TO HARD-WON EXPERIENCE OR OCCULT RITUAL, YOU KNOW THE ARCANE METHOD TO DESTROY A LIVING VICTIM'S SPIRIT AT THE MOMENT YOU KILL THEM. TAKE 3 STRESS TO CHANNEL ELECTROPLASMIC ENERGY FROM THE GHOST FIELD TO DISINTEGRATE THE SPIRIT AND DEAD BODY IN A SHOWER OF SPARKING EMBERS.	COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
ŀ	COVER OPERATION ~2 HEAT FER SCORE	 NO TRACES: WHEN YOU KEEP AN OPERATION QUIET OR MAKE IT LOOK LIKE AN ACCIDENT, YOU GET HALF THE REP VALUE OF THE TARGET (ROUND UP) INSTEAD OF ZERO. WHEN YOU END DOWNTIME WITH ZERO HEAT, TAKE +1 REP. PATRON: WHEN YOU ADVANCE YOUR TIER, IT COSTS HALF THE COIN IT NORMALLY WOULD. WHO IS YOUR PATRON? WHY DO THEY HELP YOU? 	COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
	CITY RECORDS	O PREDATORS: WHEN YOU USE STEALTH OR SUBTERFUGE TO COMMIT MURDER, TAKE +1D TO THE ENGAGEMENT ROLL.	
OR	+10 ENGAGEMENT FOR STEALTH PLANS	○ VIPERS: WHEN YOU ACQUIRE OR CRAFT POISONS, YOU GET +1 RESULT LEVEL TO YOUR ROLL. WHEN YOU EMPLOY A POISON, YOU ARE SPECIALLY PREPARED TO BE IMMUNE TO ITS EFFECTS.	CREW UPGRADES
TS		VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER CREWS:	ASSASSIN RIGGING (2 FREE LOAD OF WEAPONS OR GEAR)
	1.0	0	LOAD OF WEAPONS OR GEAR)

□ IRONHOOK CONTACTS (+1

ELITE SKULKS (+1 QUALITY)

ELITE THUGS (+1 QUALITY)

HARDENED (+1 TRAUMA BOX)

TIER IN PRISON)

BLADESINTHEDARK

FACTIONS OF DOSKVOL

CRIMINAL UNDERWORLD	CITY INSTITUTIONS	LABOR & TRADE	CITIZENRY	
TIER HOLD STATUS	TIER HOLD STATUS	TIER HOLD STATUS	TIER HOLD STATUS	
			X III	
			THE FRINGE	
			TIER HOLD STATUS	
TIER: 1, 11, 11, 11, 1V, V, V1 HOLD: WEAK, STRONG	War			
status: +3 allies +2 FRIENDLY	WHEN YOU'RE AT WAR WITH ANY NUMBER OF FACTIONS (• LOSE 1 HOLD (TEMPORARILY, WHILE THE WAR PERSISTS			
+1 HELPFUL	 LOSE I HOLD (TEMPORARILY, WHILE THE WAR PERSISTS) PCS GET ONLY ONE FREE DOWNTIME ACTION INSTEAD 			
0 NEUTRAL	◆ TAKE +1 HEAT FROM EACH SCORE.			
-2 HOSTILE	◆ YOUR CLAIMS WHICH GENERATE COIN (VICE DENS, FIGH	TING PITS, FENCES, ETC.) PRODUCE ONLY HALF		
-3 war!	THEIR NORMAL INCOME (ROUND DOWN).	The services if it is		

BLADES	IN THE DARK	Notes	CLAIMS Notes	
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BLADESINTHEDARK

LONG-TERM PROJECTS

