BLADES IN THE DARK CREW SHEET

DLADES DARK CREW SHEET	Store and	
NAME REPUTATION	SPECIAL ABILITIES XP	*
LAIR REP + DUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU		COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
		COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
	•	
LAIR	•	COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
	0	
HEAT WANTED LEVEL COIN VAULTS UPON CREW ADVANCE, EACH PC GETS +J STASH (+2 PER TIER) CREW ADVANCEMENT	0	CREW UPGRADES
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 • 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.	o	
CONTACTS HUNTING GROUNDS >	0	LAIR QUALITY CARRIAGE DOCUMENTS BOAT GEAR HIDDEN IMPLEMENTS
	•	QUARTERS PET/SPECIAL Secure SUPPLIES VAULT TOOLS WORKSHOP WEAPONS
	• •	TRAINING COHORTS INSIGHT UPGRADE COSTS PROWESS NEW COHORT: RESOLVE ADD TYPE: PLAYBOOK
		MASTERY

COHORT TYPE Weak Impaired Broken Armor

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, 111, 117, 17, 17 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	

BLADESINTHEDARK

LONG-TERM PROJECTS

