## 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	<ul> <li>LOSE I HOLD (TEMPORARILY, WHILE THE WAR PERSISTS)</li> <li>PCS GET ONLY ONE FREE DOWNTIME ACTION INSTEAD</li> </ul>		
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**

