## BLADES IN THE DARK CREW SHEET ACOLYTES OF WEAK IMPAIRED BROKEN ARMOR A FORGOTTEN DEITY SPECIAL ABILITIES NAME REPUTATION O CHOSEN: EACH PC MAY ADD +1 ACTION RATING TO ATTUNE, STUDY, OR SWAY (UP TO A MAX RATING OF 3). LAIR WEAK IMPAIRED BROKEN ARMOR O ANOINTED: YOU GET +1D TO RESISTANCE ROLLS AGAINST TIER OOOO SUPERNATURAL THREATS. YOU GET +10 TO HEALING ROLLS WHEN YOU HOLD WEAK STRONG HAVE SUPERNATURAL HARM. O BOUND IN DARKNESS: YOU MAY USE TEAMWORK WITH ANY CULT CLAIMS MEMBER, REGARDLESS OF THE DISTANCE SEPARATING YOU. BY TAKING **ANCIENT** 1 STRESS, YOUR WHISPERED MESSAGE IS HEARD BY EVERY CULTIST. ANCIENT **OFFERTORY** CLOISTER VICE DEN **OBELISK** TOWER O CONVICTION: EACH PC GAINS AN ADDITIONAL VICE: WORSHIP. WHEN +1 SCALE FOR YOUR (TIER ROLL) - HEAT = +2 COIN FOR OCCULT -1 STRESS COST FOR +ID TO CONSORT YOU INDULGE THIS VICE AND BRING A PLEASING SACRIFICE, YOU DON'T ADEPTS COHORTS COIN IN DOWNTIME **OPERATIONS** ALL ARCANE POWERS W/ARCANE ENTITIES OVERINDULGE IF YOU CLEAR EXCESS STRESS, IN ADDITION, YOUR DEITY AND RITUALS ON SITE WILL ASSIST ANY ONE ACTION ROLL YOU MAKE-FROM NOW UNTIL YOU INDULGE THIS VICE AGAIN. O GLORY INCARNATE: YOUR DEITY SOMETIMES MANIFESTS IN THE LAIR PHYSICAL WORLD. THIS CAN BE A GREAT BOON, BUT THE PRIORITIES TURF TURF TURF TURF AND VALUES OF A GOD ARE NOT THOSE OF MORTALS, YOU HAVE BEEN COHORT TYPE П п WEAK IMPAIRED BROKEN ARMOR O SEALED IN BLOOD: EACH HUMAN SACRIFICE YIELDS -3 STRESS COST FOR ANY RITUAL YOU PERFORM. SPIRIT WELL **ANCIENT GATE** SANCTUARY SACRED NEXUS **ANCIENT ALTAR** O ZEALOTRY: YOUR COHORTS HAVE ABANDONED THEIR REASON TO +lo to attune on SAFE PASSAGE IN +1D TO COMMAND +1D TO HEALING +ID ENGAGEMENT FOR DEVOTE THEMSELVES TO THE CULT. THEY WILL UNDERTAKE ANY OCCULT PLANS AND SWAY ON SITE ROLLS THE DEATHLANDS SERVICE, NO MATTER HOW DANGEROUS OR STRANGE. THEY GAIN +10 п TO ROLLS AGAINST ENEMIES OF THE FAITH. **CREW UPGRADES** VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER CREWS: CULT RIGGING (2 FREE LOAD OF DOCUMENTS OR UPON CREW ADVANCE, EACH PC GETS +1 STASH (+2 PER TIER) IMPLEMENTS) RITUAL SANCTUM IN LAIR AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK 1 XP (OR 2 XP IF THAT ITEM OCCURRED MULTIPLE TELITE ADEPTS (+1 QUALITY) TIMES). ☐ ELITE THUGS (+1 QUALITY) ◆ ADVANCE THE AGENDA OF YOUR DEITY OR EMBODY ITS PRECEPTS IN ACTION. ORDAINED (+1 TRAUMA BOX) ♦ 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 SACRED SITES LAIR QUALITY ACQUISITION - AUGURY - CONSECRATION - SACRIFICE ☐☐ CARRIAGE ☐ DOCUMENTS □ □ BOAT GEAR ☐ HIDDEN ☐ IMPLEMENTS QUARTERS ☐ PET/SPECIAL SECURE SUPPLIES ☐ ☐ VAULT ☐ TOOLS ☐ WORKSHOP ☐ WEAPONS TRAINING COHORTS UPGRADE COSTS **INSIGHT** NEW COHORT: 2 ☐ PROWESS ADD TYPE: ☐ RESOLVE CHOOSE 2 FEATURES: PLAYBOOK ALLURING - CRUEL - FEROCIOUS - MONSTROUS MASTERY

RADIANT - SINISTER - SERENE - TRANSCENDENT

## BLADESINTHEDARK

## **FACTIONS OF DOSKVOL**

CRIMINAL UNDERWORLD				CITY INSTITUTIONS	LABOR & TRADE	CITIZENRY
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TIER: 1, 11, 111, 1V, V, V1			10	CONTRACTOR OF THE PARTY OF THE	ABELLION CO.	
HOLD: WEAK, STRONG STATUS: +3 ALLIES				WAR	(	
+2 FRIENDLY				when you're at war with any number of factions  • lose 1 hold (temporarily, while the war persis		The second second
+1 HELPFUL				◆ PCS GET ONLY ONE FREE DOWNTIME ACTION INSTEA'		
0 NEUTRAL				◆ TAKE +1 HEAT FROM EACH SCORE.		727
-1 interfering -2 hostile				♦ YOUR CLAIMS WHICH GENERATE COIN (VICE DENS, FIC	SHTING PITS, FENCES, ETC.) PRODUCE ONLY HALF	
-3 WAR!				THEIR NORMAL INCOME (ROUND DOWN).		



