and all the state	and the second se	5° 8°	-	and the second sec	
BLADES IN	THE DARK	CREW	SHEET	HAWKERS VICE DEALERS	COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
				SPECIAL ABILITIES XP	
NAME	P	REPUTATION	11	O SILVER TONGUES: EACH PC MAY ADD +1 ACTION RATING TO COMMAND, CONSORT, OR SWAY (UP TO A MAX RATING OF 3).	COHORT TYPE
	+TURF HOLD WI	EAK STRONG TIE	R 0 0 0 0	• ACCORD: SOMETIMES FRIENDS ARE AS GOOD AS TERRITORY. YOU MAY COUNT UP TO THREE +3 FACTION STATUSES YOU HOLD AS IF THEY ARE TURF.	WEAK MPAIRED BROKEN ARMOR
CLAIMS PERSO CLOTH TURF the Encage	IER LOCAL GRAFT	LOOKOUTS +1D TO SURVEY AND	INFORMANTS	• 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).	COHORT TYPE Weak impaired broken Armor
FOR SOCIAL	PLANS FORCE OR SOCIALIZE	HUNT ON YOUR		• 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?	
TURF TUR	F LAIR		LUXURY VENUE +1D TO CONSORT AND SWAY ON SITE	O HIGH SOCIETY: IT'S ALL ABOUT WHO YOU KNOW. TAKE -1 HEAT DURING DOWNTIME AND +1D TO GATHER INFO ABOUT THE CITY'S ELITE.	COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
FOREIGN MARKET (TIER ROLL) - HEAT = (TIER ROLL) - COIN IN DOWNTIME	- HEAT = $+2 \text{ coin for}$	COVER OPERATION ~2 HEAT PER SCORE	COVER IDENTITIES +ID ENGAGEMENT FOR DECEPTION AND TRANSPORT PLANS	 O HOOKED: YOUR GANG MEMBERS USE YOUR PRODUCT. ADD THE SAVAGE, UNRELIABLE, OR WILD FLAW TO YOUR GANGS TO GIVE THEM #I QUALITY. O PATRON: WHEN YOU ADVANCE YOUR TIER, IT COSTS HALF THE COIN IT 	
	CONTRACTOR ON ANTING	Carlos College	A PARTY OF A PARTY	NORMALLY WOULD. WHO IS YOUR PATRON? WHY DO THEY HELP YOU?	CREW UPGRADES
HEAT	WANTED LEVEL		Barry and Street	VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER CREWS:	HAWKER' S RIGGING (1 CARRIED
		UPON CREW ADVANCE, EACH PC C	GETS +1 STASH (+2 PER TIER)	0	ITEM IS CONCEALED; NO LOAD)
CREW ADVANCEMENT					IRONHOOK CONTACTS (+1 TIER
AT THE END OF EACH SESSION, FOR	R EACH ITEM BELOW, MARK 1 XP	OR 2 XP IF THAT ITEM OC	CCURRED MULTIPLE		IN PRISON)
TIMES.	TE OLANDECTINE CONFET CALES	OF OF OUR F AIRLY TER RITORY	,		ELITE ROOKS (+1 QUALITY)
 ACQUIRE PRODUCT SUPPLY, EXECUT CONTEND WITH CHALLENGES ABOVE 	VE YOUR CURRENT STATION.	JK SECURE NEW TERRITORY		0	COMPOSED (+1 STRESS BOX)
 BOLSTER YOUR CREW'S REPUTATION EXPRESS THE GOALS, DRIVES, INNE 		IRF OF THE CREW			
CONTACTS	SALES TERRI	and the second second	A Second Second	The second secon	
N		PPLY - SHOW OF FORCE	- SOCIALIZE	0	
				U	CARRIAGE DOCUMENTS
	1× 1				HIDDEN IMPLEMENTS
~					QUARTERS PET/SPECIAL
	1999	A REAL PROPERTY.	1.0	0	SECURE SUPPLIES
5	and the second se	and the second second	A REAL PROPERTY.		VAULT TOOLS
Þ	CHIEF ALLER CO	a non set			The start
D				the second se	TRAININGCOHORTSINSIGHTUPGRADE COSTS
▶	Server Provent	and the state of the		0	PROWESS NEW COHORT: 2
▶	1000 pr 2000 10				RESOLVE ADD TYPE: 2
D	and the second is		100 100 100 100 100 100 100 100 100 100		PLAYBOOK
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BLADESINTHEDARK

FACTIONS OF DOSKVOL

CRIMINAL UNDERWORLD	CITY INSTITUTIONS	LABOR & TRADE	CITIZENRY
TIER HOLD STATUS	TIER HOLD STATUS	TIER HOLD STATUS	TIER HOLD STATUS
			X X
			THE FRINGE
			TIER HOLD STATUS
X A A A A A A A A A A A A A A A A A A A			
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
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BLADESINTHEDARK

LONG-TERM PROJECTS

