BLADES IN THE DARK CREW SHEET		COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
NAME REPUTATION  LAIR  *TURF HOLD WEAK STRONG TIER O O O  CLAIMS	SPECIAL ABILITIES XP	COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
	•	COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
LAIR	•	COHORT TYPE WEAK IMPAIRED BROKEN ARMOR
HEAT WANTED LEVEL COIN VAULTS  UPON CREW ADVANCE, EACH PC GETS +1 STASH (+2 PER TIER)	0	CREW UPGRADES
CREW ADVANCEMENT  AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK 1 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.	•	
CONTACTS HUNTING GROUNDS		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: 2  RESOLVE ADD TYPE: 2  PLAYBOOK  MASTERY

## BLADESINTHEDARK

## **FACTIONS OF DOSKVOL**

CRIMINAL UNDERWO	ORI	D		CITY INSTITUTIONS	LABOR & TRADE	CITIZENRY
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HOLD: WEAK, STRONG STATUS: +3 ALLIES				War	2)	
+2 FRIENDLY				when you're at war with any number of faction  to lose 1 hold (temporarily, while the war pers		The state of the s
+1 HELPFUL				◆ PCS GET ONLY ONE FREE DOWNTIME ACTION INSTE		
0 NEUTRAL				◆ TAKE +1 HEAT FROM EACH SCORE.		(73)
-1 interfering -2 hostile				◆ YOUR CLAIMS WHICH GENERATE COIN (VICE DENS, F	IGHTING PITS, FENCES, ETC.) PRODUCE ONLY HALF	
-3 war!				THEIR NORMAL INCOME (ROUND DOWN).		And the second s

