BLADESINTHEDARK

The Walunds

NAME
Abandoned dock house, reaks of toxic spill.

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HEAT CLAIMS		WANTED LEVEL	COIN VAULTS	
PROTECTED TURF	CATACOMBS +1 quality to artifacts & supplications	PUBLICITY +2 Rep on Takedown scores □	LIGHTNING TOWER SCALE advantage attacking groups	SAFE HOUSES Hidden staging areas throughout your turf
PRE-CATACLYSM TOMB +1d to Attune and Study on site	PROTECTED TURF	LAIR	PROTECTED TURF	FIERCE ALLIES Increase crew quality for one advance
BLUECDAT CONFIDANTS + 1 effect to reduce heat	CITY RECORDS +1 effect to gather info on targets	LOOKOUTS +1d to spot or evade trouble on your turf	PROTECTED TURF	FAMILY BONDS All your cohorts are Loyal
TUDE		(D) TAYEAN E	TOW CERONE THE	

Family reputation: Fences who will sell ANYTHING.

Age old rival: Booker family, who are now working with The Crows to secure Crow's Foot and enjoy and elevated status (Tier 1).

Locations: The Hook & Line (No Walunds allowed.

The Broken Tooth (Image of a Booker with missing teeth on the sign).

VIGILANTES

SPECIAL ABILITIES

- As GOOD AS YOUR WORD: You may spend REP as COIN in downtime actions. Additionally, each crew member may take Obligation as a second vice.
- **A THORN IN YOUR SIDE:** When you use Deception to target a higher tier faction, gain +2d on the **ENGAGEMENT** roll.
- FRIENDS IN LOW PLACES: When you gather information from a faction with a lower tier than your target, gain +1 effect.
- MISDIRECTION: At the end of a score, you can sacrifice half the rep gained to make another faction lose status with your target instead of your crew. Describe how you pinned it someone else.
- **LIFE IS WAR:** When you're at war (-3 faction status), gain +2 **REP** per score and PCs still get two downtime actions, instead of one.
- **FAVORS**: Spend one **REP** and describe how one of your contacts is put out to help you. Everyone in your crew gets one dot in an action your contact is skilled in for this score.
- **ROOTS**: During downtime one of your contacts or cohorts may take a downtime action to gather information, work on a long term project or recover for you.
- **Shady Past**: Choose a special ability from another crew type.

WEAK IMPAIRED BROKEN ARMOR LAIR QUALITY

WEAK | IMPAIRED | BROKEN | ARMOR

CREW ADVANCEMENT

- Weaken the position of a higher tier faction or antagonize the law.
- ◆ Protect those the Bluecoats cannot or will not help.
- ◆ Bolster your crew's reputation or develop a new one.
- ◆ Contend with challenges above your current station.

CONTACTS	CREW UPGRADE	5	
$\triangle igtrianglepi$ Mara, Chief Inspector	■ Fine Case Fil	es	
$\wedge \nabla$	Skilled Chiru	rgeon	
Elite Braves (+1 Quality)			
Subterranean Routes			
$\triangle \nabla$	Concealable Gear		
$\Delta \nabla$	☐ Blessed Armor & Weaponry		
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PROTECTED TURF (DESCRIPTION	I/IHREAT)	QUALITY	
		0000	

⊔⊔ Carriage	☐ Documents
□□ Boat	☐ Gear
Hidden	☐ Implements
☐ Quarters	☐ Pet/Special
□□ Secure	☐ Supplies
□□ Vault	☐ Tools
uu vaun	☐ 100IS
□ Workshop	☐ Weapons
□Workshop	☐ Weapons
☐ Workshop TRAINING	☐ Weapons COHORTS

□ Mastery Remove Flaw: 1

Add Edge: 1

□ Personal

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FACTIONS OF DUSKWALL

	CRIMINAL UNDERW	ORLD	
	The Unseen	111 r	vS
	THE SILVER NAILS	111 I	II S
	Lord Scurlock	111 n	II S
	The Hive	111 I	II S
		111 I	II
	THE CIRCLE OF FLAME	111 I	ı F
	The Crows	111 I	ı W
	THE LAMPBLACKS	111 1	ı W
	The Red Sashes	111 I	ı W
	THE DIMMER SISTERS	111 I	ı S
	Six Towers Gang	111 I	ı W
		111 I	I 5
	Ulf Ironborn	111	ı F
	The Fog Hounds	111	ı F
	The Eels	111	ı W
	The Lost	111	ı W
,,,	THE BOOKERS	111	ı W
		111	
		111	
		111	

CITY INSTITUTION	NS		
Duskwall Council	111	IV	8
Ironhook Prison	111	III	9
Spirit Wardens	111	III	6
BLUECOATS	111	III	7
Skovlan Consulate	111	III	5
Inspectors	111	II	9
Ink Rakes	111	II	8
Sparkwrights	111	I	9
Imperial Guard	111	I	9
Iruvian Consulate	111	I	5
Severosi Consulate	111	I	4
AGGER ISLES CONSULATE	111	I	3

LABOR & TRADE			
MINISTRY OF TRANSPORT	111 iv	9	
Leviathan Hunters	111 m	9	
MINISTRY OF PROVISIONS	111 III	9	
Merchant Guild	111 III	7	
Sailors	111 III	5	
Seaside Dockers	111 III	5	
Canal Dockers	111 II	5	
Gondoliers	111 m	4	
RAIL JACKS	111 II	3	
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FAITH & WEIRDN	ESS	
ECSTASY OF THE FLESH	111 m	6
The Horde	111 m	9
THE WEEPING LADY	1 1 1 1	6
THE RECONCILED	111 II	5
The Path of Echoes	111 II	4
THE FORGOTTEN GODS	111 I	3
DEATHLANDS SCAVENGERS	i 111 I	3
111	111	
111	111	
111	111	
111	111	
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OTHERS		
Skovlander Refugees	111 iv	3
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	111	
	111	
	111	