

ALTERNATE PLAYER KIT SHEETS FOR USE WITH

BLADES DECK

[HTTPS://EVILHAT.COM/PRODUCT/BLADES-IN-THE-DECK/](https://evilhat.com/product/BLADES-IN-THE-DECK/)

BLADES IN THE DARK CREW SHEET

NAME REPUTATION

LAIR

REP TURF HOLD WEAK STRONG TIER

Grid of abilities: TRAINING ROOMS, VICE DEN, FIXER, INFORMANTS, HAGFISH FARM, VICTIM TROPHIES, LAIR, TURF, COVER OPERATION, PROTECTION RACKET, INFIRMARY, ENVOY, COVER IDENTITIES, CITY RECORDS.

HEAT WANTED LEVEL COIN VAULTS

Blank lines for player notes.

ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

ASSASSINS

MURDERERS FOR HIRE

SPECIAL ABILITIES

- DEADLY: Each PC may add +1 action rating to Hunt, Prowl, or Skirmish (up to a max rating of 3).
- CROW'S VEIL: Due to hard-won experience or occult ritual, your activities are hidden from the notice of the death-seeker crows. You don't take extra heat when killing is involved on a score.
- EMBERDEATH: Due to hard-won experience or occult ritual, you know the arcane method to destroy a living victim's spirit at the moment you kill them. Take 3 stress to channel electroplasmic energy from the ghost field to disintegrate the spirit and dead body in a shower of sparking embers.
- NO TRACES: When you keep an operation quiet or make it look like an accident, you get half the rep value of the target (round up) instead of zero. When you end downtime with zero heat, take +1 rep.
- PATRON: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?
- PREDATORS: When you use stealth or subterfuge to commit murder, take +1d to the engagement roll.
- VIPERS: When you acquire or craft poisons, you get +1 result level to your roll. When you employ a poison, you are specially prepared to be immune to its effects.
- VETERAN: Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Execute a successful accident, disappearance, murder, or ransom operation.
- 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

- Taferro, a jovial eelkeeper
- Lumby, a curious stalker
- Ornella, a disgraced doctor
- Blaize, a drunkard Bluecoat
- Cartner, a dignified forger
-

CREW UPGRADES

- Assassin rigging (2 free load of weapons or gear)
- Ironhook Contacts (+1 Tier in prison)
- Elite Skulks
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

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COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

- LAIR
- Carriage
 - Boat
 - Hidden
 - Quarters
 - Secure
 - Vault
 - Workshop
- QUALITY
- Documents
 - Gear
 - Implements
 - Supplies
 - Tools
 - Weapons

- TRAINING
- Insight
 - Prowess
 - Resolve
 - Personal
 - Mastery
- COHORTS
- UPGRADE COSTS
- New Cohort: 2
- Add Type: 2

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

DEITY _____

CHOOSE 2 FEATURES

ALLURING—CRUEL—FEROCIOUS—MONSTROUS
RADIANT—SINISTER—SERENE—TRANSCENDENT

REP  TURF  HOLD  WEAK  STRONG  TIER 

<input type="checkbox"/> CLOISTER +1 scale for your Adept cohorts	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> OFFERTORY +2 coin for occult operations	<input type="checkbox"/> ANCIENT OBELISK -1 stress cost for all arcane powers and rituals	<input type="checkbox"/> ANCIENT TOWER +1d to Consort w/ arcane entities on site
<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> SPIRIT WELL +1d to Attune on site.	<input type="checkbox"/> ANCIENT GATE Safe passage in the Deathlands	<input type="checkbox"/> SANCTUARY +1d to Command and Sway on site	<input type="checkbox"/> SACRED NEXUS +1d to healing rolls	<input type="checkbox"/> ANCIENT ALTAR +1d engagement for occult plans

HEAT  WANTED LEVEL  COIN  VAULTS 

Upon crew advance, each PC gets stash = Tier+2.

ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

CULT

ACOLYTES
OF A DEITY

SPECIAL ABILITIES

- **CHOSEN:** Each PC may add +1 action rating to **Attune**, **Study**, or **Sway** (up to a max rating of 3).
- **ANOINTED:** You get +1d to **resistance** rolls against supernatural threats. You get +1d to **healing** rolls when you have supernatural harm.
- **BOUND IN DARKNESS:** You may use **teamwork** with any cult member, regardless of the distance separating you. By taking 1 stress, your whispered message is heard by every cultist.
- **CONVICTION:** Each PC gains an additional **Vice: Worship**. When you indulge this vice and bring a pleasing sacrifice, you don't overindulge if you clear excess stress. In addition, your deity will **assist** any one action roll you make—from now until you indulge this vice again.
- **GLORY INCARNATE:** Your deity sometimes manifests in the physical world. This can be a great boon, but the priorities and values of a god are not those of mortals. You have been warned.
- **SEALED IN BLOOD:** Each human sacrifice yields -3 stress cost for any ritual you perform.
- **ZEALOTRY:** Your cohorts have abandoned their reason to devote themselves to the cult. They will undertake any service, no matter how dangerous or strange. They gain +1d to rolls against enemies of the faith.
- ○ **VETERAN:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ Advance the agenda of your deity or embody its precepts in action.
- ◆ 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

- ▷ Gipple, a shattered prophet
- ▷ Sania, a wealthy adept
- ▷ Bynum, a feverish scholar
- ▷ Clemensha, a frosty medium
- ▷ Alondra, a sacrificial priestess
- ▷ _____

CREW UPGRADES

- ☐ Cult rigging (2 free load of documents or implements)
- ☐ Ritual sanctum in lair
- ☐ Elite Adepts
- ☐ Elite Thugs
- ☐ ☐ ☐ Ordained (+1 trauma box)

SACRED SITES: ACQUISITION—AUGURY—CONSECRATION—SACRIFICE

COHORT ☐ GANG ☒ EXPERT ☐

WEAK ☐ IMPAIRED ☐ BROKEN ☐ ARMOR ☐

Adepts _____

COHORT ☐ GANG ☒ EXPERT ☐

WEAK ☐ IMPAIRED ☐ BROKEN ☐ ARMOR ☐

COHORT ☐ GANG ☒ EXPERT ☐

WEAK ☐ IMPAIRED ☐ BROKEN ☐ ARMOR ☐

COHORT ☐ GANG ☒ EXPERT ☐

WEAK ☐ IMPAIRED ☐ BROKEN ☐ ARMOR ☐

LAIR	QUALITY
<input type="checkbox"/> Carriage	<input type="checkbox"/> Documents
<input type="checkbox"/> Boat	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input type="checkbox"/> Prowess	New Cohort: 2
<input checked="" type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

BLADES IN THE DARK CREW SHEET

NAME REPUTATION

LAIR

REP TURF HOLD WEAK STRONG TIER

Grid of abilities: TURF, PERSONAL CLOTHIER, LOCAL GRAFT, LOOKOUTS, INFORMANTS, FOREIGN MARKET, VICE DEN, SURPLUS CACHES, COVER OPERATION, LOVER IDENTITIES, LUXURY VENUE, LAIR.

HEAT WANTED LEVEL COIN VAULTS

Blank lines for notes or additional information.

ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

HAWKERS

VICE DEALERS

SPECIAL ABILITIES

- SILVER TONGUES: Each PC may add +1 action rating to Command, Consort, or Sway (up to a max rating of 3).
- ACCORD: Sometimes friends are as good as territory. You may count up to three +3 faction statuses you hold as if they are turf.
- 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).
- 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?
- HIGH SOCIETY: It's all about who you know. Take -1 heat during downtime and +1d to gather info about the city's elite.
- HOKED: Your gang members use your product. Add the savage, unreliable, or wild flaw to your gangs to give them +1 quality.
- PATRON: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?
- VETERAN: Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Acquire product supply, execute clandestine/covert sales, or secure new territory.
- 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

- Ruggles, a neckless thug
- Ciara, a discreet cabbie
- Rilyn, a persuasive carouser
- Maribel, a sweet seductress
- Sanet, an anxious stevedore
-

CREW UPGRADES

- Hawker's rigging (1 carried item is concealed and has no load)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rooks
- Elite Thugs
- Composed (+1 stress box)

SALES TERRITORY: SALE—SUPPLY—SHOW OF FORCE—SOCIALIZE

Blank lines for notes or additional information.

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR QUALITY

Carriage	Documents
Boat	Gear
Hidden	Implements
Quarters	Supplies
Secure	Tools
Vault	Weapons
Workshop	

TRAINING COHORTS

Insight	UPGRADE COSTS
Prowess	New Cohort: 2
Resolve	Add Type: 2
Personal	
Mastery	

BLADES IN THE DARK CREW SHEET

NAME _____ REPUTATION _____

LAIR _____

REP TURF HOLD WEAK STRONG TIER

<input type="checkbox"/> TURF	<input type="checkbox"/> SIDE BUSINESS (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> LUXURY FENCE +2 coin for high-class targets	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> TAVERN +1d to Consort and Sway on site
<input type="checkbox"/> ANCIENT GATE Safe passage in the Deathlands	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> SECRET ROUTES +1d engagement for transport plans	<input type="checkbox"/> INFORMANTS +1d gather info for scores	<input type="checkbox"/> FLEET Your cohorts have their own vehicles	<input type="checkbox"/> COVER OPERATION -2 heat per score	<input type="checkbox"/> WAREHOUSE Stockpiles give you +1d to acquire assets

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

ALTERNATE PLAYER KIT SHEET FOR USE WITH BLADES IN THE DECK

VEHICLE EDGES

Nimble: The vehicle handles easily. Consider this an **assist** for tricky maneuvers.

Simple: The vehicle is easy to repair. Remove all of its harm during downtime.

Sturdy: The vehicle keeps operating even when *broken*.

VEHICLE FLAWS

Costly: The vehicle costs 1 coin per downtime to keep in operation.

Distinct: The vehicle has memorable features. Take +1 heat when you use it on a score.

Finicky: The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.

SMUGGLERS

SUPPLIERS OF ILLICIT GOODS

SPECIAL ABILITIES

- **LIKE PART OF THE FAMILY:** Create one of your vehicles as a **cohort** (use the vehicle edges and flaws, below). Its **quality** is equal to your Tier +1.
- **ALL HANDS:** During **downtime**, one of your cohorts may perform a downtime activity for the crew to **acquire an asset**, **reduce heat**, or work on a **long-term project**.
- **GHOST PASSAGE:** From harsh experience or occult ritual, all crew members become immune to possession by spirits, but may choose to "carry" a second ghost as a passenger within their body.
- **JUST PASSING THROUGH:** During **downtime**, take -1 heat. When your heat is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary citizens.
- **LEVERAGE:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain +1 rep.
- **REAVEERS:** When you go into conflict aboard a vehicle, you gain +1 effect for vehicle damage and speed. Your vehicle gains **armor**.
- **RENEGADES:** Each PC may add +1 action rating to **Finesse**, **Prowl**, or **Skirmish** (up to a max rating of 3).
- ○ **VETERAN:** Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- ◆ *Execute a successful smuggling or acquire new clients or contraband sources.*
- ◆ *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

- ▷ Honesty, an animal trainer
- ▷ Gosselin, a dockside spy
- ▷ Lilliana, a bureaucratic genius
- ▷ Kurtley, a smarmy tour guide
- ▷ Menki, a trusted handmaiden
- ▷ _____

CREW UPGRADES

- ☐ Smuggler's rigging (2 items carried are perfectly concealed)
- ☐ Camouflage (vehicles are perfectly concealed at rest)
- ☐ Elite Rovers
- ☐ Barge (+mobility for lair)
- ☐ ☐ ☐ Steady (+1 stress box)

CARGO TYPES: ARCANE/WEIRD—ARMS—CONTRABAND—PASSENGERS

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR	QUALITY
<input type="checkbox"/> Vehicle	<input type="checkbox"/> Documents
<input type="checkbox"/> Vehicle	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

BLADES IN THE DARK CREW SHEET

NAME REPUTATION

LAIR

REP TURF HOLD WEAK STRONG TIER

Grid of 15 squares for map layout. One square is labeled LAIR.

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

Empty lines for notes or additional information.

SPECIAL ABILITIES

Empty lines for special abilities.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Execute a successful operation.
- 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

Empty lines for contacts.

CREW UPGRADES

Empty lines for crew upgrades.

HUNTING GROUNDS:

Empty lines for hunting grounds.

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

Empty lines for cohort information.

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Empty lines for cohort information.

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

Empty lines for cohort information.

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

Empty lines for cohort information.

LAIR QUALITY Carriage Documents Boat Gear Hidden Implements Quarters Supplies Secure Tools Vault Weapons Workshop

TRAINING COHORTS Insight Prowess Resolve Personal Mastery Upgrade Costs New Cohort: 2 Add Type: 2

BLADES IN THE DARK **CREW:**

CREW:

A 3x5 grid of squares. The center square (row 2, column 3) is shaded gray and contains the text "LAIR" in bold black capital letters. All other squares are white and have a small gray square in the bottom-left corner, representing a right angle.

[illegible]

PRISON CLAIMS

*Every time a member of your crew goes to prison, you have a chance to gain a prison claim. See **Incarceration**, page 148.*

PAROLE INFLUENCE Your prison terms are one level shorter	SMUGGLING +2 load while incarcerated	ALLIED CLAIM Take a non-turf claim from a different crew type	CELL BLOCK CONTROL You don't take trauma from incarceration
GUARD PAYOFF Take +1d to incarceration rolls	PRISON	GUARD PAYOFF Take +1d to incarceration rolls	ALLIED CLAIM Take a non-turf claim from a different crew type
HARDCASE -2 coin cost to advance Tier	SMUGGLING +2 load while incarcerated	ALLIED CLAIM Take a non-turf claim from a different crew type	ALLIED CLAIM Take a non-turf claim from a different crew type

ALLIED CLAIM

One of your allies on the inside arranges for their faction to grant you a boon. Take a claim for your crew from a different crew type. You can't take turf with this claim.

One of your allies on the inside arranges for their faction to grant you a boon. Take a claim for your crew from a different crew type. You can't take turf with this claim.

CELL BLOCK CONTROL
Your crew has a cell block under their total control—guards and all. You never take trauma from incarceration.

Your crew has a cell block under their total control—guards and all. You never take trauma from incarceration.

GUARD PAYOFF

You claim several Ironhook prison guards on your payroll. Take +1d to your Tier roll when a member of your crew is incarcerated.

You claim several Ironhook prison guards on your payroll. Take +1d to your Tier roll when a member of your crew is incarcerated.

HARDCASE
Your reputation as a tough inmate bolsters your crew's image in Duskwall. When your crew advances Tier, it costs 2 fewer coins than it normally would.

Your reputation as a tough inmate bolsters your crew's image in Duskwall. When your crew advances Tier, it costs 2 fewer coins than it normally would.

PAROLE INFLUENCE

Political pressures of various sorts can be applied to the magistrates and warden who oversee sentences for crimes. With this claim, you're always able to arrange for a shorter prison stay—as if your **wanted level** was 1 lower. So, if your wanted level was 3 when you went in, you'd spend only several months behind bars (equivalent to level 2) instead of a full year.

Political pressures of various sorts can be applied to the magistrates and warden who oversee sentences for crimes. With this claim, you're always able to arrange for a shorter prison stay—as if your **wanted level** was 1 lower. So, if your wanted level was 3 when you went in, you'd spend only several months behind bars (equivalent to level 2) instead of a full year.

SMUGGLING

You arrange smuggling channels inside. You have **+2 load** while incarcerated, (starting from zero as a prisoner). If you take this claim twice, you'll have 4 load while you're serving time in Ironhook. Also, you may choose to have 1 coin in place of a load item for purposes of bribes or acquiring assets while in prison. You may reset your prison load whenever your crew has downtime.

You arrange smuggling channels inside. You have **+2 load** while incarcerated, (starting from zero as a prisoner). If you take this claim twice, you'll have 4 load while you're serving time in Ironhook. Also, you may choose to have 1 coin in place of a load item for purposes of bribes or acquiring assets while in prison. You may reset your prison load whenever your crew has downtime.

FACTIONS OF DOSKVOL

ALTERNATE PLAYER KIT SHEET FOR USE WITH **BLADES IN THE DECK**

UNDERWORLD	TIER	HOLD	STATUS
The Unseen	IV	S	
The Hive	IV	S	
The Circle of Flame	III	S	
The Silver Nails	III	S	
Lord Scurlock	III	S	
The Crows	II	W	
The Lampblacks	II	W	
The Red Sashes	II	W	
The Dimmer Sisters	II	S	
The Grinders	II	W	
The Billhooks	II	W	
The Wraiths	II	W	
The Gray Cloaks	II	S	
Ulf Ironborn	I	S	
The Fog Hounds	I	W	
The Lost	I	W	

INSTITUTIONS	TIER	HOLD	STATUS
Imperial Military	VI	S	
City Council	V	S	
Ministry of Preservation	V	S	
Leviathan Hunters	V	S	
Ironhook Prison	IV	S	
Sparkwrights	IV	S	
Spirit Wardens	IV	S	
Bluecoats	III	S	
Inspectors	III	S	
Iruvian Consulate	III	S	
Skovlan Consulate	III	W	
The Brigade	II	S	
Severosi Consulate	I	S	
Dagger Isles Consulate	I	S	

LABOR & TRADE	TIER	HOLD	STATUS
The Foundation	IV	S	
Dockers	III	S	
Gondoliers	III	S	
Sailors	III	W	
Laborers	III	W	
Cabbies	II	W	
Cyphers	II	S	
Ink Rakes	II	W	
Rail Jacks	II	W	
Servants	II	W	
THE FRINGE	TIER	HOLD	
The Church of Ecstasy	IV	S	
The Horde	III	S	
The Path of Echoes	III	S	
The Forgotten Gods	III	W	
The Reconciled	III	S	
Skovlander Refugees	III	W	
The Weeping Lady	II	S	
Deathlands Scavengers	II	W	

CITIZENRY	TIER	HOLD	STATUS
Whitecrown	V	S	
Brightstone	IV	S	
Charterhall	IV	S	
Six Towers	III	W	
Silkshore	II	S	
Nightmarket	II	S	
Crow's Foot	II	S	
The Docks	II	S	
Barrowcleft	II	S	
Coalridge	II	W	
Charhollow	I	S	
Dunslough	I	W	
NEW FACTIONS	TIER	HOLD	
Aristocracy	IV	S	
Crolaange Family	II	S	
Gutters	II	S	
Knotwork	II	S	
Pyressant Order	II	S	
Bluefeather Trade Emporium	I	S	

WAR

When you're at war with any number of factions (status -3), the following penalties apply: 1) Lose 1 hold (temporarily, while the war persists). This may knock you down a Tier. 2) PCs get only one free downtime action instead of two. 3) Take +1 heat from each score. 4) Your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).