

Factions of Doskvol '68



UNDERWORLD		TIER	HOLD	STATUS
The Unseen	P.383	VI	S	
SCORPION Syndicate	P.376	IV	W	
Strangford-Michter Financial	P.380	IV	S	
Mirror House	P.370	III	S	
The Golden Hand	P.361	III	S	
The Tomorrow Program	P.382	III	S	
The Gallo Family	P.360	II	S	
The Keel Twins	P.362	II	S	
Lord Scurlock	P.366	II	S	
Silk	P.379	II	S	
The Blackjacks	P.348	II	W	
The Burn Corps	P.351	II	W	
The Limmerfield Gang	P.365	II	W	
The Lounge Rats	P.367	II	W	
Red Torque	P.375	II	W	
D-13	P.356	I	S	
The Dirt Barons	P.358	I	S	
Leatherbacks	P.364	I	S	
Paxton	P.374	I	S	
The Fighting Goats	P.359	I	W	

INSTITUTIONS		TIER	HOLD	STATUS
Imperial Military		VI	S	
City Council	P.355	V	S	
Section 6	P.377	V	S	
The Palace	P.373	V	S	
Ministry of Discovery	P.368	IV	S	
Ministry of Stability	P.369	IV	S	
The Strelai	P.381	IV	S	
The Church	P.354	IV	W	
Ironhook Prison		IV	W	
Blackthorn Park	P.349	III	S	
Bluecoats	P.350	III	S	
Inspectors		III	S	
Lusk Reform Clinic		III	S	
Anixis Field Unit	P.346	II	S	
USC Consulate		II	W	
Dagger Isles Consulate		I	S	
Iruvian Consulate		I	S	
Severosi Consulate		I	S	

CORPORATE & COMMUNITY		TIER	HOLD	STATUS
The Foundation		IV	S	
Saltfords Banking Group		IV	S	
Xantara Pharm	P.384	IV	S	
The Ankhayat Consortium	P.347	IV	W	
Burning Orange	P.352	III	W	
Shattered Isles Congress of Unions (SICU)	P.378	III	W	
Ink Lane Tabloids		II	S	
Laborers		II	S	
Tottle Orlov Arran		II	S	
The Yammies	P.385	II	S	
Cabbies		II	W	
Captain Laudius Blanchet		I	S	

FRINGE		TIER	HOLD	STATUS
New Dawn	P.371	IV	W	
Carousel	P.353	III	S	
The Kethrys Lodge	P.363	III	W	
The Silver Echoes		III	W	
Old North Port Preservation Society	P.372	II	W	
Deathsteaders	P.357	I	S	
Gondoliers		I	S	
Plasmovision Social Club		I	W	

CITIZENRY		TIER	HOLD	STATUS
Whitecrown		V	S	
Brightstone		IV	S	
Charterhall		IV	S	
Six Towers		IV	W	
Coalridge		III	S	
Radiance		III	W	
Barrowcleft		II	S	
Bowmore Fields		II	S	
Crowfoot		II	S	
Nightmarket		II	S	
Silkshore		II	S	
Charhollow		I	S	
The Docks		I	S	
Dunsloough		I	W	
New Horizon		I	W	

+3: Allies

+2: Friendly

+1: Helpful

0: Neutral

-1: Interfering

-2: Hostile

-3: War

When you're at war with any number of factions, your crew suffers **+1 Heat from scores**, temporarily **loses 1 hold**, and PCs get **only one downtime activity** rather than two. You can end a war by eliminating your enemy or by negotiating a mutual agreement to establish a new status rating.