CREW CREATION

1 Choose a crew type. The crew type determines the group's purpose, their special abilities, and how they advance.

You begin at **Tier 0**, with **strong hold** and 0 **REP**. You start with 2 **COIN**.

2 Choose an initial reputation and lair. Choose how other underworld factions see you: *Ambitious—Brutal—Daring—Honorable—Professional—Savvy—Subtle—Strange.* Look at the map and pick a district in which to place your lair. Describe the lair.

3 Establish your hunting grounds. Look at the map and pick a district in which to place your hunting grounds. Decide how to deal with the faction that claims that area.

- Pay them 1 **COIN**.
- Pay them 2 **COIN**. Get **+1 status**.
- Pay nothing. Get **-1 status**.

4 Choose a special ability. They're in the gray column in the middle of the crew sheet. If you can't decide, choose the first ability on the list. It's placed there as a good first option.

5 Assign crew upgrades. Your crew has two upgrades pre-selected. Choose two more. If your crew has a cohort, follow the procedure to create it. Record the faction status changes due to your upgrades:

- One faction helped you get an upgrade. Take **+1 status** with them. Or spend 1 **COIN** for **+2 status** instead.
- One faction was harmed when you got an upgrade. Take **-2 status** with them. Or spend 1 **COIN** for **-1 status** instead.

6 Choose a favorite contact. Mark the one who is a close friend, long-time ally, or partner in crime. Record the faction status changes related to your contact:

- One faction is friendly with your contact. Take **+1 status** with them.
- One faction is unfriendly with your contact. Take **-1 status** with them.

At your option, increase the intensity of the factions' relationship with your contact and take **+2** and **-2 status**, instead.

CREW UPGRADES

- **BOAT HOUSE:** You have a boat, a dock on a waterway, and a small shack to store boating supplies. A second upgrade improves the boat with armor and more cargo capacity.
- **CARRIAGE HOUSE:** You have a carriage, two goats to pull it, and a stable. A second upgrade improves the carriage with armor and larger, swifter goats. *Horses are very rare in Doskvol—most carriages in the city use the large Akorosian goat as their draft animal.*
- **COHORT:** A cohort is a gang or a single expert NPC who works for your crew. For all the details on cohorts, see the following pages.
- **HIDDEN LAIR:** Your lair has a secret location and is disguised to hide it from view. If your lair is discovered, use two downtime activities and pay **COIN** equal to your Tier to relocate it and hide it once again.
- **MASTERY:** Your crew has access to master level training. You may advance your PCs' action ratings to 4 (until you unlock this upgrade, PC action ratings are capped at 3). This costs four upgrade boxes to unlock.
- **QUALITY:** Each upgrade improves the **quality rating** of all the PCs' items of that type, beyond the quality established by the crew's Tier and fine items. You can improve the quality of **Documents**, **Gear** (covers Burglary Gear and Climbing Gear), Arcane **Implements**, Subterfuge **Supplies**, **Tools** (covers Demolitions Tools and Tinkering Tools), and **Weapons**.

  So, if you are Tier 0, with fine lockpicks (+1) and the Quality upgrade for gear (+1), you could contend equally with a Tier II quality lock.
- **QUARTERS:** Your lair includes living quarters for the crew. Without this upgrade, each PC sleeps elsewhere, and is vulnerable when they do so.
- **SECURE LAIR:** Your lair has locks, alarms, and traps to thwart intruders. A second upgrade improves the defenses to include arcane measures that work against spirits. *You might roll your crew's Tier if these measures are ever put to the test, to see how well they thwart an intruder.*
- **TRAINING:** If you have a Training upgrade, you earn 2 xp (instead of 1) when you train a given xp track during downtime (**INSIGHT**, **PROWESS**, **RESOLVE**, or Playbook xp). This upgrade essentially helps you advance more quickly. See **Advancement**, page 48.

  *If you have **Insight Training**, when you train* **INSIGHT** *during downtime, you mark 2 xp on the* **INSIGHT** *track (instead of just 1). If you have **Playbook Training**, you mark 2 xp on your playbook xp track when you train.*
- **VAULT:** Your lair has a secure vault, increasing your storage capacity for **COIN** to 8. A second upgrade increases your capacity to 16. A separate part of your vault can be used as a holding cell.
- **WORKSHOP:** Your lair has a workshop appointed with tools for tinkering and alchemy, as well as a small library of books, documents, and maps. You may accomplish long-term projects with these assets without leaving your lair.