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**

- Gagan, an academic
- Adikin, an occultist
- Hutchins, an antiquarian
- Moriya, a spirit trafficker
- Mateas Kline, a noble
- Bennett, an astronomer
- Cult rigging (2 free load of documents or implements)
- Ritual sanctum in lair
- Elite Adept
- Elite Thugs
- Ordained (+1 trauma box)

**Sacred Sites**

- Acquisition
- Augury
- Consecration
- Sacrifice

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**Table:**

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- **Cloister**: +1 scale for your Adept cohorts
- **Vice Den**: (Tier roll) - Heat = coin in downtime
- **Offertory**: +2 coin for occult operations
- **Ancient Obelisk**: -1 stress cost for all arcane powers and rituals
- **Ancient Tower**: +1d to Consort w/ arcane entities on site

- **Spirit Well**: +1d to *Attune* on site.
- **Ancient Gate**: Safe passage in the Deathlands
- **Sanctuary**: +1d to Command and Sway on site
- **Sacred Nexus**: +1d to healing rolls
- **Ancient Altar**: +1d engagement for occult plans

**Cohorts**

- **New Cohort**: 2
- **Add Type**: 2

**Cult Crew Sheet**

- **Name**:
- **Reputation**:
- **Lair**: Choose 2 features
- **Deity**: Alluring—Cruel—Ferocious—Monstrous—Radiant—Sinister—Serene—Transcendent
- **Rep**:
- **Turf**:
- **Hold**:
- **Weak**:
- **Strong**:
- **Tier**:

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**Vaults**

- **Coin**:
- **Wanted Level**:

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**Heat**

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

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**Cult Crew Sheet**

- **Contacts**
- **Cult Upgrades**
- **Sacred Sites**
- **Lair**
- **Quality**
- **Training**
- **Cohorts**
- **Upgrade Costs**

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**Notes**

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**BLADES IN THE DARK CREW SHEET**