## TYPE BOAT/CARRIAGE/OTHER BLADES IN THE DARK CREW SHEET SMI SUPPLIERS OF ILLICIT GOODS SPECIAL ABILITIES NAME REPUTATION O LIKE PART OF THE FAMILY: CREATE ONE OF YOUR VEHICLES AS A COHORT (USE THE VEHICLE EDGES AND FLAWS, BELOW). ITS QUALITY IS COHORT EQUAL TO YOUR TIER +1. IF THE VEHICLE IS UPGRADED (TWO BOXES), LAIR WEAK IMPAIRED BROKEN ARMOR IT ALSO GETS ARMOR. TIER OOOO HOLD WEAK STRONG O ALL HANDS: DURING DOWNTIME, ONE OF YOUR COHORTS MAY PERFORM A DOWNTIME ACTIVITY FOR THE CREW TO ACQUIRE AN ASSET. CLAIMS REDUCE HEAT, OR WORK ON A LONG-TERM PROJECT. O GHOST PASSAGE: FROM HARSH EXPERIENCE OR OCCULT RITUAL, ALL LUXURY FENCE **TAVERN** SIDE BUSINESS **VICE DEN** COHORT CREW MEMBERS BECOME IMMUNE TO POSSESSION BY SPIRITS, BUT MAY TURF (TIER ROLL) - HEAT = +2 COIN FOR HIGH-(TIER ROLL) - HEAT = +lp to consort CHOOSE TO "CARRY" A SECOND GHOST AS A PASSENGER WITHIN THEIR IMPAIRED BROKEN ARMOR AND SWAY ON SITE COIN IN DOWNTIME COIN IN DOWNTIME CLASS TARGETS O JUST PASSING THROUGH: DURING DOWNTIME, TAKE -1 HEAT. WHEN YOUR HEAT IS 4 OR LESS, YOU GET +10 TO DECEIVE PEOPLE WHEN YOU PASS YOURSELVES OFF AS ORDINARY CITIZENS. **ANCIENT GATE** TURF LAIR TURF TURF SAFE PASSAGE IN O LEVERAGE: YOUR CREW SUPPLIES CONTRABAND FOR OTHER FACTIONS. COHORT THE DEATHLANDS YOUR SUCCESS IS GOOD FOR THEM. WHENEVER YOU GAIN REP. GAIN +1 П WEAK IMPAIRED BROKEN ARMOR O REAVERS: WHEN YOU GO INTO CONFLICT ABOARD A VEHICLE, YOU SECRET WAREHOUSES GAIN +1 EFFECT FOR VEHICLE DAMAGE AND SPEED. YOUR VEHICLE INFORMANTS FLEET COVER ROUTES STOCKPILES GIVE YOU GAINS ARMOR. +lo engagement +In GATHER INFO YOUR COHORTS HAVE **OPERATION** +lo to acquire FOR TRANSPORT FOR SCORES THEIR OWN VEHICLES -2 HEAT PER SCORE ASSETS O RENEGADES: EACH PC MAY ADD +1 ACTION RATING TO FINESSE, п PLANS PROWL, OR SKIRMISH (UP TO A MAX RATING OF 3). **CREW UPGRADES** VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER CREWS: ☐ SMUGGLER' S RIGGING (2 ITEMS CARRIED ARE CONCEALED) 0 **VEHICLE EDGES** UPON CREW ADVANCE, EACH PC GETS +1 STASH (+2 PER TIER) CAMOUFLAGE (VEHICLES ARE CREW ADVANCEMENT NIMBLE: THE VEHICLE CONCEALED AT REST) HANDLES EASILY. CONSIDER AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK 1 XP OR 2 XP IF THAT ITEM OCCURRED MULTIPLE THIS AN ASSIST FOR TRICKY TELITE ROVERS (+1 QUALITY) MANEUVERS. BARGE (+1 MOBILITY FOR LAIR) ◆ EXECUTE A SUCCESSFUL SMUGGLING OR ACQUIRE NEW CLIENTS OR CONTRABAND SOURCES. SIMPLE: THE VEHICLE IS EASY STEADY (+1 STRESS BOX) ♦ CONTEND WITH CHALLENGES ABOVE YOUR CURRENT STATION. TO REPAIR. REMOVE ALL OF ◆ BOLSTER YOUR CREW'S REPUTATION OR DEVELOP A NEW ONE. ITS HARM DURING ♦ EXPRESS THE GOALS, DRIVES, INNER CONFLICT, OR ESSENTIAL NATURE OF THE CREW. DOWNTIME. STURDY: THE VEHICLE KEEPS CONTACTS CARGO TYPES OPERATING EVEN WHEN LAIR QUALITY ARCANE/WEIRD - ARMS - CONTRABAND - PASSENGERS ☐ ☐ VEHICLE ☐ DOCUMENTS ☐ ☐ VEHICLE ☐ GEAR ☐ HIDDEN ☐ IMPLEMENTS **VEHICLE FLAWS** ☐ PET/SPECIAL QUARTERS COSTLY: THE VEHICLE COSTS I COIN PER DOWNTIME TO SECURE SUPPLIES KEEP IN OPERATION. ☐ ☐ VAULT ☐ TOOLS DISTINCT: THE VEHICLE HAS WORKSHOP WEAPONS MEMORABLE FEATURES. TAKE +1 HEAT WHEN YOU TRAINING COHORTS USE IT ON A SCORE. UPGRADE COSTS ☐ INSIGHT FINICKY: THE VEHICLE HAS NEW COHORT: 2 PROWESS QUIRKS THAT ONLY ONE ADD TYPE: RESOLVE PERSON UNDERSTANDS. WHEN OPERATED WITHOUT THEM. PLAYBOOK THE VEHICLE HAS -1 MASTERY QUALITY.

## BLADESINTHEDARK

## **FACTIONS OF DOSKVOL**

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HOLD: WEAK, STRONG STATUS: +3 ALLIES				WAR	(	
+2 FRIENDLY				when you're at war with any number of factions  • lose 1 hold (temporarily, while the war persis		The second second
+1 HELPFUL				◆ PCS GET ONLY ONE FREE DOWNTIME ACTION INSTEA'		
0 NEUTRAL				◆ TAKE +1 HEAT FROM EACH SCORE.		727
-1 interfering -2 hostile				♦ YOUR CLAIMS WHICH GENERATE COIN (VICE DENS, FIC	SHTING PITS, FENCES, ETC.) PRODUCE ONLY HALF	
-3 WAR!				THEIR NORMAL INCOME (ROUND DOWN).		



