## BLADES IN THE DARK <br> CREW SHEET <br> SMUGGLERS



## HEAT WANTED LEVEL LDIN VAULTS <br> 

I FOR EACH ITEM BELOW, MARK 1 रp or 2 xp IF THAT ITEM OCCURRED MULTIDL TIMES.

- EXECUTE A SUCCESSFUL SMUGGLING or açuire 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.

CDNTACTS note: these fillds are eotrable

| $\square$ ELYNN, A dock worker |
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| $\square$ ROLAN, A drug dealer |
| $\square$ sera, an arms dealer |
| nyelle, a spirit trafficker |
| decker, an anarchist |
| ESme, a tavern owner |

CARGD TYPES
ARCANE/WEIRD - ARMS - CONTRABAND - PASSENGERS

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## SRECLAL ABILITIES xp

O LIKE PART OF THE FAMLY: CREATE ONE OF YOUR VEHICLES AS A COHORT (USE THE VEHICLE EDGES AND FLAWS, BELOW). ITS QUALITY equal to your tier +l . if the vehicle is upgraded (two boxes), IT ALSO GETS ARMOR.

O 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.

O 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.

O Just passing through: during downtime, take - 1 heat. when YOUR HEAT is 4 OR LESS, YOU GET +ID TO DECEIVE PEOPLE WHEN YOU PASS YOURSELVES OFF AS ORDINARY CITIZENS.

O LEVERAGE: YOUR CREW SUPPLIES CONTRABAND FOR OTHER FACTIONS YOUR SUCCESS IS GOOD FOR THEM. WHENEVER YOU GAIN REP, GAIN + REP.
O REAVERS: WHEN YOU GO into CONFLICT ABOARD A VEHICLE, YOU gain +1 EFFECT FOR vEHICLE DAMAGE AND SPEED. YOUR VEHICLE AINS ARMOR.
O renegades: each pc may add +1 action rating to finesse, PROWL, OR SKIRMISH (UP TO A MAX RATING OF 3)

VETERAN: CHOOSE SPECIAL ABILITIES FROM OTHER CREWS:


$\square$ SMUGGLER' S RIGGING (2 ITEMS CARRIED ARE CONCEALED)
$\square$ CAMOUFLAGE (VEHICLES ARE CONCEALED AT REST) $\square$ ELITE ROVERS ( +1 QUALITY) $\square$ BARGE ( +1 MOBILITY FOR LAIR) $\square \square \square$ STEADY ( +1 STRESS BOX) $\square$
$\square$

## LAIR QUALITY

$\square \square$ VEHICLE $\square$ DOCUMENTS
$\square \square$ VEHICLE $\square$ GEAR
$\square$ HIDDEN $\square$ IMPLEMENTS $\square$ QUARTERS $\square \mathrm{PET} / \mathrm{SPECIAL}$
$\square \square$ SECURE $\square$ SUPPLIES
$\square \square$ VAULT
$\square$ WORKSHOP $\square$ WEAPONS

TRAINING COHORTS
$\square$ INSIGHT UPGRADE COSTS
$\square$ PROWESS NEW COHORT: 2
$\square$ RESOLVE
$\square$ Playbook
$\square \square \square \square$ MASTERY

BLAADESINTHEDARK
CRIMINAL UNDERWORLD

| THE UNSEEN | ${ }_{\text {IIER }}^{\text {IV }}$ | ${ }_{\text {HoLD }}^{\text {S }}$ | staus |
| :---: | :---: | :---: | :---: |
| THE HIVE | Iv | s |  |
| THE CIRCLE OF FLAME | 11 | s |  |
| THE SILVER NAILS | 11 | s |  |
| LORD scurlock | 11 | s |  |
| THE CROWS | 11 | w |  |
| THE LAMPBLACKS | 11 | w |  |
| THE RED SASHES | 11 | w |  |
| THE DIMMER SISTERS | 11 | s |  |
| THE GRINDERS | 11 | w |  |
| THE BILLHOOKS | 11 | w |  |
| THE WRAITHS | 11 | w |  |
| THE GRAY CLOAKS | 11 | s |  |
| ULF IRONBORN | 1 | s |  |
| THE FOG HOUNDS | 1 | w |  |
| THE LOST | 1 | w |  |
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TIER: $\quad$, $11,111,1 \mathrm{~V}, \mathrm{v}$, VI
hold: weak, strong
status:
+3 Allies
+2 FRIENDLY
+1 helpful
0 neutral

- 1 interfering
-2 hostile
-3 war!


## WAR

| IMPERIAL MILITARY | TIER | ${ }_{\text {HoLI }}^{\text {S }}$ | ${ }^{\text {sarus }}$ |
| :---: | :---: | :---: | :---: |
| CITY COUNCIL | v | s |  |
| MINISTRY OF PRESERVATION | v | s |  |
| LEVIATHAN HUNTERS | v | s |  |
| IRONHOOK PRISON | iv | s |  |
| SPARKWRIGHTS | $1 v$ | s |  |
| SPIRIT WARDENS | iv | s |  |
| bluecoats | 111 | s |  |
| INSPECTORS | 111 | s |  |
| iruvian consulate | 11 | s |  |
| SKovlan consulate | 11 | w |  |
| the brigade | 11 | s |  |
| SEverosi consulate | 1 | s |  |
| dagger isles consulate | 1 | s |  |
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When you're at war with any number of factions (status -3), the following penalties apply:

- lose 1 hold (temporarily, while the war persists). this may knock you down a tier.
- pcs get only one free downtime action instead of two
- take + 1 heat from each score.
- your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).

| LABDR \& TRADE |  |  |  |
| :---: | :---: | :---: | :---: |
| THE FOUNDATION | ${ }_{\text {IIER }}^{\text {IV }}$ | HoLo | $\left.\right\|^{\text {starus }}$ |
| DOCKERS | 111 | s |  |
| GONDOLIERS | 111 | s |  |
| SAILORS | 111 | w |  |
| laborers | 111 | w |  |
| cabbies | 11 | w |  |
| CYPHERS | 11 | s |  |
| ink Rakes | 11 | w |  |
| RAIL JACKS | 11 | w |  |
| SERVANTS | 11 | w |  |
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| THE FRINGE |  |  |  |
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| THE CHURCH OF ECSTASY | ${ }_{\text {IIER }}^{\text {TV }}$ | ног <br> S <br>  | $\left.\right\|^{\text {sarus }}$ |
| THE HORDE | 111 | s |  |
| the path of echoes | 11 | s |  |
| THE FORGOTTEN GODS | 111 | w |  |
| THE RECONCILED | 11 | s |  |
| SKovlander refugees | 111 | w |  |
| the weeping lady | 11 | s |  |
| deathlands scavengers | 11 | w |  |
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## BLADESINTHEDARK



## BLADESINTHEDARK

## LONG-TERM PROJECTS



