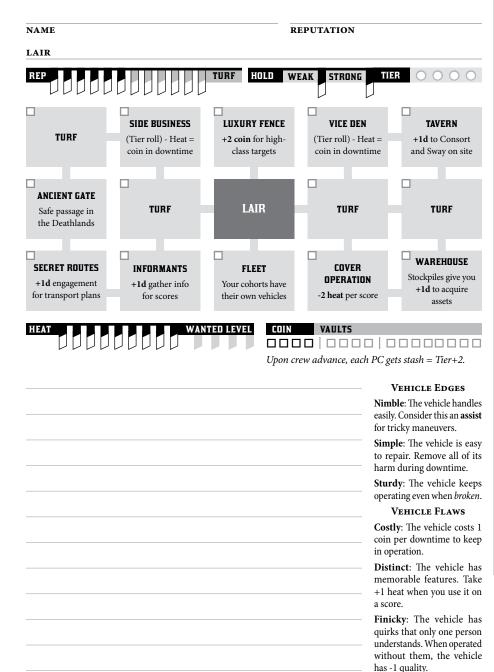
BLADESINTHEDARK CREW SHEET



SNUGGLERS OF ILLICIT

SPECIAL ABILITIES

- LIKE PART OF THE FAMILY: Create one of your vehicles as a cohort (use the vehicle edges and flaws, below). Its quality is equal to your Tier +1.
- 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.
- 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.
- JUST PASSING THROUGH: During downtime, take -1 heat. When your heat is 4 or less, you get +1d to deceive people when you pass vourselves off as ordinary citizens.
- LEVERAGE: Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain +1 rep.
- **REAVERS:** When you go into conflict aboard a vehicle, you gain +1 effect for vehicle damage and speed. Your vehicle gains armor.
- **RENEGADES:** Each PC may add +1 action rating to **Finesse**, **Prowl**, or Skirmish (up to a max rating of 3).
- **O VETERAN**: Choose a special ability from another crew.

COHORT CREW XP WEAK IMPAIRED BROKEN ARMOR At the end of each session, for each item below, mark 1 xp (or instead mark

- 2xp if that item occurred multiple times).
- Execute a successful smuggling or acquire 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.

CONTACTS	CREW UPGRADES		
⊳Elynn, a dock worker	Smuggler's rigging (2 items	LAIR	QUALITY
⊳Rolan, a drug dealer	carried are perfectly concealed)	■□ Vehicle	□ Documents
Sera, an arms dealer	Camouflage (vehicles are	□□ Vehicle	□ Gear
· ·	perfectly concealed at rest)	□ Hidden □ Quarters	□ Implements
⊳Nyelle, a spirit trafficker	□ Elite Rovers		□ Supplies
Decker, an anarchist	□ Barge (+mobility for lair)	\Box Vault	□ Tools
⊳Esme, a tavern owner	Steady (+1 stress box)	□ Workshop	□ Weapons
CARGO TYPES: ARCANE/WEIRD—ARMS—CONTRABAND—PASSENGERS		TRAINING	COHORTS
		□ Insight	UPGRADE COSTS



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