

BLADES IN THE DARK

SMUGGLERS

NAME		REPUTATION			
LAIR					
HEAT	WANTED LEVEL	COIN	VAULTS		
CLAIMS					
SECRET WAYS +1d engagement for transport scores	PRIME ROUTES +1 quality to smuggling routes	COVER OPERATION -1 heat per score	BLUECOAT BRIBES +1d to reduce heat	SIDE BUSINESS (Tier roll) - Heat = coin in downtime	
ANCIENT GATE Safe passage in the Deathlands	TURF	LAIR	TURF	TURF	
TURF	SPIES +1d gather info for scores	FLEET Your gangs have their own vehicles	SAFE HARBORS Hidden staging areas throughout your turf	WAREHOUSES Stockpiles give you +1d to acquire assets	
TURF	HOLD	WEAK	FIRM	STRONG	TIER

VEHICLE EDGES

Nimble: The vehicle handles easily. Consider this an **assist** for tricky maneuvers.

Simple: The vehicle is easy to repair. Remove all of its harm during downtime.

Sturdy: The vehicle keeps operating even when *broken*.

VEHICLE FLAWS

Costly: The vehicle costs 1 coin per downtime to keep in operation.

Distinct: The vehicle has memorable features. Take +1 heat when you use it on a score.

Finicky: The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.

SPECIAL ABILITIES

- **LIKE PART OF THE FAMILY:** Create one of your vehicles as a **cohort**. If the vehicle is upgraded (two boxes), its quality starts at 2. The vehicle can use **teamwork** actions (using **quality** for rolls). A vehicle can't lead a group action, but may participate.
- **REAVERS:** When you go into conflict aboard a vehicle, you gain *potency* in damage and speed.
- **JUST PASSING THROUGH:** You are experts at anonymity. During **downtime**, take -1 heat. When your heat is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary citizens.
- **ALL HANDS:** During **downtime**, one of your cohorts may take a downtime action 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 within their body.
- **LEVERAGE:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain +1 rep.
- **VOYAGERS:** When you dare to smuggle between cities, you get +4 **coin** for the operation (by carrying messages, rare goods, etc.).
- **VETERAN:** Choose a special ability from another crew.

CREW ADVANCEMENT

- ◆ *Smuggle contraband or passengers, or other illicit transportation.*
- ◆ *Improve your smuggling routes—variety, quality, or novelty.*
- ◆ *Bolster your crew's reputation or develop a new one.*
- ◆ *Contend with challenges above your current station.*

CONTACTS

- ▶ Elynn, a dock worker
- ▶ Rolan, a drug dealer
- ▶ Sera, an arms dealer
- ▶ Nyelle, a spirit trafficker
- ▶ Kel, a labor trafficker
- ▶ Esme, a tavern owner

CREW UPGRADES

- ☐ **Fine charts and maps**
- ☐ **Fine vehicle weapons**
- ☐ Smuggler's rigging (2 items carried are perfectly concealed)
- ☐ Camouflage (vehicles are perfectly concealed at rest)
- ☐ Barge (+mobility for lair)
- ☐ Large Portable Lightning Cage

SMUGGLING ROUTES (DESCRIPTION / TYPE)

QUALITY

○○○○

○○○○

○○○○

VEHICLE	QUALITY		
WEAK	IMPAIRED	BROKEN	ARMOR
TYPE: BOAT — CARRIAGE — OTHER			

COHORT	QUALITY		
WEAK	IMPAIRED	BROKEN	ARMOR

COHORT	QUALITY		
WEAK	IMPAIRED	BROKEN	ARMOR

COHORT	QUALITY		
WEAK	IMPAIRED	BROKEN	ARMOR

LAIR	QUALITY
<input type="checkbox"/> Vehicle	<input type="checkbox"/> Documents
<input type="checkbox"/> Vehicle	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Pet/Special
<input type="checkbox"/> Secure	<input type="checkbox"/> Supplies
<input type="checkbox"/> Vault	<input type="checkbox"/> Tools
<input type="checkbox"/> Workshop	<input type="checkbox"/> Weapons

TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	+1 Quality: 2
<input type="checkbox"/> Personal	Add Type: 1
<input type="checkbox"/> Mastery	Add Edge: 1
	Remove Flaw: 1