

☆ Copperhead ☆ County ☆

Hellraisers

Rebels and renegades
exploding
the status quo

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Soldiers

Name _____ Reputation(s) _____
HQ: _____

Rep ▶	◀ Control	Hold	Tier
0 0 0 0 0 0	0 0 0 0 0 0	<input type="radio"/> Weak <input type="radio"/> Strong	0 0 0 0
Heat	Wanted	Cash	Stash 1 Stash 2
0 0 0 0 0 0 0 0 0	0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0

O Rip and Run: Each PC may add **+1 action rating** to **Fight, Growl, or Tread** (up to a max rating of 3).

O Raising Hell: When a job causes you to take **negative status** with a faction, mark **crew xp**.

O Wrecking Crew: When you start a **job** to attack or intimidate a target, you get **+1d** to the engagement roll.

O In the Shit: When you're at **war**, take **+1d** to **indulge your vice**, and PCs don't take **Stress** after **downtime**.

O Reign in Hell: Each **wanted level** gives you **+1 Control**. When you have a wanted level, your **Turf** claims each provide **+1 Cash** for **Profit**.

O Shitkickers: You can add the *Rowdy, Ornerly, or Unreliable* flaw to your gangs to give them **+1 quality**. When your gangs help you defeat an enemy in combat, get **+1 Rep**.

O Free Bird: When you fight with or flee from **law enforcement**, you get **+1d** to **resistance** rolls.

000 **Another Way:** Choose a special ability from the Outfit list.

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Crew Advancement

At the end of each session, for each item below, mark 1 xp (or instead mark 2 xp if the crew was really impressive.)

- ☆ *Increase your authority over local society.*
- ☆ *Contend with threats above your heads.*
- ☆ *Live up to your crew's reputation(s) or develop a new one.*
- ☆ *Express the relationships or inner workings of the crew.*

Contacts

- Hector, a bartender
- Boone, a drug dealer
- Beaver, a gun dealer
- Nguyen, a nurse
- Haywood, a deputy
- _____, a _____
- _____, a _____
- _____, a _____
- _____, a _____
- _____, a _____

Crew Upgrades

- Heavy Vehicles
- Prison Bribes
- Fearless Soldiers (+1 quality)
- Furious Drivers (+1 quality)
- O-O-O Hardened
- HQ**
- 0000 Garage
- OO Stash
- O-O Second HQ
- O Automatic Guns
- O Silenced Guns
- O Ordnance
- O AP Ammo
- Training**
- Grit
- Gumption
- O Grace
- O Personal
- O-O-O-O Mastery
- Quality**
- O Weapons
- O Vehicles
- O Tools / Gear
- O Security
- Cohorts**
- New Cohort: 2
- Added Type: 2
- Garage Vehicles**
- O Street
- O Utility
- O Motorcycles
- O Water
- O Helicopter

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Gang Scale by Tier
0: Tiny (2 people per gang)
1: Small (5 people per gang)
2: Medium (10 people per gang)
3: Large (15 people per gang)
4: Huge (20 people per gang)
5: Massive (25 people per gang)



Other Claims

Profit
 At the end of **downtime**, if you have a **Profit Claim**, roll **Tier** to advance the **Profit Clock**. Add **+1d** for each additional **Profit Claim**.
1-3: 1 tick. **4,5:** 2 ticks. **6:** 3 ticks. **Crit:** 5 ticks.
 When the Clock completes, gain the listed **Cash**.

Profit ___d
Cash _____
 (Control - Wanted Level)

☆ Copperhead ☆ County ☆

Outfit

Sharks and snakes
exploiting
the status quo

Cohort	Quality
<input type="radio"/> Weak	● ○ ○ ○
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Lawyer

Name _____ Reputation(s) _____

HQ: _____

Rep ▶	◀ Control	Hold	Tier
○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ Weak ○ Strong	○ ○ ○ ○
Heat	Wanted	Cash	Stash 1 Stash 2
○ ○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○

Kickback
Each Turf claim counts as Profit

Front Business
Tax Evasion:
-1 Heat per Turf

Turf
+1 Control

Bent Cops
Roll entanglements twice & keep one

Bent Politics
-1 Heat per Turf in downtime

Turf
+1 Control

Drug Game Profit
+2 Cash for expanding your game

HQ

Vice Game Profit
+2 Cash for expanding your game

Turf
+1 Control

Pipeline
Extra Profit from Drug Game
+1 Cash from Pawn Fence and Chop Shop

Chop Shop
+2 Cash for stolen vehicles and weapons

Pawn Fence
+2 Cash for stolen merchandise

Veteran Trainers
+1 scale for Crooks gangs


VIP Clients
Extra Profit from Vice Game
+1 Cash from Profit

Other Claims

Profit

At the end of **downtime**, if you have a **Profit Claim**, roll **Tier** to advance the **Profit Clock**. Add **+1d** for each additional **Profit Claim**.
1-3: 1 tick. **4,5:** 2 ticks. **6:** 3 ticks. **Crit:** 5 ticks.
 When the Clock completes, gain the listed **Cash**.

Profit ___d
Cash ___
 (Control - Wanted Level)



O Easy Does It: Each PC may add **+1 action rating** to **Coax, Creep, or Survey** (up to a max rating of 3).

O Smiling Faces: When a job causes you to take **positive status** with a faction, mark **crew xp**.

O Insidious: When you start a **job** to infiltrate or subvert a target, you get **+1d** to the engagement roll.

O Quiet Menace: When you keep a job **quiet** (nobody knows you did it), you get half the **Rep** value of the target (round up) instead of zero. When you end downtime with **zero Heat**, take **+1 Rep**.

O Corruption: Up to three **+3 faction statuses** give you **+1 Control** each. If you count a **political** or **commercial** faction for this ability, the faction also adds **+1 Cash** to **Profit**.

O Lieutenants: Your **experts** gain the **Independent** edge for free. During **downtime**, your experts can take one free **activity** each.

O Like Clockwork: When you perform a **group action**, you may count multiple **6s** from different rolls as a **critical**.

OOO Another Way: Choose a special ability from the Hellraisers list.

Crew Advancement

At the end of each session, for each item below, mark 1 xp (or instead mark 2 xp if the crew was really impressive.)

- ☆ *Increase your influence over local society.*
- ☆ *Contend with threats above your heads.*
- ☆ *Live up to your crew's reputation(s) or develop a new one.*
- ☆ *Express the relationships or inner workings of the crew.*

Cohort	Quality
<input type="radio"/> Weak	○ ○ ○ ○
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Cohort	Quality
<input type="radio"/> Weak	○ ○ ○ ○
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Cohort	Quality
<input type="radio"/> Weak	○ ○ ○ ○
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Contacts _____ **Crew Upgrades** _____

- | | | |
|--|---|--|
| <ul style="list-style-type: none"> <input type="radio"/> Stuart, a hotelier <input type="radio"/> Simmons, a drug dealer <input type="radio"/> Jacobs, a gun dealer <input type="radio"/> DeRosa, a paramedic <input type="radio"/> Wright, a detective <input type="radio"/> _____, a _____ <input type="radio"/> _____, a _____ <input type="radio"/> _____, a _____ <input type="radio"/> _____, a _____ <input type="radio"/> _____, a _____ | <ul style="list-style-type: none"> <input type="radio"/> Tuned Vehicles <input type="radio"/> Prison Bribes <input type="radio"/> Friendly Agents (+1 quality) <input type="radio"/> Quiet Crooks (+1 quality) <input type="radio"/> O-O-O Hardened <p>HQ</p> <ul style="list-style-type: none"> OOOO Garage OO Stash O-O Second HQ O Automatic Guns O Silenced Guns O Ordnance O AP Ammo <p>Training</p> <ul style="list-style-type: none"> <input type="radio"/> Grit <input type="radio"/> Gumption <input checked="" type="radio"/> Grace <input type="radio"/> Personal <input type="radio"/> O-O-O-O Mastery | <p>Quality</p> <ul style="list-style-type: none"> <input type="radio"/> Weapons <input type="radio"/> Vehicles <input type="radio"/> Tools / Gear <input type="radio"/> Security <p>Cohorts</p> <ul style="list-style-type: none"> New Cohort: 2 Added Type: 2 <p>Garage Vehicles</p> <ul style="list-style-type: none"> <input type="radio"/> Street <input type="radio"/> Utility <input type="radio"/> Motorcycles <input type="radio"/> Water <input type="radio"/> Helicopter |
|--|---|--|

Cohort	Quality
<input type="radio"/> Weak	○ ○ ○ ○
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
<input type="radio"/> Armor	

Gang Scale by Tier

- 0:** Tiny (2 people per gang)
- 1:** Small (5 people per gang)
- 2:** Medium (10 people per gang)
- 3:** Large (15 people per gang)
- 4:** Huge (20 people per gang)
- 5:** Massive (25 people per gang)

☆ Copperhead ☆ County ☆

Blood

With and kin
expanding
the family tree

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
O Armor	

Name _____ Reputation(s) _____

HQ: _____

Rep ▶	◀ Control	Hold	Tier
0 0 0 0 0 0	0 0 0 0 0 0	<input type="radio"/> Weak <input type="radio"/> Strong	0 0 0 0
Heat	Wanted	Cash	Stash 1 Stash 2
0 0 0 0 0 0 0 0 0	0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0

O Family Legacy: Each PC may add **+1 action rating** to the **same** action (up to a max rating of 3).

O Blood Feud: After you attack a faction you're at **war** with, mark **crew xp**. If you **kill** members of the enemy faction, take **+1 Rep**.

O No Trespass: When you start a **job** of self-defense, vengeance, or score-settling, take **+1d** to the engagement roll.

O Homestead: Each **Turf** claim provides another **+1 Control**.

O Family First: Each PC gains an additional **xp trigger**: *You suffered to protect the family*. If the suffering was particularly grievous, mark **2 xp**.

O Blood Ties: When your cohorts are part of the family, they gain the **Loyal** edge for free (or another if they're already Loyal). When a Loyal cohort helps on a **job**, take **-1 Heat**.

O Head of the Family: Choose a PC to lead the family. They take **+1d** to command, convince, or manipulate family members. If the chosen PC becomes unavailable, choose another PC to inherit this benefit.

OOO Family Ways: Choose a special ability from the Hellraisers or Outfit lists.

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
O Armor	

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
O Armor	

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
O Armor	

Cohort	Quality
<input type="radio"/> Weak	0 0 0 0
<input type="radio"/> Impaired	
<input type="radio"/> Broken	
O Armor	

Blood Claims

Kickback Each Turf claim counts as Profit	Iron Rule No extra Heat for war or hostile turf ; -1 Heat for killing	Turf +1 Control	Loyal Cops Roll entanglements twice & keep one	Sovereign Territory Tax Evasion : -1 Heat per Turf
Turf +1 Control	Drug Game Profit +2 Cash for expanding your game	HQ	Vice Game Profit +2 Cash for expanding your game	Turf +1 Control
Pipeline Extra Profit from Drug Game +1 Cash from Pawn Fence and Chop Shop	Chop Shop +2 Cash for stolen vehicles and weapons	Pawn Fence +2 Cash for stolen merchandise	Local Legends +1 scale for Soldiers gangs	VIP Clients Extra Profit from Vice Game +1 Cash from Profit

Other Claims

--	--	--	--	--

Crew Advancement

At the end of each session, for each item below, mark 1 xp (or instead mark 2 xp if the crew was really impressive.)

- ☆ *Increase your reach within local society.*
- ☆ *Contend with threats above your heads.*
- ☆ *Live up to your crew's reputation(s) or develop a new one.*
- ☆ *Express the relationships or inner workings of the crew.*

Contacts

- Fox, a bartender
- Wayne, a drug dealer
- Beaver, a gun dealer
- Leaper, a family doctor
- Grady, a deputy
- _____, a _____
- _____, a _____
- _____, a _____
- _____, a _____
- _____, a _____

Crew Upgrades

- Heavy Vehicles
- Prison Bribes
- Friendly Agents (+1 quality)
- Tough Soldiers (+1 quality)
- O-O-Hardened
- HQ**
- Garage
- Stash
- O-O Second HQ
- Automatic Guns
- Silenced Guns
- Ordnance
- AP Ammo
- Training**
- Grit
- Gumption
- Grace
- Personal
- O-O-O-O Mastery

Quality

- Weapons
- Vehicles
- Tools / Gear
- Security
- Cohorts**
- New Cohort: 2
- Added Type: 2
- Garage Vehicles**
- Street
- Utility
- Motorcycles
- Water
- Helicopter

Gang Scale by Tier

- 0:** Tiny (2 people per gang)
- 1:** Small (5 people per gang)
- 2:** Medium (10 people per gang)
- 3:** Large (15 people per gang)
- 4:** Huge (20 people per gang)
- 5:** Massive (25 people per gang)

Profit

At the end of **downtime**, if you have a **Profit Claim**, roll **Tier** to advance the **Profit Clock**. Add **+1d** for each additional **Profit Claim**.

1-3: 1 tick. **4,5:** 2 ticks. **6:** 3 ticks. **Crit:** 5 ticks.

When the Clock completes, gain the listed **Cash**.

Profit ___d
Cash _____

(Control - Wanted Level)

☆ Copperhead ☆ County ☆

Brick

An unstoppable enforcer

Name _____ Alias _____


Look _____

Origin: Local ☆ Southern ☆ Western Northern ☆ Immigrant History: Blue Collar ☆ Ex-Military Former Athlete ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress Trauma Cold ☆ Haunted ☆ Obsessed ☆ Paranoid
 0 0 0 | 0 0 0 | 0 0 0 0 0 0 0 0
 Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm	Cash	Need Help	Bank
3	██████		████████████████████
2		-1d	████████████████████
1		Less Effect	████████████████████

○ Body Armor ○ Special Armor Recovery 

Home _____

Vehicle _____

Planning
 Choose a **plan**. Provide the **detail**. Choose your **load**.
Assault: Point of attack.
Deception: Method.
Stealth: Entry point.
Social: Social connection.
Transport: Locations/route.

Gather Information
 How can I hurt them? ☆ Who's most afraid of me?
 Who's most dangerous here? ☆ What do they intend to do?
 How can I get them to [X]? ☆ Are they telling the truth?
 What's really going on here?

○ **Powerhouse:** You may expend your **special armor** to reduce physical harm or to **push yourself** during a fight.

○ **Leg Breaker:** Your bark is as good as your bite. When you **Growl** a threat at someone who has reason to fear you, you get **+1d**.

○ **Bodyguard:** When you **protect** a teammate, take **+1d** to your resistance roll. When you **gather info** to anticipate possible threats in the current situation, you get **+1 effect**.

○ **Warhorse:** Your **load** limits are higher. **Light:** 5. **Normal:** 7. **Heavy:** 8.

○ **Adrenaline Rush:** *Arrrrgh!* In high-pressure situations, you can **push yourself** to increase your **scale** (acting as a small group rather than one person).

○ **Lead By Example:** You can **Growl** as you would **Direct** in matters of combat or violence. When you fight alongside crew **cohorts**, they gain **1 armor** and they don't become **Broken** at level 3 Harm.

○ **Too Mean to Die:** If you would suffer **fatal** or **permanent harm**, you can mark **Trauma** to reduce it to level **3** harm. When you mark Trauma during combat, you can **push yourself** to stay in the fight.

○ **My Name is My Name:** Choose a personal **renown:** *Hero, King, Conqueror*. You gain an additional **xp trigger:** *You lived up to your personal renown*. If this complicated or countered the crew's goals, mark **2 xp** instead.

○○○ **Versatile:** Choose a special ability from another source.

Tough Friends	Items (italics don't count for load)
△▽ Mack, a martial artist	○ Your heavy pistol
△▽ Cisneros, a veteran	○-○ Your automatic rifle
△▽ Grady, a bouncer	○/○ Your special melee weapon
△▽ Blackland, a farmer	○ <i>Zip ties</i>
△▽ _____, a _____	○ <i>Your personal vehicle</i>
△▽ _____, a _____	○ _____
△▽ _____, a _____	○-○ _____
	Purchased Crew Upgrades
	○ Auto ○ Silenced ○ Ordnance ○ AP

Mark XP: **Playbook Advancement** ██████████
 ☆ Every time you roll a **desperate action**, mark XP in that action's attribute.
At the end of each session, for each item, mark **1 xp**, or **2 xp** if you were really impressive:
 ☆ You addressed a challenge with **intimidation** or **brute force**.
 ☆ You **made a difference** in situations outside of your expertise.
 ☆ You expressed your **connections** to the world.
 ☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit ██████████
 ● ○ ○ ○ Fight
 ● ○ ○ ○ Growl
 ○ ○ ○ ○ Handle
 ○ ○ ○ ○ Tread

Gumption ██████████
 ○ ○ ○ ○ Deal
 ○ ○ ○ ○ Direct
 ○ ○ ○ ○ Reckon
 ○ ○ ○ ○ Survey

Grace ██████████
 ○ ○ ○ ○ Coax
 ○ ○ ○ ○ Creep
 ○ ○ ○ ○ Fix
 ○ ○ ○ ○ Hunt

Bonus Die +1d
 Pay 2 stress to **Push Yourself**
 Accept a **Devil's Bargain**

Teamwork
Assist another character.
Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load
 ○ A melee weapon
 ○ +Large
 ○ A handgun
 ○ +Auto* ○ +Silenced*
 ○ A rifle ○ A shotgun
 ○ +Auto* ○ +Silenced*
 ○-○ Body armor
 ○ Theft tools
 ○-○ Mechanic tools
 ○ Wilderness gear
 ○ First aid gear
 ○ A gas can
 ○ A small dose
 ○ Explosives*
 ○ A hand grenade*
 ○-○-○ An RPG launcher*
***With appropriate upgrade.**

☆ Copperhead ☆ County ☆

Cleaner

A steady problem solver

Name _____ Alias _____

Look _____

Origin: Local ☆ Southern ☆ Western ☆ Northern ☆ Immigrant History: Ex-Cop ☆ Ex-Military ☆ Private Security ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress Trauma Cold ☆ Haunted ☆ Obsessed ☆ Paranoid
 0 0 0 | 0 0 0 | 0 0 0 0 0 0 0 0 0 0 0 0
 Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm	Cash	Need Help	Bank
3	██████████		██████████
2		-1d	██████████
1		Less Effect	██████████

Body Armor Special Armor Recovery 

Home _____

Vehicle _____

Planning

- Choose a **plan**. Provide the **detail**. Choose your **load**.
- Assault**: Point of attack.
- Deception**: Method.
- Stealth**: Entry point.
- Social**: Social connection.
- Transport**: Locations/route.

Gather Information

- What do they intend to do? ☆ How can I get them to [X]?
- What should I look out for? ☆ Where are they vulnerable?
- Where can I hide here? ☆ How can I find [X]?
- What's really going on here?

O The Devil's Right Hand: An uncanny luck often guides your hand. When you **push yourself** while using one of your **personal items**, you can take **+2d** instead of **+1d**.

O Wet Work: You may expend your **special armor** to resist a consequence of surprise or detection, or to **push yourself** for ranged combat or tracking.

O Reflexes: When there's a question about who acts first, the answer is **you** (two characters with Reflexes act simultaneously).

O In the Clutch: When you roll a desperate action, you get **+1d**.

O Hellhound: When you **gather info** to locate or understand a target, you get **+1 effect**. When you engage that target, you also get **+1 effect**.

O Got Your Back: Two times per job you can **assist** a teammate without paying stress.

O Old Bones: You can handle the breaks of outlaw life. You get **+1 stress box**.

O The Righteous Path: You gain an **xp trigger**: *You upheld your code of honor or justice*. If this complicated or countered the crew's goals, mark **2 xp** instead.

OOO Versatile: Choose a special ability from another source.

Tax Evasion: When you increase Bank, take Heat equal to the new level.

Useful Friends

- △▽ Keller, a security guard
- △▽ Milton, a bartender
- △▽ Vance, a PI
- △▽ Mueller, a bail bondsman
- △▽ _____, a _____
- △▽ _____, a _____
- △▽ _____, a _____

Items (italics don't count for load)

- O Your silenced pistol
- O-O Your sniper rifle
- O Your stun gun
- O Your surveillance gear
- O *Your personal vehicle*
- O _____
- O-O _____
- Purchased Crew Upgrades**
- O Auto O Silenced O Ordnance O AP

Mark XP: Playbook Advancement

- ☆ Every time you roll a **desperate action**, mark XP in that action's attribute.
- At the end of each session**, for each item, mark **1 xp**, or **2 xp** if you were really impressive:
 - ☆ You addressed a challenge with **stealth** or **precise violence**.
 - ☆ You **made a difference** in situations outside of your expertise.
 - ☆ You expressed your **connections** to the world.
 - ☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit

- O O O O Fight
- O O O O Growl
- O O O O Handle
- O O O O Tread

Gumption

- O O O O Deal
- O O O O Direct
- O O O O Reckon
- O O O Survey

Grace

- O O O O Coax
- O O O Creep
- O O O O Fix
- O O O Hunt

Bonus Die +1d

Pay 2 stress to **Push Yourself**. Accept a **Devil's Bargain**.

Teamwork

Assist another character. Pay 1 stress, give bonus die.

Lead a **group action**. Use best result, leader takes stress for fails.

Protect a teammate. You make the resistance roll.

Set up another character. Take action, adjust position.

Load

- O A melee weapon
- O +Large
- O A handgun
- O +Auto* O +Silenced*
- O A rifle O A shotgun
- O +Auto* O +Silenced*
- O-O Body armor
- O Theft tools
- O-O Mechanic tools
- O Wilderness gear
- O First aid gear
- O A gas can
- O A small dose
- O Explosives*
- O A hand grenade*
- O-O-O An RPG launcher*
- *With appropriate upgrade.**

☆ Copperhead ☆ County ☆

Hazard

A volatile artisan

Name _____ Alias _____

Look _____

Origin: Local ☆ Southern ☆ Western ☆ Northern ☆ Immigrant History: Blue Collar ☆ Ex-Professional Misfit ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress Trauma Cold ☆ Haunted ☆ Obsessed ☆ Paranoid Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm Cash

3	Need Help	Bank
2	-1d	
1	Less Effect	

Body Armor Special Armor Recovery

Home _____

Vehicle _____

Planning
Choose a **plan**. Provide the **detail**. Choose your **load**.
Assault: Point of attack.
Deception: Method.
Stealth: Entry point.
Social: Social connection.
Transport: Locations/route.

Gather Information
What do they intend to do? ☆ How can I get them to [X]?
Are they telling the truth? ☆ What can I mess with here?
What might happen if I [X]? ☆ How can I find [X]?
What's really going on here?

O Destructive: You have a knack for dismantlement and disorder. When you disable, sabotage, or destroy something, you get **+1d**.

O Constructive: You have a talent for invention and maintenance. When you build, craft, repair, or modify something, you get **+1d**.

O Power User: You have an advanced understanding of electronic hardware and digital code, and can accomplish effects with them a layman could not.

O Lab Rat: You have an advanced understanding of hard sciences (chemistry, biology, etc.) and can accomplish effects with them a layman could not.

O Blue Sky: You know the secrets of a unique intoxicant. *Name and describe your product*. In all matters involving your product, you have **+1 effect** or **result level**. With materials, you can spend a **downtime activity** to create **2 Cash** worth of product (paid to yourself, the crew, or both).

O Wizard: You may expend your **special armor** to resist a consequence from technical failure, or to **push yourself** with technical skill.

O Medic: You also repair people. When you **Fix** a PC's harm during a job, the penalty is one level lower until the job is over. You can provide **medical help** during downtime.

O Ozymandias: You gain an additional **xp trigger**: *You served your own grandeur or hubris*. If this complicated or countered the crew's goals, mark **2 xp** instead.

OOO **Versatile:** Choose a special ability from another source.

Smart Friends	Items (italics don't count for load)
△▽ Stanger, a pharmacist	O Your sawed-off shotgun
△▽ Vaughn, a stoner	O Your custom toolkit
△▽ Jacobsen, a teacher	O <i>A molotov cocktail</i>
△▽ Malcolm, an engineer	O/O/O/O Your craftables
△▽ _____, a _____	O <i>Your personal vehicle</i>
△▽ _____, a _____	O _____
△▽ _____, a _____	O-O _____
	Purchased Crew Upgrades
	O Auto O Silenced O Ordnance O AP

Mark XP: **Playbook Advancement**
☆ Every time you roll a **desperate action**, mark XP in that action's attribute.
At the end of each session, for each item, mark **1 xp**, or **2 xp** if you were really impressive:
☆ You addressed a challenge with **technical skill** or **chaos**.
☆ You **made a difference** in situations outside of your expertise.
☆ You expressed your **connections** to the world.
☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit
O O O O **Fight**
O O O O **Growl**
● O O O **Handle**
O O O O **Tread**

Gumption
O O O O **Deal**
O O O O **Direct**
O O O O **Reckon**
O O O O **Survey**

Grace
O O O O **Coax**
O O O O **Creep**
● ● O O **Fix**
O O O O **Hunt**

Bonus Die +1d
Pay 2 stress to **Push Yourself**
Accept a **Devil's Bargain**

Teamwork
Assist another character.
Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load
O A melee weapon
O +Large
O A handgun
O +Auto* O +Silenced*
O A rifle O A shotgun
O +Auto* O +Silenced*
O-O Body armor
O Theft tools
O-O Mechanic tools
O Wilderness gear
O First aid gear
O A gas can
O A small dose
O Explosives*
O A hand grenade*
O-O-O An RPG launcher*
***With appropriate upgrade.**

☆ Copperhead ☆ County ☆

Stringer

A shrewd executive

Name _____ Alias _____


Look _____

Origin: Local ☆ Southern ☆ Western ☆ Northern ☆ Immigrant
 History: Downsized ☆ Dropout ☆ Heir Apparent ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress Trauma Cold ☆ Haunted ☆ Obsessed ☆ Paranoid
 0 0 0 | 0 0 0 | 0 0 0 0 0 0 0 0 0 0 0 0
 Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm	Cash	Need Help	Bank
3	██████████		██████████
2		-1d	██████████
1		Less Effect	██████████

Body Armor
 Special Armor
 Recovery 

Home _____

Vehicle _____

Planning
 Choose a **plan**. Provide the **detail**. Choose your **load**.
Assault: Point of attack.
Deception: Method.
Stealth: Entry point.
Social: Social connection.
Transport: Locations/route.

Gather Information
 What do they want most? ☆ What should I look out for?
 Where's the leverage here? ☆ How can I discover [X]?
 What do they intend to do? ☆ How can I get them to [X]?
 What's really going on here?

O On A String: When you **lead a group action**, you can **push yourself** to give everyone involved **+1d**.

O ...And Knock 'Em Down: When you perform a **setup action**, the follow-up action gets **+1d** in addition to the benefit you choose.

O Taskmaster: During **downtime**, you may give yourself or another crew member **+1 downtime activity**.

O Memory Palace: When you **Reckon** or **Survey** to **gather info** for a job, you have **+1 effect**. You get **+1d** to the engagement roll for any job on which you've gathered information.

O Director of Operations: During **downtime**, you get **two ticks** to distribute among any long term project clocks that involve developing the crew or your business.

O Overseer: You may expend your **special armor** to **protect** a teammate, or to **push yourself** when you **gather info** or work on a **long-term project**.

O Contingencies: Your notebook is full of backup plans for every occasion. When you make a **flashback action**, take **+1d**.

O Games Beyond the Game: You gain an additional **xp trigger**: *You took steps to build a life outside of crime*. If this complicated or countered the crew's goals, mark **2 xp** instead.

000 **Versatile:** Choose a special ability from another source.

Ambitious Friends	Items (italics don't count for load)	Load
△▽ Harvey, a contractor	<input type="checkbox"/> <i>Your snubnosed revolver</i>	<input type="checkbox"/> A melee weapon
△▽ Tiller, a banker	<input type="checkbox"/> <i>Communication gear</i>	<input type="checkbox"/> +Large
△▽ Radford, a professor	<input type="checkbox"/> <i>Your collapsible baton</i>	<input type="checkbox"/> A handgun
△▽ Jensen, a police clerk	<input type="checkbox"/> <i>Your notebook</i>	<input type="checkbox"/> +Auto* <input type="checkbox"/> +Silenced*
△▽ _____, a _____	<input type="checkbox"/> <i>Your personal vehicle</i>	<input type="checkbox"/> A rifle <input type="checkbox"/> A shotgun
△▽ _____, a _____	<input type="checkbox"/> _____	<input type="checkbox"/> +Auto* <input type="checkbox"/> +Silenced*
△▽ _____, a _____	<input type="checkbox"/> _____	<input type="checkbox"/> O-O Body armor
	Purchased Crew Upgrades	<input type="checkbox"/> Theft tools
	<input type="checkbox"/> Auto <input type="checkbox"/> Silenced <input type="checkbox"/> Ordnance <input type="checkbox"/> AP	<input type="checkbox"/> O-O Mechanic tools

Mark XP: _____ **Playbook Advancement** ██████████

☆ Every time you roll a **desperate action**, mark XP in that action's attribute.
At the end of each session, for each item, mark **1 xp**, or **2 xp** if you were really impressive:
 ☆ You addressed a challenge with **calculation** or **coordination**.
 ☆ You **made a difference** in situations outside of your expertise.
 ☆ You expressed your **connections** to the world.
 ☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit ██████████

Fight

Growl

Handle

Tread

Gumption ██████████

Deal

Direct

Reckon

Survey

Grace ██████████

Coax

Creep

Fix

Hunt

Bonus Die +1d

Pay 2 stress to **Push Yourself**
 Accept a **Devil's Bargain**

Teamwork

Assist another character.
 Pay 1 stress, give bonus die.

Lead a **group action**.
 Use best result, leader takes stress for fails.

Protect a teammate.
 You make the resistance roll.

Set up another character.
 Take action, adjust position.

Load

A melee weapon

+Large

A handgun

+Auto* +Silenced*

A rifle A shotgun

+Auto* +Silenced*

O-O Body armor

Theft tools

O-O Mechanic tools

Wilderness gear

First aid gear

A gas can

A small dose

Explosives*

A hand grenade*

O-O-O An RPG launcher*

***With appropriate upgrade.**

☆ Copperhead ☆ County ☆

Wheeler

A wily politician

Name _____ Alias _____


Look _____

Origin: Local ☆ Southern ☆ Western ☆ Northern ☆ Immigrant History: Lawyer ☆ Politico Sales ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress Trauma Cold ☆ Haunted ☆ Obsessed ☆ Paranoid Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm	Cash	Need Help	Bank
3	██████		████████████████████
2		-1d	████████████████████
1		Less Effect	████████████████████

Body Armor Special Armor Recovery 

Home _____

Vehicle _____

Planning

Choose a **plan**. Provide the **detail**. Choose your **load**.

Assault: Point of attack.

Deception: Method.

Stealth: Entry point.

Social: Social connection.

Transport: Locations/route.

Gather Information

What do they intend to do? ☆ How can I get them to [X]?

Are they telling the truth? ☆ What are they really feeling?

What do they really care about? ☆ How can I blend in here?

What's really going on here?

O Political Machine: Building profitable networks is your speciality. When you negotiate to establish or maintain a business relationship, you get **+1d**.

O Demagogue: You exploit others' lowest emotions for your gain. When you appeal to an audience's vices, base desires, or fears, you get **+1d**.

O Spin Zone: When addressing others, you can **push yourself** to increase your **position** by one step. If the action would have been desperate, **mark xp** anyway.

O Eloquence: You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** during a social interaction.

O It Takes Two: When your **closest friend** helps you during **downtime**, take **+2d** rather than **+1d**.

O Cold Reading: You can quickly size up a mark from small details. During a conversation, you freely understand your partner's state of mind, surface feelings, and whether they're telling the truth.

O High on the Hog: You always manage to enjoy the finer things in life. When you make a **Bank** roll (including **indulging your vice**), take **+1d**. When you **indulge**, you can adjust the result up or down by **1**.

O Silver Tongued Devil: You gain an additional **xp trigger**: *You courted the personal loyalty or favor of a useful asset*. If this complicated or countered the crew's goals, mark **2 xp** instead.

OOO Versatile: Choose a special ability from another source.

Connected Friends	Items (italics don't count for load)
△▽ Lynch, a party hack	<input type="radio"/> One of your impressive outfits
△▽ Baird, a musician	<input type="radio"/> Your switchblade
△▽ Hardin, a deacon	<input type="radio"/> An appropriate gift
△▽ Britt, a trophy spouse	<input type="radio"/> Your trained guard dog
△▽ _____, a _____	<input type="radio"/> Your personal vehicle
△▽ _____, a _____	<input type="radio"/> _____
△▽ _____, a _____	<input type="radio"/> O-O _____
	Purchased Crew Upgrades
	<input type="radio"/> Auto <input type="radio"/> Silenced <input type="radio"/> Ordnance <input type="radio"/> AP

Mark XP: _____ **Playbook Advancement** ██████████

☆ Every time you roll a **desperate action**, mark XP in that action's attribute.

At the end of each session, for each item, mark **1 xp**, or **2 xp** if you were really impressive:

☆ You addressed a challenge with **connection** or **manipulation**.

☆ You **made a difference** in situations outside of your expertise.

☆ You expressed your **connections** to the world.

☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit ██████████

Fight

Growl

Handle

Tread

Gumption ██████████

Deal

Direct

Reckon

Survey

Grace ██████████

Coax

Creep

Fix

Hunt

Bonus Die +1d

Pay 2 stress to **Push Yourself**

Accept a **Devil's Bargain**

Teamwork

Assist another character.

Pay 1 stress, give bonus die.

Lead a **group action**.

Use best result, leader takes stress for fails.

Protect a teammate.

You make the resistance roll.

Set up another character.

Take action, adjust position.

Load

A melee weapon

+Large

A handgun

+Auto* +Silenced*

A rifle A shotgun

+Auto* +Silenced*

O-O Body armor

Theft tools

O-O Mechanic tools

Wilderness gear

First aid gear

A gas can

A small dose

Explosives*

O A hand grenade*

O-O-O An RPG launcher*

***With appropriate upgrade.**