|   | LLOWSH                                     | An alliance of friends and rivals              |  |  |  |  |
|---|--|--|--|--|--|--|
|   |  |  | Fellowship XP 1 2  | 3 4 5 6 7 8  | 0 10 10                                    |  |
|   |  |  | occurred multiple times).  | n item below, mark 1xp (or instead mark  | 2xp if that item                           |  |
| Name  | Reputation                                 |  | <ul> <li>Advance the cause of your que</li> <li>Contend with challenge above</li> </ul>      | your current station.  |  |  |
| Location  |  |  | <ul> <li>Bolster your crew's reputation</li> <li>Express the goals, drives, inner</li> </ul> | n or develop a new one.<br>er conflict, or essential nature of t   | he crew.                                   |  |
| VENDETTA 1 2 3 4 5  | 5 6 7 8 9 BOUNTY                           | 1 2 3 4  | SPECIAL ABILITIES  |  | (2 points each)                            |  |
| COIN         VAULT           \$         1         2         3 | 3     4     9     10     11     12         | TIER           1         2         3         4 | is already upgraded (two<br>use <b>teamwork actions</b> (u<br><b>group action</b> but may pa |  | I. The vehicle can<br>can't <b>lead a</b>  |  |
| SUPPORT 1 2 3 4 5 E   | e: +1 Coin +2/tier to each PC's stash HDLD | WEAK STRONG                                    | Demons: Fear is as good<br>was support. (Unavailable<br>or                                   | as respect. You may count ead<br>le if you have <b>Saints)</b>   | ch <b>bounty</b> as if it                  |  |
| <b>REP</b> 1 2 3 4 5 E  | 6 7 8 9 10 11 12                           |  | Saints: Friends are an as<br>statuses you hold as if t<br><i>Demons)</i>                     | sset. You may count up to thre<br>hey are <b>support</b> . <i>(Unavailable i</i> :                             | e +3 faction<br>f you have                 |  |
| ASSET REGION  | BONUS                                      |  | <b>Pirates</b> : When you go int<br>damage and speed. Your                                   | o conflict aboard a vehicle, you<br>vehicle gains <b>armor.</b>  | ı gain <b>potency</b> in                   |  |
|   |  |  | Just Passing Through: D<br>vendetta is 4 or less, you<br>yourselves off as ordina            | uring downtime, take <b>-1 vendet</b><br>J get <b>+1d</b> to deceive people whe<br>ry folk.                    | <b>ta</b> . When your<br>en you pass       |  |
| ::  |  |  | All Hands: During downti<br>action to acquire an item<br>project.                            | me, one of your cohorts may ta<br><b>n, reduce vendetta</b> , or work on                                       | ake a downtime<br>a <b>long-term</b>       |  |
| ::  |  |  | <b>Synchronized</b> : When you<br>6s from different rolls a                                  | perform a <b>group actio</b> n, you m<br>s a <b>critical success</b> .   | ay count multiple                          |  |
|   |  |  | <b>Forged in the Fire</b> : Each<br>experiences. You get <b>+1</b> 0                         | PC has been toughened by har<br>to resistance rolls.   | rowing                                     |  |
| Notes / Projects  |  |  | Patron: When you advan<br>would. Who is your patro   | ce your Tier, it costs half the c<br>on? Why do they help you?   | oin it normally                            |  |
|   |  |  | <b>Specialization</b> : Choose <b>Ir</b><br>action rating to an actio<br>rating of 3).       | nsight, Prowess, or Resolve. Ea<br>In falling under that attribute (   | ch PC may add +1<br>Up to a maximum        |  |
|   |  |  | Additionally, each membe   | fou may spend <b>Rep</b> as <b>Coin</b> in de<br>er of the fellowship must take l<br>nave not already done so. | owntime actions.<br><b>Obligation</b> as a |  |
|   |  |  |  | t war (-3 faction status), PCs <u>c</u><br>et two <b>downtime</b> actions, instea                              |  |  |
|   |  |  | Voice of the Ancients: Y<br>fellowship, regardless of  | ou may use teamwork with any<br>' the distance separating you b  | member of the<br>y taking <b>1 stress.</b> |  |
|   |  |  | CREW UPGRADES  | (1 point per tick)   |  |  |
| Contacts .  |  |  | SPECIAL  | SPECIAL  | HOME                                       |  |
| :   |  |  | Spirit Anchor (Attune to<br>the spirit world from a  | Traveler's Rigging (2)<br>free <b>load</b> of tools or   | X 2 Ve                                     |  |
| :   |  |  | the spirit world from a mobile anchor point)   | free <b>load</b> of tools or gear)   |  |  |
| ÷   |  |  | Elite Adepts   | Elite Rovers   |  |  |
| :   |  |  |  |  | Hidden                                     |  |
| :   |  |  | Ranger + Mability for I-i-   |  | Quarte                                     |  |
| :   |  |  | X Barge: + Mobility for lair   |  | 1 2 Se                                     |  |
| :   |  |  |  |  | 1 2 Va                                     |  |
| ;;  |  |  | Heroes (+1 traum   | a ooxj   | Workst                                     |  |
|   |  |  |  |  |  |  |

| COHORT  | QUALITY  | 1    | 2    | 3   | 4 |
|---------|----------|------|------|-----|---|
|         |          |      |      |     |   |
| TYPE(S) |          | WEAK |      |     |   |
|         | IMPAIRED |      |      |     |   |
| EDGES   |          | BRC  | JKEN | 1   |   |
|         |          | DES  | TRO  | /FD |   |

QUALITY

ARMOR

WEAK

IMPAIRED

BROKEN

DESTROYED

FLAWS

NAME(S) COHORT

TYPE(S)

EDGES

FLAWS

NAME(S)

NAME(S) COHORT

TYPE(S)

EDGES

COHORT

#### VESSEL EDGES

Nimble: The vessel handles easily. Consider this an **assist** for tricky Sturdy: The vessel keeps operating even when broken. Simple: The vessel is easy to repair. Remove all of its harm during

downtime.

### VESSEL FLAWS

**Costly:** The vessel costs 1 coin per downtime to keep in operation. **FinCxy:** The vessel has quirks that only one person understands. When operated without them, the vehicle has -1 quality. Distinct: The vehicle has memorable features. Take +1 heat when you use it on a score.

#### COHORT EDGES

Fearsome: The cohort is terrifying in aspect and reputation Loyal: The cohort can't be bribed or turned against you. Independent: The cohort can be trusted to act on their own initiative. Wise: The cohort can be trusted to make good decisions. **Tenacious**: The cohort can't be deterred from a task.

#### COHORT FLAWS

Principled: The cohort has an ethic or value that it won't betrav. Savage: The cohort is excessively violent and cruel. Unreliable: The cohort isn't always available due to other obligations, stupefaction, or their vices, etc. Wild: The cohort is drunken, Wild: The condit's orunken, debauched, and loud-mouthed. Vulnerable: The cohort is especially open to reprisal for their actions.

### COHORT & ALLY TYPES

Cohort: Adepts, Rooks, Rovers, Sneaks, Swords, *Other* Vessel: Land/Sea-Transport, War, Cargo, Other Expert: Occupation/Expertise Pet: Avian, Aquatic, or Terrestrial + Class and Species Cohort Q = Tier Edge & Flaw = 1/2 Vessel Q = Tier Edge & Flaw = 1/2 Expert Q = Tier+1 Edge & Flaw = 1/2 Pet O = Tier+1 Edge & Flaw = 1/2

#### rk with any member of the ating you by taking **1 stress.** FLAWS NAME(S) ick) HOME QUALITY Rigging (2 f tools or Х Vessel Documents Vessel Gear rs Hidden Implements

Quarters Secure Vault Workshop

# Pet/Special Supplies Tools Weapons

## COHORT New Cohort: 2

## Add Type: 2

- Mastery

- Prowess Resolve Personal

TRAINING

Insight

TYPE(S) WEAK

QUALITY



QUALITY

WEAK

IMPAIRED

BROKEN

ARMOR

DESTROYED