

VIGILANTES REFERENCE

After the score, resolve Payoff, Heat, Entanglements, then Downtime—in that order

1. PAYOFF

A score yields **1 COIN** per Tier of the target and a **REP** reward based on the nature of the operation (see list at right). If you've seized a claim, you gain its benefits, a new contact, and threat.

You also gain **REP** based on the nature of the operation.

3. ENTANGLEMENTS

After the payoff, roll dice equal to your **WANTED LEVEL**, and read the result according to your **HEAT**.

HEAT 0-3		HEAT 4/5		HEAT 6+	
1-3	Turf in Danger or Public Outcry	1-3	Turf in Danger or Disgruntled Wards	1-3	Copy Cat or Lost Faith
4/5	Sending a Message, Dead You Didn't Save	4/5	Calling You Out or Dead You Didn't Save	4/5	Taking You Down or Dead You Didn't Save
6	Fingered for a Crime	6	Questioning	6	Arrest

ARREST. An Inspector presents a case file of evidence to a magistrate, to begin prosecution of your crew. The Bluecoats send a detail to arrest you. Pay them off with **COIN** (**WANTED LEVEL** +3), hand someone over for arrest (this clears your heat), or try to evade capture.

CALLING YOU OUT: A faction calls you out. Lose 1 **REP** and 1 **COIN** per Tier of the faction calling you out as an apology, allow them to mess with you and yours, or face them.

COPY CAT: Some individual or faction bites off more than they can chew in your name. Take over the mess they've created or lose 3 **REP** and let them fry.

DEAD YOU DIDN'T SAVE: One of the Unquiet Dead that has suffered because you couldn't save them comes back for vengeance. Pay 1 **COIN** per threat level of the spirit (1-6) to a Whisper or Rail Jack to exorcise it, do it's bidding, or face it yourself.

DISGRUNTLED WARDS: One of your contacts protests that you've gone too far. Ignore them and they become an enemy, or spend a downtime action working on long-term projects in their community to restore their support.

FINGERED FOR A CRIME: You are the target of an investigation. Convince the Bluecoats they've got the wrong suspect, or take +2 **HEAT** as they pursue you.

- ◆ **2 REP:** Retribution of a minor score.
- ◆ **4 REP:** Stop a minor score. Protect a citizen.
- ◆ **6 REP:** Retribution for a major score. Several citizens avenged.
- ◆ **8 REP:** Interrupt a major score. Corrupt officials outed. Many saved.
- ◆ **10+ REP:** Criminal faction destroyed.

LOST FAITH: One of your own—a close friend or member of your crew—stands up against you. Convince them your work needs to be done, go through them, or back down from your current endeavor and lose 4 **REP**.

PUBLIC OUTCRY: Word on the street is you're a danger to everyone around you. Let the rumors spread and take your Tier +1 **HEAT**, spend 2 **REP** to have someone speak on your behalf, or set your detractor straight personally. If you have no rivals, ignore this entanglement.

QUESTIONING: The Bluecoats grab an NPC member of your crew or one of the crew's Contacts, to question them about your crimes. Make a fortune roll to find out how well they resist spilling some info that they shouldn't, or pay the Bluecoats off with 2 **COIN**.

SENDING A MESSAGE: One of the factions that you have negative status with sends a message that you should back off. Lose 2 **REP** and gain an enemy in your community, or respond in turn.

TAKING YOU DOWN: A faction that you have antagonized sends a force to end you. Sacrifice a claim to them, lose 4 **REP** as you hide, or go to war.

TURF IN DANGER: Someone in your protected turf is in trouble because of their threat. Help them, abandon your turf, or lose respect (**REP** = **Tier** +1) by ignoring them. If you don't have turf, ignore this entanglement.

2. HEAT

After a score or conflict with an opponent, the crew takes **HEAT**. Add +1 **HEAT** for a high-profile or well-connected target. Add +1 **HEAT** if the situation happened on hostile turf. Add +1 **HEAT** if you're at war. Add +2 **HEAT** if killing was involved.

- ◆ **0 HEAT:** Smooth & quiet; low exposure.
- ◆ **2 HEAT:** Contained; standard exposure.
- ◆ **4 HEAT:** Loud & chaotic; high exposure.
- ◆ **6 HEAT:** Wild; devastating exposure.

Plus any additional heat from complications or Devil's Bargains during the session.

4. DOWNTIME

When you're at liberty between scores and find some respite from peril, **you may pursue two downtime actions**. You also recover all of your **armor** uses. During downtime, you may take **additional actions** by spending 1 **COIN** or 1 **REP** for each extra action.

For any downtime roll, add +1d to the roll if you get help from a **friend** or **contact**. After the roll, you may **increase the result level** by one for each **REP** spent, by calling on favors, working with your wards, etc. (so, a 1-3 result becomes a 4/5, 4/5 becomes 6, 6 becomes **CRITICAL**).

ACQUIRE ASSET

Acquire temporary use of an **asset**. Roll the crew's Tier. The result indicates the **quality** of the asset (1-3: Inferior (Tier -1), 4/5: Standard (Tier), 6: Fine (Tier +1), **CRIT**: Exceptional (Tier +2). *You may spend COIN to bump this result beyond exceptional, to reach higher quality Tiers, but it costs 2 COIN per level to do so.*

LONG TERM PROJECT

Work on a **long-term project**, if you have the means. Roll a trait and mark 1 segment on the project clock per level (1-3: one, 4/5: two, 6: three, **CRIT**: five).

RECOVER

Get **treatment** to tick your **healing clock** (like a long-term project). *When you fill a clock, each harm is reduced by one level.*

REDUCE HEAT

Say how you reduce **HEAT** on the crew and roll your **action**. Reduce heat according to the result level (1-3: one, 4/5: two, 6: three, **CRIT**: five).

SIDE JOB

Describe your mundane work and gain 1 **COIN**. *You can take one side job per downtime.*

TRAIN

Mark 1 xp for an attribute or your playbook (+1 xp if you have the appropriate crew training upgrade). *You can train a given xp track only once per downtime.*

INDULGE VICE

Visit a purveyor of your vice and roll dice equal to your **lowest attribute**. Clear stress equal to your highest die result. If you clear more stress levels than you had marked, you **overindulge** (see below). *If you do not or cannot indulge your vice during downtime, you take stress equal to your TRAUMA.*

OVERINDULGE.

You make a bad call because of your vice—in acquiring it or while under its influence. What did you do?

- ◆ **ATTRACT TROUBLE.** Select or roll an additional **entanglement**.
- ◆ **BRAG** about your exploits. +2 **HEAT**.
- ◆ **LOST.** Play a different character until this one returns from their bender.
- ◆ **TAPPED.** Your current purveyor cuts you off. Find a new source for your vice.

