

### TAKING THE RAP

When someone takes the rap, clear all Heat and your Wanted Level drops.

- If you **frame a scapegoat**, the Wanted Level drops by one.
- If a **cohort** takes the rap, the Wanted Level drops by two.
- If a **player character** takes the rap, the Wanted Level drops by two.

The severity of the prison sentence depends on your Wanted Level (at time of arrest, not after the level drops):

- **Wanted Level 4:** Life, execution, or Lusk Reform Technique
- **Wanted Level 3:** A year (perhaps a whole season of your campaign)
- **Wanted Level 2:** A few months (4+ scores)
- **Wanted Level 1:** A month or two (2–3 scores)
- **Wanted Level 0:** A few weeks (one score)

### FRAMED SCAPEGOAT

Every few scores, or whenever they feel like it, the GM makes a fortune roll using the scapegoat's Tier.

- 1-3** They do their time and keep their head down, focused on getting through this.
- 4/5** They nurse their grudge against the crew. Make a 10-clock for their vengeance and tick it twice. Tick it again every time they get this result.
- 6** They work towards getting out, legally or illegally. Add +1 to this roll next time. If their vengeance is at 4 or more, they arrange for someone to deal payback against the crew on the outside (appropriate to the scapegoat's Tier and faction affiliations).
- Crit** They either successfully appeal their wrongful conviction, or else escape Ironhook by jailbreak. Either way, they're back on the streets.

### COHORT

When sentence is complete, make a fortune roll using cohort's quality.

- 1-3** They lose their nerve and flip on the crew. Take +4 Heat, and remove that cohort from the crew sheet. They get released and go into hiding.
- 4/5** They keep their head down and get through it. They gain the flaw *Demoralized* (or they might instead lose an appropriate edge, such as *Loyal* or *Tenacious*).
- 6** They do their time well. The crew gains +1 faction status with a faction that they assisted while inside.
- Crit** They make a name for the crew inside. Gain +2 Rep for the crew, and 1 prison claim.

### PC—REAL TIME

Play a different character while the campaign continues as normal, and the character in prison misses a number of scores equal to the sentence length. Every personal business phase, a PC in prison gets **two prison activities**. The first activity must always be **Survival** (below). The second can be chosen from the rest of the list.

You're sent to prison with no items and no money. When you start your prison sentence, move any stacks into the bank or give them to a friend to hold on to.

### PRISON ACTIVITIES

**Survival:** GM describes a challenge and player describes how they respond. Make an action roll.

On a **1-3** or **4/5**, they take consequences appropriate to the situation and their position. This could include harm, Heat, negative faction status, and/or slipping into a desperate position for the next Survival check.

On a **6**, they deal with the situation and avoid any negative consequences. On a **crit**, they turn the situation to their advantage and clear 3 Stress.

After the survival roll, put **1 tick on your healing clock**.

**Do a Favor:** The GM will tell you who needs a favor. Roll one of your actions. **1-3:** earn 1 stack or mark 1 crew Rep, but also take a minor consequence (level 1 harm, 1 Heat, etc.), **4/5:** earn 1 stack or mark 1 crew Rep, **6:** earn 1 stack and mark 1 crew Rep, **crit:** Earn 2 stacks and mark 2 crew Rep.

**Make Friends:** Choose a faction and create a 4-segment prison clock. Roll one of your actions. **1-3:** one segment, **4/5:** two segments, **6:** three segments, **crit:** five segments (rolls over into a new clock). When the clock is filled, the crew takes +1 status with that faction. If the current faction status is positive, add a new friend to your playbook sheet.

**Gather Intel:** Roll one of your actions. **1-3:** incomplete or partial information, **4/5:** good details, with a follow-up question allowed, **6:** exceptional details, with multiple follow-up questions, **crit:** same as 6, and also clear 2 Stress.

**Unlock a Prison Claim:** 6-segment clock, roll one of your actions. **1-3:** one segment, **4/5:** two segments, **6:** three segments, **crit:** five segments. When the clock is filled, choose a new claim connected to one of your existing claims.

**Long-Term Project:** Roll one of your actions. **1-3:** one segment, **4/5:** two segments, **6:** three segments, **crit:** five segments.

**Discover an Opportunity:** During the next planning meeting, present an opportunity. When rolling for payout, roll crew Tier +2.

**Real Time Prison XP:** PCs in prison mark xp for desperate actions as normal, and can hit xp triggers at the end of any session where they played a part.

### OR PC—TIME SKIP

Follow the standard **time skip** procedure for the rest of the crew. The incarcerated PC instead makes a **Doing Time** roll.

- Start with your **worst attribute rating** (Insight, Prowess, or Resolve).
- Add your **crew's Tier**.
- Add +1d for any advantages, such as allies inside, and take -1d for any disadvantages, such as influential enemies inside.

Roll the dice pool and assign **one die** to each of these outcomes: **physical toll**, **mental toll**, and **schemes**. Results cannot be resisted.

### PHYSICAL TOLL

- 1-3** You come out of prison with **level 2 harm**.
- 4/5** You come out with **level 1 harm**.
- 6** You come out stronger. **Add one dot** to any action under the Prowess attribute.

### MENTAL TOLL

- 1-3** **Deadlock one key**, and you emerge with **4 Stress** marked (4 total, not an extra 4).
- 4/5** Mark an extra **4 Stress** (which might deadlock a key).
- 6** You worked through some of your issues. **Turn one deadlock back into a key**.

### SCHEMES

- 1-3** Your schemes blow back on you. Your crew takes **-1 status** with one faction.
- 4/5** Your crew gains **1 prison claim** and **+1 faction status** with a faction that you assisted while you served your time.
- 6** You gain **+3 Rep** for your crew, **1 prison claim** and **+1 faction status** with a faction that you assisted while you served your time.

### PRISON CLAIMS

