

NAME

REPUTATION

BASE

WARD BOSS



PREFERRED OPERATIONS

Show Of Force—Social Intrigue—Bulk Acquisition—Bulk Sale

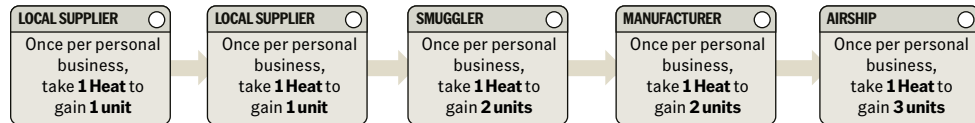


THE PRODUCT

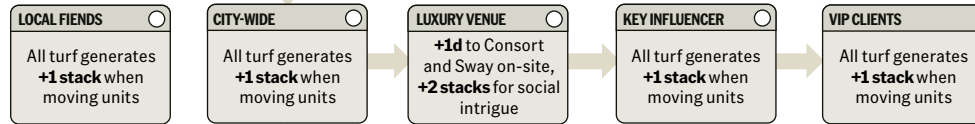
Narcotics—Black-Market Goods—Restricted Items

SUPPLY

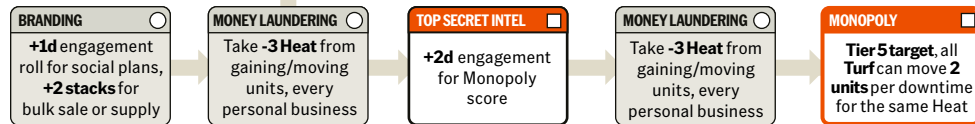
UNITS



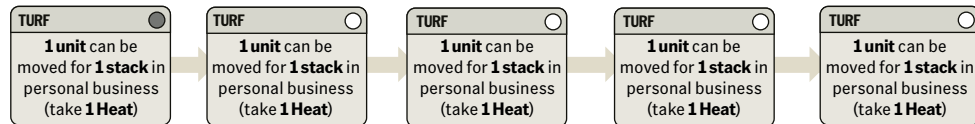
DEMAND



COMPETITIVE ADVANTAGES



DISTRIBUTION



Dealers

PUSHERS WHO ACQUIRE AND SELL ILLEGAL PRODUCT

SPECIAL ABILITIES

- FIRST RATE:** Your merchandise is exquisite. Gain potency when you **Sway** or **Consort** with those hooked on your product. When you deal with a crew or faction, the GM will tell you who among them is already hooked (one, a few, many, or all).
- ON RETAINER:** You have an expert lawyer, with **Quality** equal to **crew Tier + 2**. When you take the Reduce Heat downtime action, instead of using faction Status, you can reduce Heat by 1 per lawyer quality. When you take the rap, your Wanted Level counts as one lower for the purposes of sentencing.
- CAT AND MOUSE:** The GM will tell you about any special Mandates investigating your crew, and put their clocks on the table from now on. You get +2d to the engagement roll against any raids (Mandates or otherwise).
- FIRST ONE'S FREE:** You can give away your product to build Rep during downtime. 1 Rep costs 1 unit.
- FIELD TESTING:** You can prepare a special cut of your product for use during a score. Choose an effect: *healing* (clear level 1 harm), *exhilarating* (clear 1 Stress), *calming* (social potency), *enlightening* (increase result level on gather information). Each costs 1 unit of product, takes 1 load, and is consumed after use.
- PAYMENT IN KIND:** You can use units to purchase crew upgrades. Units can be used instead of, or in combination with Stacks, one for one.
- BENEFACTOR:** You have a benefactor that helps your crew in Downtime by reducing one crew upgrade cost by 2 -or- reducing your Heat by 2. They also count as **turf**. *Who is your patron? Why do they help you?*
- VERSATILE:** Choose a special ability from another crew.

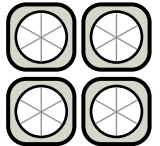
CONTACTS

- ▷ Sevoy, a magistrate
- ▷ Blodgett, a Bluecoat
- ▷ Marlyn, a party animal
- ▷ Vera, an airship pilot
- ▷ Sloan, a gang boss
- ▷ Crimson, a fixer

XP Clocks: Cohort: 2 | Special Ability: 2 | Versatile Ability: 3

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

- ♦ A successful show of force, social intrigue, bulk acquisition, or bulk sale operation.
- ♦ You contended with challenges above your current station.
- ♦ You bolstered your crew's reputation or developed a new one.
- ♦ You expressed the goals, drives, or inner conflict of the crew.

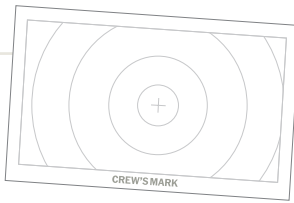


CREW UPGRADES (Stacks per box shown)

- ☐ Dealer rigging (6)
- ☐ Elite Muscle (6)
- ☒ Hustlers cohort
- ☐ Elite Hustlers (6)
- ☐ Intriguing, +1 key/deadlock (8)
- ☐ New cohort (2 xp clocks)

LAIR, TRAINING, & QUALITY (10 stacks per box)

- Rank 3 Instructor: ☐ Vault ☐ Van ☐ Documents
- ☐ Insight ☐ Boat ☐ Gear
- ☐ Prowess ☐ Hidden ☐ Paranormal
- ☐ Resolve ☐ Secure ☐ Supplies
- ☐ Personal ☐ Workshop ☐ Tools
- Rank 4 Instructor: ☐ Lounge and quarters ☐ Weapons
- ☐ Mastery



NAME

REPUTATION

BASE

WARD BOSS



ANGER

HUNTING GROUNDS Preferred Operations: Accident—Disappearance—Murder—Ransom



FRIENDLY INK RAKE

+1 Rep per score

CITY RECORDS

+1d engagement for stealth approaches

LEGENDARY TARGET

Tier 5 target, 15 Rep, 10 stacks

DOUBLE CONTRACT

Legendary Target includes second hit, for +10 bonus stacks

COVER IDENTITIES

+1d engagement for deception and social approaches

PROTECTION RACKET

(Tier roll) - Heat = stacks in downtime

SHADY HOTEL

+1 scale for your Infiltrator cohorts

DETAILED MAP

+2d engagement for Legendary Target score

COVER OPERATION

-2 Heat per score

HAGFISH FARM

Body disposal, +1d to reduce Heat after killing

ELUSIVE TARGET

Tier 4 target, +5 bonus Rep

GAMBLING HALL

(Tier roll) - Heat = stacks in downtime

VIP LOUNGE

+2 stacks from high-class clients

DISPENSARY

+1 tick to healing clock in downtime

INFORMANTS

+1 tick when you work on an investigation project

DIVE BAR

+2 stacks from lower-class clients

TURF

Expand hunting grounds and add new preferred operation

BASE

TURF

Expand hunting grounds and add new preferred operation

CLOCK THE ROUTINE

3 free flashbacks during Legendary Target score

Heat

Wanted Level

Stacks

Vaults

Upon crew xp advance, each PC marks bank = Tier+2

Hit Squad

CONTRACT KILLERS,
DISCREET AND SKILLED ASSASSINS

SPECIAL ABILITIES

- TAKE THE SHOT:** When any PC takes the decisive action to eliminate a key target, they get +1d.
- UNDER THE RADAR:** Use a Downtime activity and spend 2 Stacks to consecrate a member of the crew. Until their next Downtime, any killings they commit will be hidden from the Death Radar.
- CHAMELEONS:** When your opening gambit involves stealth or subterfuge, take +1d to the **engagement** roll. When you subdue someone and don their outfit, the disguise has increased **effect**.
- COLD STORAGE:** Take 1 stress at any time to find a convenient place to hide a body, near to hand.
- BENEFACTOR:** You have a benefactor that helps your crew in Downtime by reducing one crew upgrade cost by 2 -or- reducing your Heat by 2. They also count as **turf**. *Who is your patron? Why do they help you?*
- LOOPERS:** Whether intentionally or not, your crew is caught in an anomaly and repeats every day twice. Usually you don't retain memory between loops, but each PC in the crew may jump loops once per day. Take 4 stress after any Threat roll to **roll it again, and take the best result between the two rolls**. The second roll uses the exact same number of dice and threats. You can choose to do this after the GM has announced the consequences, but not after you have pushed yourself to reduce any consequences.
- PROFESSIONALS:** When you take Heat in Downtime, reduce the total by 1. When you end downtime with zero **Heat**, take +1 **Rep**.
- VERSATILE:** Choose a special ability from another crew.

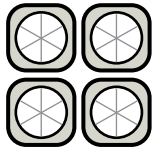
CONTACTS

- Vestine Keel, a crime boss
- Tilton, a vengeful aristocrat
- Hush, a Reality Warden
- Beesby, a deal broker
- Mowsley, a cult leader
- Yugo Xantara, a powerful CEO

XP Clocks: Cohort: 2 | Special Ability: 2 | Versatile Ability: 3

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

- You executed a successful accident, disappearance, murder, or ransom operation.
- You contended with challenges above your current station.
- You bolstered your crew's reputation or developed a new one.
- You expressed the goals, drives, or inner conflict of the crew.

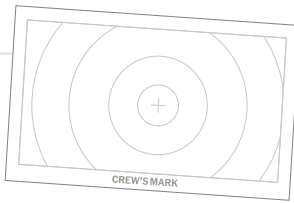


CREW UPGRADES (Stacks per box shown)

- Assassin rigging (6)
- Elite Infiltrators (6)
- Muscle cohort
- Elite Muscle (6)
- Deep, +1 key/deadlock (8)
- New cohort (2 xp clocks)

LAIR, TRAINING, & QUALITY (10 stacks per box)

- Rank 3 Instructor:
 - Insight
 - Prowess
 - Resolve
 - Personal
- Rank 4 Instructor:
 - Mastery
- Vault
 - Boat
 - Hidden
 - Secure
 - Workshop
 - Lounge and quarters
- Van
 - Documents
 - Gear
 - Paranormal
 - Supplies
 - Tools
 - Weapons



Militants

ACTIVISTS PUSHING FOR
REVOLUTIONARY CHANGE

SPECIAL ABILITIES

- ☐ **SYMPATHIZERS:** The common citizenry of your home ground, and any turf you hold, are sympathetic to you and your cause. You can consider them allies (status +3). When asked, they will: give you shelter or a place to hide, redirect Bluecoats or other enemies, or give you other aid if they can.
- ☐ **MUTUAL AID:** You can lend support to one allied faction, and their Tier counts as one higher as long as you do. Your crew gets one free downtime action to work one of that faction's long-term project clocks, if you wish. You can switch support once per downtime.
- ☐ **GUERRILLAS:** When the target of a score is two or more Tier higher than you, take no penalty to the **engagement** roll, and gain **+2 Rep** after the score (whether you were successful or not).
- ☐ **ON THE SIDE OF THE OPPRESSED:** You loudly and openly oppose the Bluecoats and their authoritarianism. You may count each Wanted Level as if it were turf.
- ☐ **ABSOLUTE COMMITMENT:** You have all sworn solemn vows of service to the cause. You get **+1d** when you push yourself to avoid or reduce a consequence.
- ☐ **BENEFACTOR:** You have a benefactor that helps your crew in Downtime by reducing one crew upgrade cost by 2 -or- reducing your Heat by 2. They also count as **turf**. *Who is your patron? Why do they help you?*
- ☐ **REVOLUTIONARIES:** When you're at war (-3 faction status), your crew does not suffer -1 hold and PCs still get two downtime activities, instead of just one.
- ☐ ☐ **+ VERSATILE:** Choose a special ability from another crew.

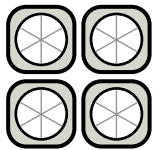
CONTACTS

- ▷ Davran, a foreign diplomat
- ▷ Eaves, a Palace handler
- ▷ Sovata, a student leader
- ▷ Hickling, a union organizer
- ▷ Kannick, a Blackthorn Park handler
- ▷ Kastor, a weapons dealer

XP Clocks: Cohort:2 | Special Ability:2 | Versatile Ability:3

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

- ★ A successful assassination, demonstration, sabotage, or battle operation.
- ★ You contended with challenges above your current station.
- ★ You completed meaningful work for the cause, or found a new cause.
- ★ You expressed the goals, drives, or inner conflict of the crew.



CREW UPGRADES (Stacks per box shown)

- ☐ Militant rigging (6)
- ☐ Elite Runners (6)
- ☒ Muscle cohort
- ☐ Elite Muscle (6)
- ☐ Complicated, +1 key/deadlock (8)
- ☐ New cohort (2 xp clocks)

LAIR, TRAINING, & QUALITY (10 stacks per box)

- Rank 3 Instructor: ☐ Vault ☐ Van ☐ Documents
- ☐ Insight ☐ Boat ☐ Gear
- ☐ Prowess ☐ Hidden ☐ Paranormal
- ☒ Resolve ☐ Secure ☐ Supplies
- ☐ Personal ☐ Workshop ☐ Tools
- Rank 4 Instructor: ☐ Lounge and quarters ☐ Weapons
- ☐ Mastery

NAME

THE CAUSE

BASE

WARD BOSS



ANGER

ENEMIES OF THE CAUSE (x2) Preferred Operations: Assassination—Demonstration—Sabotage—Battle



SECRET CACHES
☐

POPULAR SUPPORT
☐

CRITICAL STRIKE
☒

EXPROPRIATION
☐

HOSTEL
☐

Gain +1 Acquire activity per downtime

+1d engagement for stealth approaches

Tier 5 target, target drops 2 Tiers

Critical Strike score includes +10 bonus stacks

+1 scale for your Muscle cohorts

CATALYST ACTION
☒

TURF
☐

KEY CONSPIRATOR
☐

TURF
☐

"INTERVIEW ROOM"
☐

Tier 4 target, creates new Tier 2 faction (+2 status)

Add new preferred operation

+2d engagement for Critical Strike score

Add new preferred operation

+1d to Command and Sway on-site

INFORMANTS
☐

GRASSROOT SUPPORT
☒

DONATIONS
☐

DISPENSARY
☐

SOCIAL CLUBS
☐

+1 tick when you work on an investigation project

New faction from Catalyst Action score will be +3 status

+2 stacks for battle or demonstration

+1 tick to healing clock in downtime

(Tier roll) - Heat = stacks in downtime

COVERT FUNDING
☐

TURF
☐

BASE

TURF
☐

MEETING HALL
☐

+2 stacks for sabotage or assassination

Add new preferred operation

Add new preferred operation

+1d to Consort and Sway on-site

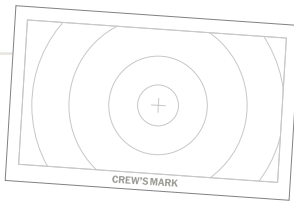


Wanted Level

Stacks

Vaults

Upon crew xp advance, each PC marks bank = Tier+2



NAME

REPUTATION

BASE

WARD BOSS



ANGER

LOCAL CIRCUIT

Preferred Operations: Smuggling—Hijacking—Racing—Smash-and-Grab



WEIRD OLD GATE Safe passage out of the Bubble	WEIRD OLD MAPS +2d engagement for Deathlands Race score	DEATHLANDS RACE Tier 4 opponents, 10 Rep, 15 stacks	SECRET HIT Take out a target during Deathlands Race score for +10 bonus stacks	GAMBLING DEN (Tier roll) - Heat = stacks in downtime
SECRET ROUTES +1d engagement for speed approaches	TURF Expand local circuit and add new preferred operation	TURF Expand local circuit and add new preferred operation	CHOP SHOP (Tier roll) - Heat = stacks in downtime	WAREHOUSE Gain +1 Acquire activity per downtime
BIG STREET RACE Tier 3 opponents, 15 stacks	LOUNGE BAR +1d to Consort and Sway on-site	TURF Expand local circuit and add new preferred operation	INFORMANTS +1 tick when you work on an investigation project	COVER OPERATION -2 Heat per score
TURF Expand local circuit and add new preferred operation	LOYAL FENCE +2 stacks for smuggling or hijacking	BASE	CONVOY Your cohorts have their own vehicles	BETS PLACED +5 bonus stacks for Deathlands Race score

SIGNATURE STUNTS

Choose one to start with

- Smuggler's Turn:** A controlled skid and turn before speeding off in the opposite direction.
- Reverse 180:** Spinning 180 degrees and continuing in the same direction but facing backward.
- Shell Game:** Launching decoy vehicles (may need to acquire an asset) to confuse and surprise.
- Outside Ride:** Riding the roof, side, or hood of a moving vehicle, and leaping from vehicle to vehicle.
- Big Air:** Launching a vehicle into the air across a surprising distance with any improvised ramp.
- Ramming Speed:** Putting your foot down and meeting obstacles head-on.

Heat	Wanted Level	Stacks	Vaults
Upon crew xp advance, each PC marks bank = Tier+2			

Racers

THRILL-SEEKERS, SMUGGLERS, DAREDEVILS, AND FAMILY

SPECIAL ABILITIES

- STUNT RIDERS:** The first time one of the crew's **signature stunts** is performed during a score, take +2d and **increased effect**. Choose **one to start with**. The crew masters an additional signature stunt each time you take this ability. You can do any of these stunts even if they're not a signature, but don't get bonus dice etc.
- CUSTOM RIDE:** Create one of your vehicles (autopod, autocycle, boat, etc.) as a **cohort** (use 1-2 vehicle edges and an equal number of flaws). Its **Quality** is equal to your Tier +1. It includes a driver, if needed.
- ESCAPE VELOCITY:** One of the crew's vehicles is fitted with a device that activates at a specific speed. This requires filling an **8-segment acceleration clock** during the score. When the clock is filled and the vehicle hits the target speed, choose an effect: *break the laws of gravity—create a tear in reality—travel into the resonance field—travel backward or forward through time.*
- THE FAMILY TAKES A CUT:** Before payout for a smuggling or hijacking score, the crew can skim the goods for +4 stacks. The GM will tick a clock.
- BRING THEM IN:** As long as you're not currently fighting them (e.g. you're at war), you can turn even the most bitter of enemies into family. This requires a long-term project—**6 segments** to turn them into a **crew contact**, **10 segments** to turn them into a **cohort** or **PC** (your choice). If they become a PC, create them as normal, with bonus action dots and abilities each equal to their Tier, and any deadlocks at the GM's discretion. Their faction's relationship to your crew does not change.
- SPEED DEMONS:** When you go into conflict aboard a vehicle, you gain increased effect for vehicle damage and speed. If the vehicle has armor, you can use it for your own protection.
- VERSATILE:** Choose a special ability from another crew.

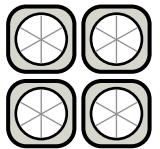
CONTACTS

- ▷ Karson, a bookmaker
- ▷ Ivory, an arms dealer
- ▷ Buddy, a mechanic
- ▷ Rinse, a drug dealer
- ▷ Baine, a Palace spy
- ▷ Vreen, owns the autodrome

XP Clocks: Cohort: 2 | Special Ability: 2 | Versatile Ability: 3

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

- ♦ You executed a successful smuggling, hijacking, racing, or smash-and-grab operation
- ♦ You contended with challenges above your current station.
- ♦ You bolstered your crew's reputation or developed a new one.
- ♦ You expressed the goals, drives, or inner conflict of the crew.



CREW UPGRADES (Stacks per box shown)

- ☐ Racer rigging (6)
- ☐ Airship, +mobility for base (6)
- ☐ Elite Runners (6)
- ☐ Complicated, +1 key/deadlock (8)
- ☐ New cohort (2 xp clocks)

LAIR, TRAINING, & QUALITY (10 stacks per box)

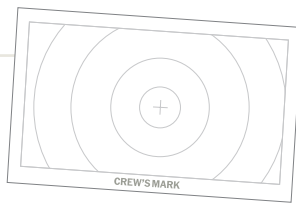
- Rank 3 Instructor: ☐ Vehicles ☐ Vault ☐ Documents
- ☐ Insight ☐ Heavy Vehicles ☐ Gear
- ☐ Prowess ☐ Hidden ☐ Paranormal
- ☐ Resolve ☐ Secure ☐ Supplies
- ☐ Personal ☐ Workshop ☐ Tools
- Rank 4 Instructor: ☐ Mastery ☐ Lounge and quarters ☐ Weapons

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

- Distinct:** The vehicle has memorable features. Take +1 Heat when you use it on a score.
- Finicky:** When operated without the one person who understands it, the vehicle has -1 Quality.
- Guzzler:** The vehicle costs 1 stack per downtime to keep in operation.



Shadows

COVERT SPECIALISTS,
EXPERTS IN HEISTS AND ESPIONAGE

SPECIAL ABILITIES

- SYNCHRONIZED WATCHES:** When you execute a coordinated maneuver as a team, any 6s rolled by any team member can be freely distributed to teammates to use on their rolls.
- THIEVES WITH A CODE:** When you complete a score with no deaths having occurred, gain **+1 faction status** with the local citizenry.
- SLEEPY TIME:** Everyone on the crew adds **tranquilizer rounds** (0 load, compatible with any firearm) to their playbook items.
- DON'T FORGET THE DUFFEL BAG:** Once per score, the crew can flashback to **Acquire** an item an item with Quality equal to your Tier+1 without spending Stacks or using a Downtime activity.
- BENEFACTOR:** You have a benefactor that helps your crew in Downtime by reducing one crew upgrade cost by 2 -or- reducing your Heat by 2. They also count as **turf**. *Who is your patron? Why do they help you?*
- ECHO SAFE HOUSE:** The crew has access to a safe house in the resonance field. It can be accessed once per score, from anywhere. The door always returns to the same place it was entered from. Use it as a hiding place, to reequip, repair, or just take a breather. Any PCs who enter gain **+1 load**. One PC may clear all **level 1 harm** via emergency medical supplies there. Note that time still passes in the outside world.
- BLACK BAG OPERATIONS:** When you execute a clandestine infiltration, you get **+1d** to the **engagement roll**. You may attempt to install surveillance equipment during a score on any faction's turf. So long as the wire remains in place, take +1 tick when you work on an investigation project related to that faction. The GM may make a fortune roll with the faction's Tier to see if they notice the bug and remove it during personal business.
- VERSATILE:** Choose a special ability from another crew.

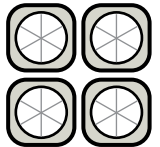
CONTACTS

- ▶ Malloy, a Ministry clerk
- ▶ Bloom, a collector
- ▶ Catton, a hotel concierge
- ▶ Caldwell, an art forger
- ▶ Vera, switchboard operator
- ▶ Tarnish, an information broker

XP Clocks: Cohort: 2 | Special Ability: 2 | Versatile Ability: 3

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

- ♦ You executed a surveillance, heist, subterfuge, or cleanup operation.
- ♦ You contended with challenges above your current station.
- ♦ You bolstered your crew's reputation or developed a new one.
- ♦ You expressed the goals, drives, or inner conflict of the crew.



CREW UPGRADES (Stacks per box shown)

- ☐ Secret maps and keys (6)
- ☐ Elite Infiltrators (6)
- ☒ Infiltrators cohort
- ☐ Elite Hustlers (6)
- ☒ Multifaceted, +1 key/deadlock (8)
- ☐ New cohort (2 xp clocks)

LAIR, TRAINING, & QUALITY (10 stacks per box)

- Rank 3 Instructor: ☐ Vault ☐ Van ☐ Documents
- ☐ Insight ☐ Boat ☐ Gear
- ☐ Prowess ☒ Hidden ☐ Paranormal
- ☐ Resolve ☐ Secure ☐ Supplies
- ☐ Personal ☐ Workshop ☐ Tools
- Rank 4 Instructor: ☒ Mastery ☐ Lounge and quarters ☐ Weapons

NAME _____ REPUTATION _____

BASE _____

WARD BOSS _____

HUNTING GROUNDS Preferred Operations: Surveillance—Heists—Subterfuge—Cleanup



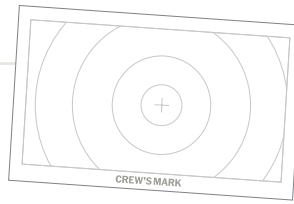
ANGER

Rep Turf Hold Weak Strong Tier

COVER IDENTITIES +1d engagement for deception and social plans	TURF Expand hunting grounds and add new preferred operation	CHECKMATE Tier 5 target, 30 stacks, complete any clock	INSIDE MARK Target for Checkmate counts as -1 Tier for that score	SECRET PATHWAYS +1d engagement for stealth plans
PAID-OFF BLUECOATS -2 Heat per score	INTERESTED PARTY Checkmate score earns +10 bonus stacks	SLUSH FUND Gain +1 Acquire activity per downtime	COVER STORY +2d engagement for Checkmate score	LUXURY VENUE +1d to Consort and Sway on-site
CRITICAL MOVE Tier 4 target, 15 stacks, +4 ticks on any clock	HIGH-STAKES GAME (Tier roll) - Heat = stacks in downtime	INFORMANTS +1 tick when you work on an investigation project	TURF Expand hunting grounds and add new preferred operation	DISPENSARY +1 tick to healing clock in downtime
TURF Expand hunting grounds and add new preferred operation	SPECIALIST FENCE +2 stacks for heists or subterfuge	BASE	COVERT FIXER +2 stacks for surveillance or sabotage	LOUNGE BAR (Tier roll) - Heat = stacks in downtime

Heat Wanted Level Stacks Vaults

Upon crew xp advance, each PC marks bank = Tier+2



NAME

REPUTATION

BASE



ANGER

WARD BOSS

ANOMALIES: Discovery—Stabilization—Experimentation



FIRST CIRCLE

Choose two truths of the Vision: Free—Egalitarian—Abundant—Beautiful—Serene—Radiant—Natural

WELLNESS CLASS (Tier roll) - Heat = stacks in downtime	TURF	BASE	TURF	LUXURY RETREAT +1 scale for your Egghead cohorts
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SECOND CIRCLE

Threshold of Gold: Circle unlocks when the crew has earned 20 stacks total

STACKS

Learn a new truth of the Vision: Shifting—Sweltering—Lustful—Unsettling—Future—Past—Alien

DONATIONS +2 stacks for paranormal operations	TURF	TEMPLE +1d to Command and Sway on-site	TURF	NATURAL HEALER +1 tick to healing clock in downtime
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THIRD CIRCLE

Threshold of Blood: Circle unlocks when the crew has also ended at least 10 lives

LIVES

Learn a new truth of the Vision: Psychedelic—Inhuman—Violent—Future—Past—Tempestuous

ABANDONED LAB +1d to Attune on-site	ANCIENT ALTAR +1d engagement for paranormal approaches	REALITY SHIFT Tier 4 target, creates new major anomaly	ANCIENT TOWER +1d to Consort w/ resonance entities on-site	ANCIENT GATE Safe passage out of the Bubble
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FINAL CIRCLE

Threshold of Power: Unlocks when the crew has also reached Tier 3 and created a major anomaly.

Learn a new truth of the Vision: Fiery—Frozen—Terrifying—Cruel—Monstrous—Capricious—Inhuman

ANCIENT TOMES +2d engagement for Reality Tear score	NOTABLE SKEPTIC Successful Reality Tear score includes +4 Rep	REALITY TEAR Tier 5 target, creates new mega anomaly	INTERESTED PARTY Reality Tear score includes +6 bonus stacks	FIGUREHEAD NPC can take the fall to remove 3 Wanted Levels
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Utopians

A NEW AGE CULT DEDICATED TO AN UNSETTLING VISION OF THE FUTURE

SPECIAL ABILITIES

- ☐ **ENLIGHTENED:** You get +1d when you push yourself to avoid or reduce a paranormal consequence. Add +1 tick to healing clock when you have paranormal harm.
- ☐ **COMMUNE:** You may use **teamwork** with any crew member, regardless of the distance separating you. By taking 1 Stress, your projected thoughts are heard by every crew member as telepathic communication.
- ☐ **BEST INTENTIONS:** If every PC vows not to kill anyone before a score, take +1d to the engagement roll. The first time each PC takes an action that might kill someone if it's successful (whether intentional by the PC or not), they take +1d and **potency**. If you all keep the vow, the crew marks 1 xp.
- ☐ **ZEAL:** Every PC gets +1d and **potency** when they evangelize about the Utopian Vision.
- ☐ ☐ ☒ **VERSATILE:** Choose a special ability from another crew.

ONCE YOU HAVE DESCENDED TO THE SECOND CIRCLE, YOU MAY CHOOSE:

- ☐ **TRUE BELIEVERS:** Your **cohorts** will undertake any service, no matter how dangerous or strange. They gain +1d to rolls against enemies of the Utopian Vision.
- ☐ **ALTERED STATES:** Each PC gains an additional **vice: Ritual Hedonism**. When you indulge this vice, you can't overindulge and you gain 1 Edge. In addition, your ecstatic visions of the future mean you can perform one **flashback** for free.

ONCE YOU HAVE DESCENDED TO THE THIRD CIRCLE, YOU MAY CHOOSE:

- ☐ **FOR THE GREATER GOOD:** A human sacrifice removes the Stress cost for any paranormal experiment you perform, and such sacrifices performed in your base do not trigger the Death Radar or generate Heat.
- ☐ **THIS IS FINE:** If every PC works together (group action), you can summon a denizen of your Utopian Vision into this reality: a Class V Resonance Entity.

ONCE YOU HAVE DESCENDED TO THE FINAL CIRCLE, YOU MAY CHOOSE:

- ☐ **REMEMBER THE FORGOTTEN:** You can now communicate with the entity who created your Utopian Vision (a "god"?). Tread carefully.
- ☐ **PARADISE MANIFEST:** When you take this advance, your base and the area around transforms into a small fragment of your utopia, manifest in this reality. Take +2d to the engagement roll for any raids. All crew members gain **potency** when acting in the base and its surrounds, and all downtime actions conducted in the base get +1 **result level**. This will attract significant attention from Section 6 and other high-Tier factions.
- ☐ **WE NO LONGER PLAY BY YOUR RULES:** When you take this advance, immediately pick two more advances.

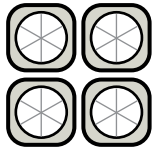
CONTACTS

- ▷ Evangeline, a spiritual sage
- ▷ Netherley, a psychedelic artist
- ▷ Lockmore Wend, a celebrity
- ▷ Friswell, an aristocrat
- ▷ Tarn, a paranormal experimentalist
- ▷ Om, a deathlands dropout

XP Clocks: Cohort: 2 | Special Ability: 2 | Versatile Ability: 3

At the end of each session, mark 1 xp (or 2 xp if you really smashed it) if:

- ♦ You advanced the realization of your Utopian Vision.
- ♦ You contended with challenges above your current station.
- ♦ You bolstered your crew's reputation or developed a new one.
- ♦ You expressed the goals, drives, or inner conflict of the crew.



CREW UPGRADES (Stacks per box shown)

- ☐ Utopian rigging (6)
- ☐ Elite Eggheads (6)
- ☒ Eggheads cohort
- ☐ Elite Muscle (6)
- ☐ Awakened, +1 key/deadlock (8)
- ☐ New cohort (2 xp clocks)

LAIR, TRAINING, & QUALITY (10 stacks per box)

- Rank 3 Instructor: ☐ Vault ☐ Van ☐ Documents
- ☐ Insight ☐ Boat ☐ Gear
- ☐ Prowess ☐ Hidden ☐ Paranormal
- ☐ Resolve ☐ Secure ☐ Supplies
- ☒ Personal ☐ Workshop ☐ Tools
- Rank 4 Instructor: ☐ Lounge and quarters ☐ Weapons
- ☐ Mastery