

NAME

REPUTATION

BASE

WARD BOSS



ANGER

PREFERRED OPERATIONS

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

Get +1d to gather information rolls and a free downtime activity for preferred operations on your turf. You start with one turf (instead of hunting grounds).

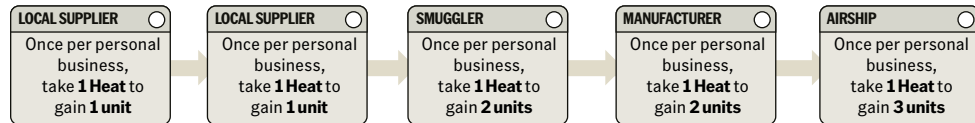


THE PRODUCT

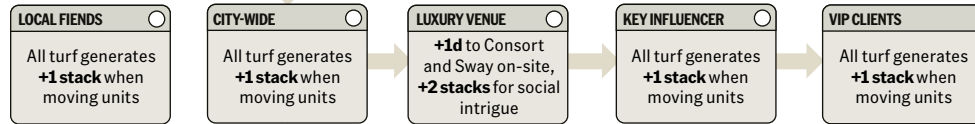
Narcotics—Black-Market Goods—Restricted Items

SUPPLY

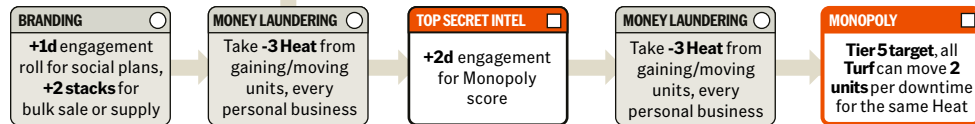
UNITS



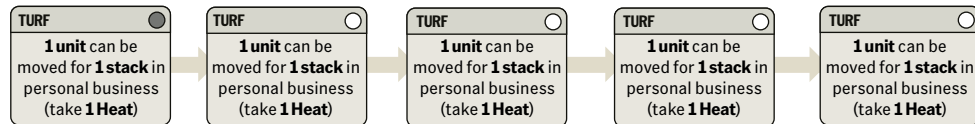
DEMAND



COMPETITIVE ADVANTAGES



DISTRIBUTION



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

Dealers

PUSHERS WHO ACQUIRE AND SELL ILLEGAL PRODUCT

SPECIAL ABILITIES

XP

- 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 representing your crew. Their **Quality** is equal to **crew Tier + 2**. When you take the Reduce Heat downtime action, you can have your lawyer roll their Quality instead. 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. **1 crew upgrade** costs **5 units** (so a new cohort would cost 10 units).
- BENEFACTOR:** When you take this ability, the crew immediately receives **4 stacks**. Whenever you advance your **Tier**, it costs **half the stacks** it normally would. *Who's backing you? 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

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

- ♦ You completed 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

- ☐ Dealer rigging (1 carried item is concealed, 0 load)
- ☐ Elite Muscle
- ☐ Elite Hustlers
- ☐ Intriguing (+1 key/deadlock)

Training Facilities

- ☐ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Personal
- ☐ Mastery

Upgrade Base

- ☐ Van
- ☐ Boat
- ☐ Hidden
- ☐ Secure
- ☐ Workshop
- ☐ Lounge and quarters

Upgrade Items

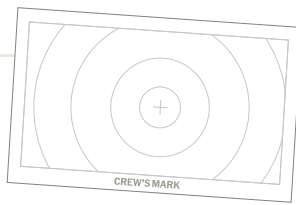
- ☐ Documents
- ☐ Gear
- ☐ Paranormal
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Cohorts

- ☒ Hustlers cohort

UPGRADE COSTS

New Cohort: 2
Add Type: 2



NAME

REPUTATION

BASE

WARD BOSS



ANGER

HUNTING GROUNDS

Preferred Operations: Accident—Disappearance—Murder—Ransom

Get +1d to gather information rolls and free downtime activity for preferred operations in your hunting grounds

Rep Turf Hold Weak Strong Tier

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 +1d to healing rolls	INFORMANTS +1d gather info for scores
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

XP

- TAKE THE SHOT:** When any PC takes the decisive action to eliminate a key target, they get +1d.
- UNDER THE RADAR:** When you kill someone during a score, you can take 2 Stress so that it doesn't count towards Heat afterwards. How does your crew avoid the Death Radar?
- CHAMELEONS:** Take +1d to the engagement roll for **stealth** or **deception** approaches. When you subdue someone and don their outfit, the disguise has increased **effect**.
- COLD STORAGE:** Every crew member can always find a convenient place to hide a body near to hand. Take 1 Stress to hide the body in the resonance field instead (it will rematerialize after a few hours).
- BENEFACITOR:** When you take this ability, the crew immediately receives **4 stacks**. Whenever you advance your **Tier**, it costs **half the stacks** it normally would. *Who's backing you? Why do they help you?*
- LOOPERS:** Your crew is caught in an anomaly, and regularly experiences time loops where events are replayed. Usually you don't retain memory between loops, but you can jump loops with some effort. Take 4 Stress after any action roll to **roll it again, and take the best result between the two rolls**. The second roll uses the exact same number of dice (pushes, assists, etc.). You can choose to do this after the GM has announced the consequences, but not after any resistance rolls.
- PROFESSIONALS:** When you keep an operation quiet or make it look like an accident, you get half the Rep value of the target (round up) instead of zero. 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

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

- Assassin rigging (2 free load of weapons or gear)
- Elite Infiltrators
- Elite Muscle
- Deep (+1 key/deadlock)

Training Facilities

- Insight
- Prowess
- Resolve
- Personal
- Mastery

Upgrade Base

- Van
- Boat
- Hidden
- Secure
- Workshop
- Lounge and quarters
- Vault

Upgrade Items

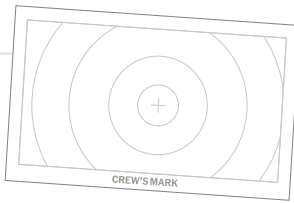
- Documents
- Gear
- Paranormal
- Supplies
- Tools
- Weapons

Cohorts

- Muscle cohort

UPGRADE COSTS

New Cohort: 2
Add Type: 2



Militants

ACTIVISTS PUSHING FOR
REVOLUTIONARY CHANGE

SPECIAL ABILITIES

XP

- ☐ **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** to **resistance** rolls.
- ☐ **BENEFCTOR:** When you take this ability, the crew immediately receives **4 stacks**. Whenever you advance your **Tier**, it costs **half the stacks** it normally would. *Who's backing you? 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

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

- ♦ You executed 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

- ☐ Militant rigging (2 free load of weapons or armor)
- ☐ Elite Runners
- ☐ Elite Muscle
- ☐ Complicated (+1 key/deadlock)

Training Facilities

- ☐ Insight
- ☐ Prowess
- ☒ Resolve
- ☐ Personal
- ☐ Mastery

Upgrade Base

- ☐ Van
- ☐ Boat
- ☐ Hidden
- ☐ Secure
- ☐ Workshop
- ☐ Lounge and quarters

Upgrade Items

- ☐ Documents
- ☐ Gear
- ☐ Paranormal
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Cohorts

- ☒ Muscle cohort

UPGRADE COSTS

New Cohort: 2
Add Type: 2

NAME

THE CAUSE

BASE

WARD BOSS



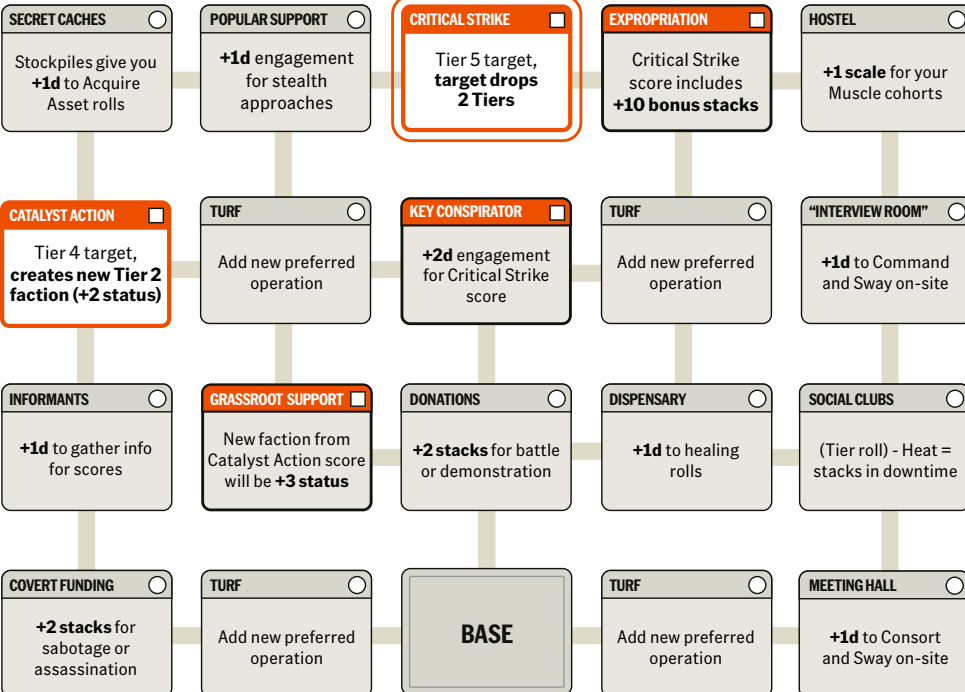
ANGER

ENEMIES OF THE CAUSE (x2)

Preferred Operations: Assassination—Demonstration—Sabotage—Battle

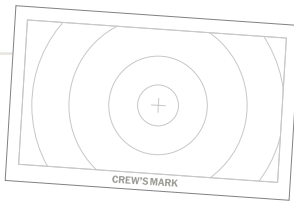
Get +1d to gather information rolls and free downtime activity for preferred operations against Enemies of the Cause

Rep Turf Hold Weak Strong Tier



Heat Wanted Level Stacks Vaults

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



NAME

REPUTATION

BASE



ANGER

WARD BOSS

LOCAL CIRCUIT

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

Get +1d to gather information rolls and free downtime activity for preferred operations that start in your local circuit

Rep Turf Hold Weak Strong Tier

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 Stockpiles give you +1d to Acquire Asset rolls
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 +1d gather info for scores	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.
- ☐ **Shell Game:** Launching decoy vehicles (may need to acquire an asset) to confuse and surprise.
- ☐ **Big Air:** Launching a vehicle into the air across a surprising distance with any improvised ramp.
- ☐ **Reverse 180:** Spinning 180 degrees and continuing in the same direction but facing backward.
- ☐ **Outside Ride:** Riding the roof, side, or hood of a moving vehicle, and leaping from vehicle to vehicle.
- ☐ **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

XP

- ☐ **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

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

CREW UPGRADES

- ☐ Racer rigging (2 items perfectly concealed)
- ☐ Airship (+mobility for base)
- ☐ Elite Runners
- ☐ Complicated (+1 key/deadlock)

Training Facilities

- ☐ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Personal
- ☐ Mastery

Upgrade Base

- ☐ Vehicles
- ☐ Heavy Vehicles
- ☐ Hidden
- ☐ Secure
- ☐ Workshop
- ☐ Lounge and quarters

Upgrade Items

- ☐ Documents
- ☐ Gear
- ☐ Paranormal
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Cohorts

UPGRADE COSTS
New Cohort: 2
Add Type: 2

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.

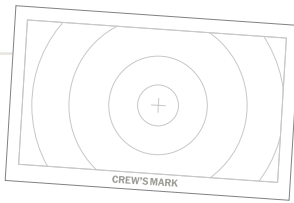
Sturdy: The vehicle keeps operating even when broken.

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

XP

- ☐ **SYNCHRONIZED WATCHES:** You may use **assists** or **setup actions** with any crew member, regardless of the distance separating you. When you perform a **group action**, you may count multiple 6s from different rolls as a critical success.
- ☐ **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 an **Acquire Asset** roll with **+2d**. Both the flashback and the downtime activity are free.
- ☐ **BENEFACTOR:** When you take this ability, the crew immediately receives **4 stacks**. Whenever you advance your **Tier**, it costs **half the stacks** it normally would. *Who's backing you? 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 **+1d** on any future **gather information** rolls 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

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

- ☐ Secret maps, and various keys and passcards
- ☐ Elite Infiltrators
- ☐ Elite Hustlers
- ☒ Multifaceted (+1 key/deadlock)

Training Facilities

- ☐ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Personal
- ☒ Mastery

Upgrade Base

- ☐ Van
- ☐ Boat
- ☒ Hidden
- ☐ Secure
- ☐ Workshop
- ☐ Lounge and quarters

Upgrade Items

- ☐ Documents
- ☐ Gear
- ☐ Paranormal
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Cohorts

- ☒ Infiltrators cohort

UPGRADE COSTS

New Cohort: 2
Add Type: 2

NAME

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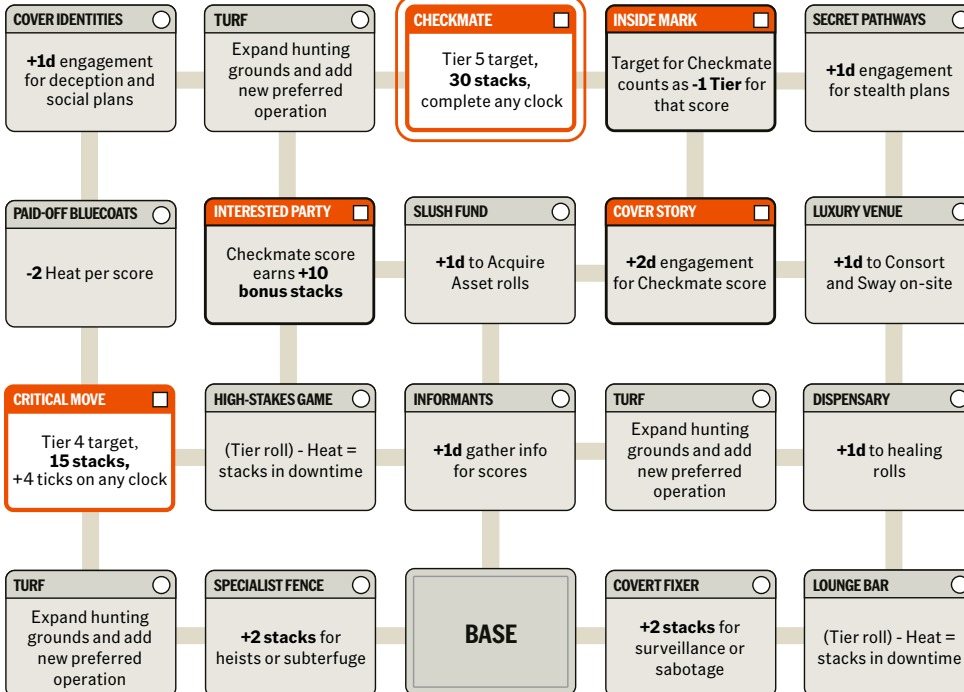
ANGER

HUNTING GROUNDS

Preferred Operations: Surveillance—Heists—Subterfuge—Cleanup

Get +1d to gather information rolls and free downtime activity for preferred operations in your hunting grounds

Rep Turf ☐ Hold ☐ Weak ☐ Strong ☐ Tier ☐ ☐ ☐ ☐ ☐



Heat

Wanted Level

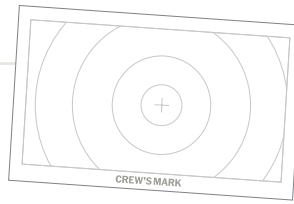
Stacks

Vaults

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



CREW SHEET



NAME

REPUTATION

BASE



ANGER

WARD BOSS

ANOMALIES: Discovery—Stabilization—Experimentation

Get +1d to gather information rolls and free downtime activity for operations that involve any of the above

Rep



Turf

Hold

Weak



Strong



Tier



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

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

+1d to healing rolls

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

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

Heat



Wanted Level

Stacks

Vaults



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

Utopians

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

SPECIAL ABILITIES

XP

- ENLIGHTENED:** You get +1d to **resistance** rolls against paranormal threats and consequences. You get +1d to **healing** rolls 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 don't overindulge if you clear excess Stress. 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

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

- ☐ Utopian rigging (2 free load documents or paranormal)
- ☐ Elite Eggheads
- ☐ Elite Muscle
- ☐ Awakened (+1 key/deadlock)

Training Facilities

- ☐ Insight
- ☐ Prowess
- ☒ Resolve
- ☐ Personal
- ☐ Mastery

Upgrade Base

- ☐ Van
- ☐ Boat
- ☐ Hidden
- ☐ Secure
- ☐ Workshop
- ☐ Lounge and quarters

Upgrade Items

- ☐ Documents
- ☐ Gear
- ☐ Paranormal
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

Cohorts

- ☒ Eggheads cohort

UPGRADE COSTS

New Cohort: 2
Add Type: 2