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