

☆ Copperhead ☆ County ☆

Name

Reputation(s)

HQ:

Rep ▶ ◀ Control

Hold

Tier

0 0 0 0 0 0 | 0 0 0 0 0 0

0 Weak 0 Strong

0 0 0 0

Heat

Wanted

Cash

Stash 1

Stash 2

0 0 0 | 0 0 0 | 0 0 0

0 0 0 0

0 0 0 0 | 0 0 0 0 | 0 0 0 0

0 0 0 0

Outfit Claims

Kickback
Each Turf claim counts as Profit

Front Business
Tax Evasion:
-1 Heat per Turf

Turf
+1 Control

Bent Cops
Roll entanglements twice & keep one

Bent Politics
-1 Heat per Turf in downtime

Turf
+1 Control

Drug Game Profit
+2 Cash for expanding your game

HQ

Vice Game Profit
+2 Cash for expanding your game

Turf
+1 Control

Pipeline
Extra Profit from Drug Game
+1 Cash from Pawn Fence and Chop Shop

Chop Shop
+2 Cash for stolen vehicles and weapons

Pawn Fence
+2 Cash for stolen merchandise

Veteran Trainers
+1 scale for Crooks gangs

VIP Clients
Extra Profit from Vice Game
+1 Cash from Profit

Other Claims

Profit

At the end of **downtime**, if you have a **Profit Claim**, roll **Tier** to advance the **Profit Clock**. Add **+1d** for each additional **Profit Claim**.
1-3: 1 tick. **4,5**: 2 ticks. **6**: 3 ticks. **Crit**: 5 ticks.
When the Clock completes, gain the listed **Cash**.

Profit ___d

Cash ____

(Control - Wanted Level)

Outfit

Sharks and snakes
exploiting
the status quo

O **Easy Does It**: Each PC may add **+1 action rating** to **Coax**, **Creep**, or **Survey** (up to a max rating of 3).

O **Smiling Faces**: When a job causes you to take **positive status** with a faction, mark **crew xp**.

O **Insidious**: When you start a **job** to infiltrate or subvert a target, you get **+1d** to the engagement roll.

O **Quiet Menace**: When you keep a job **quiet** (nobody knows you did it), you get half the **Rep** value of the target (round up) instead of zero. When you end downtime with **zero** Heat, take **+1 Rep**.

O **Corruption**: Up to three **+3 faction statuses** give you **+1 Control** each. If you count a **political** or **commercial** faction for this ability, the faction also adds **+1 Cash** to **Profit**.

O **Lieutenants**: Your **experts** gain the **Independent** edge for free. During **downtime**, your experts can take one free **activity** each.

O **Like Clockwork**: When you perform a **group action**, you may count multiple **6s** from different rolls as a **critical**.

OOO **Another Way**: Choose a special ability from the Hellraisers list.

Crew Advancement

At the end of each session, for each item below, mark 1 xp (or instead mark 2 xp if the crew was really impressive.)

- ☆ *Increase your influence over local society.*
- ☆ *Contend with threats above your heads.*
- ☆ *Live up to your crew's reputation(s) or develop a new one.*
- ☆ *Express the relationships or inner workings of the crew.*

Contacts	Crew Upgrades
O Stuart, a hotelier	O Tuned Vehicles
O Simmons, a drug dealer	O Prison Bribes
O Jacobs, a gun dealer	O Friendly Agents (+1 quality)
	O Quiet Crooks (+1 quality)
	O-O-O Hardened
O DeRosa, a paramedic	HQ
O Wright, a detective	OOOO Garage
O _____, a _____	OO Stash
O _____, a _____	O-O Second HQ
O _____, a _____	O Automatic Guns
O _____, a _____	O Silenced Guns
O _____, a _____	O Ordnance
O _____, a _____	O AP Ammo
O _____, a _____	Training
O _____, a _____	O Grit
	O Gumption
	● Grace
	O Personal
	O-O-O-O Mastery

Cohort

Quality

O Weak

● 0 0 0 0

O Impaired

O Broken

O Armor

Cohort

Quality

O Weak

0 0 0 0

O Impaired

O Broken

O Armor

Cohort

Quality

O Weak

0 0 0 0

O Impaired

O Broken

O Armor

Cohort

Quality

O Weak

0 0 0 0

O Impaired

O Broken

O Armor

Cohort

Quality

O Weak

0 0 0 0

O Impaired

O Broken

O Armor

Gang Scale by Tier

0: Tiny (2 people per gang)

1: Small (5 people per gang)

2: Medium (10 people per gang)

3: Large (15 people per gang)

4: Huge (20 people per gang)

5: Massive (25 people per gang)

Quality

O Weapons

O Vehicles

O Tools / Gear

O Security

Cohorts

New Cohort: 2

Added Type: 2

Garage Vehicles

O Street

O Utility

O Motorcycles

O Water

O Helicopter

☆ Copperhead ☆ County ☆

Name

Reputation(s)

HQ:

Rep ▶ ◀ Control

Hold

Tier

0 0 0 0 0 0 | 0 0 0 0 0 0

0 Weak 0 Strong

0 0 0 0

Heat

Wanted

Cash

Stash 1

Stash 2

0 0 0 | 0 0 0 | 0 0 0

0 0 0 0

0 0 0 0 | 0 0 0 0 | 0 0 0 0

0 0 0 0

Blood Claims

Kickback
Each Turf claim counts as Profit

Iron Rule
No extra Heat for war or hostile turf; -1 Heat for killing

Turf
+1 Control

Loyal Cops
Roll entanglements twice & keep one

Sovereign Territory
Tax Evasion: -1 Heat per Turf

Turf
+1 Control

Drug Game Profit
+2 Cash for expanding your game

HQ

Vice Game Profit
+2 Cash for expanding your game

Turf
+1 Control

Pipeline
Extra Profit from Drug Game +1 Cash from Pawn Fence and Chop Shop

Chop Shop
+2 Cash for stolen vehicles and weapons

Pawn Fence
+2 Cash for stolen merchandise

Local Legends
+1 scale for Soldiers gangs

VIP Clients
Extra Profit from Vice Game +1 Cash from Profit

Other Claims

Profit

At the end of downtime, if you have a Profit Claim, roll Tier to advance the Profit Clock. Add +1d for each additional Profit Claim.

1-3: 1 tick. 4,5: 2 ticks. 6: 3 ticks. Crit: 5 ticks.

When the Clock completes, gain the listed Cash.

Profit ___d

Cash _____

(Control - Wanted Level)

Blood

Kith and kin

expanding

the family tree

O Family Legacy: Each PC may add +1 action rating to the same action (up to a max rating of 3).

O Blood Feud: After you attack a faction you're at war with, mark crew xp. If you kill members of the enemy faction, take +1 Rep.

O No Trespass: When you start a job of self-defense, vengeance, or score-settling, take +1d to the engagement roll.

O Homestead: Each Turf claim provides another +1 Control.

O Family First: Each PC gains an additional xp trigger: You suffered to protect the family. If the suffering was particularly grievous, mark 2 xp.

O Blood Ties: When your cohorts are part of the family, they gain the Loyal edge for free (or another if they're already Loyal). When a Loyal cohort helps on a job, take -1 Heat.

O Head of the Family: Choose a PC to lead the family. They take +1d to command, convince, or manipulate family members. If the chosen PC becomes unavailable, choose another PC to inherit this benefit.

OOO Family Ways: Choose a special ability from the Hellraisers or Outfit lists.

Crew Advancement

At the end of each session, for each item below, mark 1 xp (or instead mark 2 xp if the crew was really impressive.)

- ☆ Increase your reach within local society.
- ☆ Contend with threats above your heads.
- ☆ Live up to your crew's reputation(s) or develop a new one.
- ☆ Express the relationships or inner workings of the crew.

Contacts

Crew Upgrades

O Fox, a bartender

O Wayne, a drug dealer

O Beaver, a gun dealer

O Leaper, a family doctor

O Grady, a deputy

O _____, a _____

O _____, a _____

O _____, a _____

O _____, a _____

O _____, a _____

O Heavy Vehicles

O Prison Bribes

O Friendly Agents (+1 quality)

O Tough Soldiers (+1 quality)

O-O-O Hardened

HQ

●OOO Garage

●O Stash

O-O Second HQ

O Automatic Guns

O Silenced Guns

O Ordnance

O AP Ammo

Training

O Grit

O Gumption

O Grace

● Personal

O-O-O-O Mastery

Quality

O Weapons

O Vehicles

O Tools / Gear

O Security

Cohorts

New Cohort: 2

Added Type: 2

Garage Vehicles

O Street

O Utility

O Motorcycles

O Water

O Helicopter

Cohort

Quality

O Weak

O Impaired

O Broken

O Armor

Cohort

Quality

O Weak

O Impaired

O Broken

O Armor

Cohort

Quality

O Weak

O Impaired

O Broken

O Armor

Cohort

Quality

O Weak

O Impaired

O Broken

O Armor

Cohort

Quality

O Weak

O Impaired

O Broken

O Armor

Gang Scale by Tier

0: Tiny (2 people per gang)

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3: Large (15 people per gang)

4: Huge (20 people per gang)

5: Massive (25 people per gang)

☆ Copperhead ☆ County ☆

Name

Alias

Look

Origin: Local ☆ Southern ☆ Western Northern ☆ Immigrant

History: Blue Collar ☆ Ex-Military Former Athlete ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress

Trauma

Cold ☆ Haunted ☆ Obsessed ☆ Paranoid Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm

Cash

3

Need Help

2

-1d

1

Less Effect

○ Body Armor

○ Special Armor

Recovery

Bank

Tax Evasion: When you increase Bank, take Heat equal to the new level.

Home

Vehicle

Planning

Choose a **plan**. Provide the **detail**. Choose your **load**.

Assault: Point of attack.

Deception: Method.

Stealth: Entry point.

Social: Social connection.

Transport: Locations/route.

Gather Information

How can I hurt them? ☆ Who's most afraid of me?

Who's most dangerous here? ☆ What do they intend to do?

How can I get them to [X]? ☆ Are they telling the truth?

What's really going on here?

Brick

An unstoppable enforcer

○ **Powerhouse**: You may expend your **special armor** to reduce physical harm or to **push yourself** during a fight.

○ **Leg Breaker**: Your bark is as good as your bite. When you **Growl** a threat at someone who has reason to fear you, you get **+1d**.

○ **Bodyguard**: When you **protect** a teammate, take **+1d** to your resistance roll. When you **gather info** to anticipate possible threats in the current situation, you get **+1 effect**.

○ **Warhorse**: Your **load** limits are higher. **Light**: 5. **Normal**: 7. **Heavy**: 8.

○ **Adrenaline Rush**: *Arrrrgh!* In high-pressure situations, you can **push yourself** to increase your **scale** (acting as a small group rather than one person).

○ **Lead By Example**: You can **Growl** as you would **Direct** in matters of combat or violence. When you fight alongside crew **cohorts**, they gain **1 armor** and they don't become **Broken** at level 3 Harm.

○ **Too Mean to Die**: If you would suffer **fatal** or **permanent harm**, you can mark **Trauma** to reduce it to level **3** harm. When you mark Trauma during combat, you can **push yourself** to stay in the fight.

○ **My Name is My Name**: Choose a personal **renown**: *Hero, King, Conqueror*. You gain an additional **xp trigger**: *You lived up to your personal renown*. If this complicated or countered the crew's goals, mark **2 xp** instead.

○○○ **Versatile**: Choose a special ability from another source.

Tough Friends	Items (italics don't count for load)
△▽ Mack, a martial artist	○ Your heavy pistol
△▽ Cisneros, a veteran	○-○ Your automatic rifle
△▽ Grady, a bouncer	○/○ Your special melee weapon
△▽ Blackland, a farmer	○ <i>Zip ties</i>
△▽ _____, a _____	○ <i>Your personal vehicle</i>
△▽ _____, a _____	○ _____
△▽ _____, a _____	○-○ _____
△▽ _____, a _____	Purchased Crew Upgrades
	○ Auto ○ Silenced ○ Ordnance ○ AP

Mark XP:

Playbook Advancement

☆ Every time you roll a **desperate action**, mark XP in that action's attribute.

At the end of each session, for each item, mark **1 xp**, or **2 xp** if you were really impressive:

☆ You addressed a challenge with **intimidation** or **brute force**.

☆ You **made a difference** in situations outside of your expertise.

☆ You expressed your **connections** to the world.

☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit

● ● ○ ○ Fight

● ○ ○ ○ Growl

○ ○ ○ ○ Handle

○ ○ ○ ○ Tread

Gumption

○ ○ ○ ○ Deal

○ ○ ○ ○ Direct

○ ○ ○ ○ Reckon

○ ○ ○ ○ Survey

Grace

○ ○ ○ ○ Coax

○ ○ ○ ○ Creep

○ ○ ○ ○ Fix

○ ○ ○ ○ Hunt

Bonus Die +1d

Pay 2 stress to **Push Yourself**

Accept a **Devil's Bargain**

Teamwork

Assist another character.

Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load
○ A melee weapon
○ +Large
○ A handgun
○ +Auto* ○ +Silenced*
○ A rifle ○ A shotgun
○ +Auto* ○ +Silenced*
○-○ Body armor
○ Theft tools
○-○ Mechanic tools
○ Wilderness gear
○ First aid gear
○ A gas can
○ A <i>small dose</i>
○ Explosives*
○ A <i>hand grenade</i> *
○-○-○ An RPG launcher*
*With appropriate upgrade.

☆ Copperhead ☆ County ☆

Name

Alias

Look

Origin: Local ☆ Southern ☆ Western Northern ☆ Immigrant

History: Ex-Cop ☆ Ex-Military ☆ Private Security ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress

Trauma

Cold ☆ Haunted ☆ Obsessed ☆ Paranoid Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm

Cash

3

Need Help

2

-1d

1

Less Effect

○ Body Armor

○ Special Armor

Recovery



Home

Vehicle

Planning

Choose a **plan**. Provide the **detail**. Choose your **load**.

Assault: Point of attack.

Deception: Method.

Stealth: Entry point.

Social: Social connection.

Transport: Locations/route.

Gather Information

What do they intend to do? ☆ How can I get them to [X]?

What should I look out for? ☆ Where are they vulnerable?

Where can I hide here? ☆ How can I find [X]?

What's really going on here?

Cleaner

A steady problem solver

○ **The Devil's Right Hand:** An uncanny luck often guides your hand. When you **push yourself** while using one of your **personal items**, you can take **+2d** instead of **+1d**.

○ **Wet Work:** You may expend your **special armor** to resist a consequence of surprise or detection, or to **push yourself** for ranged combat or tracking.

○ **Reflexes:** When there's a question about who acts first, the answer is **you** (two characters with Reflexes act simultaneously).

○ **In the Clutch:** When you roll a desperate action, you get **+1d**.

○ **Hellhound:** When you **gather info** to locate or understand a target, you get **+1 effect**. When you engage that target, you also get **+1 effect**.

○ **Got Your Back:** Two times per job you can **assist** a teammate without paying stress.

○ **Old Bones:** You can handle the breaks of outlaw life. You get **+1 stress box**.

○ **The Righteous Path:** You gain an **xp trigger**: *You upheld your code of honor or justice*. If this complicated or countered the crew's goals, mark **2 xp** instead.

○○○ **Versatile:** Choose a special ability from another source.

Useful Friends	Items (italics don't count for load)
△▽ Keller, a security guard	○ Your silenced pistol
△▽ Milton, a bartender	○-○ Your sniper rifle
△▽ Vance, a PI	○ Your stun gun
△▽ Mueller, a bail bondsman	○ Your surveillance gear
△▽ _____, a _____	○ <i>Your personal vehicle</i>
△▽ _____, a _____	○ _____
△▽ _____, a _____	○-○ _____
	Purchased Crew Upgrades
	○ Auto ○ Silenced ○ Ordnance ○ AP

Mark XP:

Playbook Advancement

☆ Every time you roll a **desperate action**, mark XP in that action's attribute.

At the end of each session, for each item, mark **1 xp**, or **2 xp** if you were really impressive:

☆ You addressed a challenge with **stealth** or **precise violence**.

☆ You **made a difference** in situations outside of your expertise.

☆ You expressed your **connections** to the world.

☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit

○ ○ ○ ○ Fight

○ ○ ○ ○ Growl

○ ○ ○ ○ Handle

○ ○ ○ ○ Tread

Gumption

○ ○ ○ ○ Deal

○ ○ ○ ○ Direct

○ ○ ○ ○ Reckon

● ○ ○ ○ Survey

Grace

○ ○ ○ ○ Coax

● ○ ○ ○ Creep

○ ○ ○ ○ Fix

● ○ ○ ○ Hunt

Bonus Die +1d

Pay 2 stress to **Push Yourself**

Accept a **Devil's Bargain**

Teamwork

Assist another character.

Pay 1 stress, give bonus die.

Lead a **group action**.

Use best result, leader takes stress for fails.

Protect a teammate.

You make the resistance roll.

Set up another character.

Take action, adjust position.

Load

○ A melee weapon

○ +Large

○ A handgun

○ +Auto* ○ +Silenced*

○ A rifle ○ A shotgun

○ +Auto* ○ +Silenced*

○-○ Body armor

○ Theft tools

○-○ Mechanic tools

○ Wilderness gear

○ First aid gear

○ A gas can

○ A small dose

○ Explosives*

○ A hand grenade*

○-○-○ An RPG launcher*

***With appropriate upgrade.**

☆ Copperhead ☆ County ☆

Name

Alias

Look

Origin: Local ☆ Southern ☆ Western Northern ☆ Immigrant

History: Blue Collar ☆ Ex-Professional Misfit ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress

Trauma

0 0 0 | 0 0 0 | 0 0 0

0 0 0 0

Cold ☆ Haunted ☆ Obsessed ☆ Paranoid Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm

Cash

3

Need Help

2

-1d

1

Less Effect

0 Body Armor

0 Special Armor

Recovery

Planning

Choose a **plan**. Provide the **detail**. Choose your **load**.

Assault: Point of attack.

Deception: Method.

Stealth: Entry point.

Social: Social connection.

Transport: Locations/route.

Gather Information

What do they intend to do? ☆ How can I get them to [X]?

Are they telling the truth? ☆ What can I mess with here?

What might happen if I [X]? ☆ How can I find [X]?

What's really going on here?

Hazard

A volatile artisan

O **Destructive**: You have a knack for dismantlement and disorder. When you disable, sabotage, or destroy something, you get **+1d**.

O **Constructive**: You have a talent for invention and maintenance. When you build, craft, repair, or modify something, you get **+1d**.

O **Power User**: You have an advanced understanding of electronic hardware and digital code, and can accomplish effects with them a layman could not.

O **Lab Rat**: You have an advanced understanding of hard sciences (chemistry, biology, etc.) and can accomplish effects with them a layman could not.

O **Blue Sky**: You know the secrets of a unique intoxicant. *Name and describe your product*. In all matters involving your product, you have **+1 effect** or **result level**. With materials, you can spend a **downtime activity** to create **2 Cash** worth of product (paid to yourself, the crew, or both).

O **Wizard**: You may expend your **special armor** to resist a consequence from technical failure, or to **push yourself** with technical skill.

O **Medic**: You also repair people. When you **Fix** a PC's harm during a job, the penalty is one level lower until the job is over. You can provide **medical help** during downtime.

O **Ozymandias**: You gain an additional **xp trigger**: *You served your own grandeur or hubris*. If this complicated or countered the crew's goals, mark **2 xp** instead.

OOO **Versatile**: Choose a special ability from another source.

Smart Friends	Items (italics don't count for load)
△▽ Stanger, a pharmacist	O Your sawed-off shotgun
△▽ Vaughn, a stoner	O Your custom toolkit
△▽ Jacobsen, a teacher	O <i>A molotov cocktail</i>
△▽ Malcolm, an engineer	O/O/O/O Your craftables
△▽ _____, a _____	O <i>Your personal vehicle</i>
△▽ _____, a _____	O _____
△▽ _____, a _____	O-O _____
	Purchased Crew Upgrades
	O Auto O Silenced O Ordnance O AP

Mark XP: Playbook Advancement

☆ Every time you roll a **desperate action**, mark XP in that action's attribute.

At the end of each session, for each item, mark **1 xp**, or **2 xp** if you were really impressive:

☆ You addressed a challenge with **technical skill** or **chaos**.

☆ You **made a difference** in situations outside of your expertise.

☆ You expressed your **connections** to the world.

☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit

O

O

O

O

Fight

O

O

O

O

Growl

●

O

O

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Handle

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Tread

Gumption

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Deal

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Direct

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Reckon

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Survey

Grace

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Coax

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Creep

●

●

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Fix

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O

O

O

Hunt

Bonus Die +1d

Pay 2 stress to **Push Yourself**
Accept a **Devil's Bargain**

Teamwork

Assist another character.
Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load

O

A

melee weapon

O

+Large

O

A

handgun

O

+Auto*

O

+Silenced*

O

A

rifle

O

A

shotgun

O

+Auto*

O

+Silenced*

O

O

Body armor

O

Theft tools

O

O

Mechanic tools

O

Wilderness gear

O

First aid gear

O

A

gas can

O

A

small dose

O

Explosives*

O

A

hand grenade*

O

O

O

An RPG launcher*

*With appropriate upgrade.

☆ Copperhead ☆ County ☆

Name

Alias

Look

Origin: Local ☆ Southern ☆ Western Northern ☆ Immigrant

History: Downsized ☆ Dropout Heir Apparent ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress

Trauma

Cold ☆ Haunted ☆ Obsessed ☆ Paranoid Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm

Cash

3

Need Help

2

-1d

1

Less Effect

O Body Armor

O Special Armor

Recovery

Planning

Choose a **plan**. Provide the **detail**. Choose your **load**.

Assault: Point of attack.

Deception: Method.

Stealth: Entry point.

Social: Social connection.

Transport: Locations/route.

Gather Information

What do they want most? ☆ What should I look out for?

Where's the leverage here? ☆ How can I discover [X]?

What do they intend to do? ☆ How can I get them to [X]?

What's really going on here?

Stringer

A shrewd executive

O **On A String:** When you **lead a group action**, you can **push yourself** to give everyone involved **+1d**.

O **...And Knock 'Em Down:** When you perform a **setup action**, the follow-up action gets **+1d** in addition to the benefit you choose.

O **Taskmaster:** During **downtime**, you may give yourself or another crew member **+1 downtime activity**.

O **Memory Palace:** When you **Reckon** or **Survey** to **gather info** for a job, you have **+1 effect**. You get **+1d** to the engagement roll for any job on which you've gathered information.

O **Director of Operations:** During **downtime**, you get **two ticks** to distribute among any long term project clocks that involve developing the crew or your business.

O **Overseer:** You may expend your **special armor** to **protect** a teammate, or to **push yourself** when you **gather info** or work on a **long-term project**.

O **Contingencies:** Your notebook is full of backup plans for every occasion. When you make a **flashback action**, take **+1d**.

O **Games Beyond the Game:** You gain an additional **xp trigger**: *You took steps to build a life outside of crime.* If this complicated or countered the crew's goals, mark **2 xp** instead.

OOO **Versatile:** Choose a special ability from another source.

Ambitious Friends	Items (italics don't count for load)
△▽ Harvey, a contractor	O <i>Your snubnosed revolver</i>
△▽ Tiller, a banker	O <i>Communication gear</i>
△▽ Radford, a professor	O <i>Your collapsible baton</i>
△▽ Jensen, a police clerk	O <i>Your notebook</i>
△▽ _____, a _____	O <i>Your personal vehicle</i>
△▽ _____, a _____	O _____
△▽ _____, a _____	O-O _____
	Purchased Crew Upgrades
	O Auto O Silenced O Ordnance O AP

Mark XP:

Playbook Advancement

☆ Every time you roll a **desperate action**, mark XP in that action's attribute.

At the end of each session, for each item, mark **1 xp**, or **2 xp** if you were really impressive:

☆ You addressed a challenge with **calculation** or **coordination**.

☆ You **made a difference** in situations outside of your expertise.

☆ You expressed your **connections** to the world.

☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit

O

O

O

O

Fight

O

O

O

O

Growl

O

O

O

O

Handle

O

O

O

O

Tread

Gumption

O

O

O

O

Deal

●

●

O

O

Direct

●

O

O

O

Reckon

O

O

O

O

Survey

Grace

O

O

O

O

Coax

O

O

O

O

Creep

O

O

O

O

Fix

O

O

O

O

Hunt

Bonus Die +1d

Pay 2 stress to **Push Yourself**

Accept a **Devil's Bargain**

Teamwork

Assist another character.

Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load
O A melee weapon
O +Large
O A handgun
O +Auto* O +Silenced*
O A rifle O A shotgun
O +Auto* O +Silenced*
O-O Body armor
O Theft tools
O-O Mechanic tools
O Wilderness gear
O First aid gear
O A gas can
O A small dose
O Explosives*
O A hand grenade*
O-O-O An RPG launcher*
*With appropriate upgrade.

☆ Copperhead ☆ County ☆

Wheeler

A wily politician

O **Political Machine:** Building profitable networks is your speciality. When you negotiate to establish or maintain a business relationship, you get **+1d**.

O **Demagogue:** You exploit others' lowest emotions for your gain. When you appeal to an audience's vices, base desires, or fears, you get **+1d**.

O **Spin Zone:** When addressing others, you can **push yourself** to increase your **position** by one step. If the action would have been desperate, **mark xp** anyway.

O **Eloquence:** You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** during a social interaction.

O **It Takes Two:** When your **closest friend** helps you during **downtime**, take **+2d** rather than **+1d**.

O **Cold Reading:** You can quickly size up a mark from small details. During a conversation, you freely understand your partner's state of mind, surface feelings, and whether they're telling the truth.

O **High on the Hog:** You always manage to enjoy the finer things in life. When you make a **Bank** roll (including **indulging your vice**), take **+1d**. When you **indulge**, you can adjust the result up or down by **1**.

O **Silver Tongued Devil:** You gain an additional **xp trigger**: *You courted the personal loyalty or favor of a useful asset*. If this complicated or countered the crew's goals, mark **2 xp** instead.

OOO **Versatile:** Choose a special ability from another source.

Connected Friends	Items (italics don't count for load)
△▽Lynch, a party hack	O <i>One of your impressive outfits</i>
△▽Baird, a musician	O <i>Your switchblade</i>
△▽Hardin, a deacon	O <i>An appropriate gift</i>
△▽Britt, a trophy spouse	O Your trained guard dog
△▽ _____, α _____	O <i>Your personal vehicle</i>
△▽ _____, α _____	O _____
△▽ _____, α _____	O-O _____
	Purchased Crew Upgrades
	O Auto O Silenced O Ordnance O AP

Mark XP: Playbook Advancement

☆ Every time you roll a **desperate action**, mark XP in that action's attribute.

At the end of each session, for each item, mark **1 xp**, or **2 xp** if you were really impressive:

- ☆ You addressed a challenge with **connection** or **manipulation**.
- ☆ You **made a difference** in situations outside of your expertise.
- ☆ You expressed your **connections** to the world.
- ☆ Your **vice** or **traumas** made life more difficult than it had to be.

Grit

O	O	O	O	Fight
O	O	O	O	Growl
O	O	O	O	Handle
O	O	O	O	Tread

Gumption

●	O	O	O	Deal
O	O	O	O	Direct
O	O	O	O	Reckon
O	O	O	O	Survey

Grace

●	●	O	O	Coax
O	O	O	O	Creep
O	O	O	O	Fix
O	O	O	O	Hunt

Bonus Die +1d

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O +Auto* O +Silenced*
O-O Body armor
O Theft tools
O-O Mechanic tools
O Wilderness gear
O First aid gear
O A gas can
O A small dose
O Explosives*
O A hand grenade*
O-O-O An RPG launcher*
*With appropriate upgrade.

Name Alias

Look

Origin: Local ☆ Southern ☆ Western
Northern ☆ Immigrant

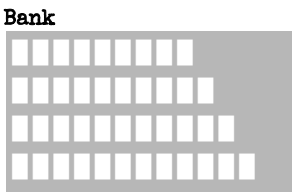
History: Lawyer ☆ Politico
Sales ☆ Street Life ☆ Other

Vice/Source: Blackout ☆ Leisure ☆ Family ☆ Faith ☆ Pleasure ☆ Status

Stress	Trauma	Cold ☆ Haunted ☆ Obsessed ☆ Paranoid
O O O O O O O O O	O O O O	Reckless ☆ Soft ☆ Unstable ☆ Vicious

Harm	Cash
3	Need Help
2	-1d
1	Less Effect

O **Body Armor** O **Special Armor** **Recovery**



Tax Evasion: When you increase Bank, take Heat equal to the new level.

Home

Vehicle

Planning

Choose a **plan**. Provide the **detail**. Choose your **load**.

Assault: Point of attack.

Deception: Method.

Stealth: Entry point.

Social: Social connection.

Transport: Locations/route.

Gather Information

What do they intend to do? ☆ How can I get them to [X]?
Are they telling the truth? ☆ What are they really feeling?
What do they really care about? ☆ How can I blend in here?
What's really going on here?