

THE FELLOWSHIP

Name _____ Reputation _____

Location _____

VENDETTA 1 2 3 4 5 6 7 8 9

BOUNTY 1 2 3 4

COIN	VAULTS	TIER
\$	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4

On **Tier** advance: +1 Coin +2/tier to each PC's stash

SUPPORT	1	2	3	4	5	6							HOLD		WEAK	STRONG
REP	1	2	3	4	5	6	7	8	9	10	11	12				

ASSET	REGION	BONUS
_____	• _____	• _____
_____	• _____	• _____
_____	• _____	• _____
_____	• _____	• _____
_____	• _____	• _____
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Notes / Projects _____

Contacts

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An alliance of friends and rivals

Fellowship XP 1 2 3 4 5 6 7 8

At the end of each session, for each item below, mark 1xp (or instead mark 2xp if that item occurred multiple times).

- ♦ Advance the cause of your quest.
- ♦ Contend with challenge above your current station.
- ♦ Bolster your crew's reputation or develop a new one.
- ♦ Express the goals, drives, inner conflict, or essential nature of the crew.

SPECIAL ABILITIES (2 points each)

☐ **Trust of the Crew:** Create one of your **vessels** as a **cohort**. If the **vessel** is already upgraded (two boxes), its **quality** starts at +1. The vehicle can use **teamwork actions** (using quality for rolls). A vehicle can't **lead a group action** but may participate.

☐ **Demons:** Fear is as good as respect. You may count each **bounty** as if it was **support**. *(Unavailable if you have **Saints**)*

or

☐ **Saints:** Friends are an asset. You may count up to three +3 faction statuses you hold as if they are **support**. *(Unavailable if you have **Demons**)*

☐ **Pirates:** When you go into conflict aboard a vehicle, you gain **potency** in damage and speed. Your vehicle gains **armor**.

☐ **Just Passing Through:** During downtime, take -1 **vendetta**. When your **vendetta** is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary folk.

☐ **All Hands:** During downtime, one of your cohorts may take a downtime action to **acquire an item**, **reduce vendetta**, or work on a **long-term project**.

☐ **Synchronized:** When you perform a **group action**, you may count multiple Bs from different rolls as a **critical success**.

☐ **Forged in the Fire:** Each PC has been toughened by harrowing experiences. You get +1d to resistance rolls.

☐ **Patron:** When you advance your Tier, it costs half the coin it normally would. *Who is your patron? Why do they help you?*

☐ **Specialization:** Choose **Insight**, **Prowess**, or **Resolve**. Each PC may add +1 action rating to an action falling under that attribute (Up to a maximum rating of 3).

☐ **As Good as Your Word:** You may spend **Rep** as **Coin** in downtime actions. Additionally, each member of the fellowship must take **Obligation** as a second comfort if they have not already done so.

☐ **Warborn:** When you're at war (-3 faction status), PCs get +1d to comfort rolls and still get two **downtime** actions, instead of just one.

☐ **Voices of the Ancients:** You may use teamwork with any member of the fellowship, regardless of the distance separating you by taking 1 **stress**.

☐

CREW UPGRADES (1 point per tick)

SPECIAL	SPECIAL	HOME
☐ Spirit Anchor (Attune to the spirit world from a mobile anchor point)	☐ Traveler's Rigging (2 free load of tools or gear)	☒ 2 Vessel
☐ Elite Adepts	☐ Elite Rovers	☐ 2 Vessel
		☐ Hidden
		☐ Quarters
☒ Barge: + Mobility for lair		☐ 2 Secure
		☐ 2 Vault
		☐ Workshop
☐ Heroes (+1 trauma box)		

COHORT QUALITY 1 2 3 4

TYPE(S)	WEAK	
	IMPAIRED	
EDGES	BROKEN	
	DESTROYED	
FLAWS	ARMOR	
NAME(S)		

COHORT QUALITY 1 2 3 4

TYPE(S)	WEAK	
	IMPAIRED	
EDGES	BROKEN	
	DESTROYED	
FLAWS	ARMOR	
NAME(S)		

COHORT QUALITY 1 2 3 4

TYPE(S)	WEAK	
	IMPAIRED	
EDGES	BROKEN	
	DESTROYED	
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NAME(S)		

COHORT QUALITY 1 2 3 4

TYPE(S)	WEAK	
	IMPAIRED	
EDGES	BROKEN	
	DESTROYED	
FLAWS	ARMOR	
NAME(S)		

VESSEL EDGES

Nimble: The vessel handles easily. Consider this an **assist** for tricky maneuvers.
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.
Finticky: 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 betray.
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, 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 Q = Tier+1 Edge & Flaw = 1/2