

# THE MAGPIES

NAME

The Nest

LAIR

<b>REP</b> <b>TURF</b>					<b>HOLD</b> <b>WEAK</b> <b>STRONG</b> <b>TIER</b>
<b>FIERCE ALLIES</b> All your experts are loyal	<b>LOCAL HEROES</b> +1d to indulge vice	<b>PUBLICITY</b> +2 REP on takedown scores	<b>HIDDEN PATHS</b> +1d to Prowl back to your lair	<b>CATACOMBS</b> +1d to Study or Tinker on-site	
<b>DEFIANT CITIZENS</b> Large gang who will fight for you	<b>TURF</b>	<b>LAIR</b>	<b>TURF</b>	<b>INFIRMARY</b> +1d to healing rolls	
<b>ABOVE THE LAW</b> -1 WANTED LEVEL if Citizens faction status is +3	<b>BLUECOAT CONFIDANTS</b> -2 heat per score	<b>LOOKOUTS</b> +1d to Survey or Hunt on your turf	<b>THE HOOKUP</b> Smugglers, +1d to acquire assets	<b>DOSKHUOL'S MOST WANTED</b> +2 REP on scores against the law	
<b>HEAT</b> <b>WANTED LEVEL</b>					<b>COIN</b> <b>VAULTS</b>

On crew advance, each PC gets 2 Stash (+1 per tier)

CLAIMS: DESCRIPTION/CONTACT/THREAT

Dark Red: No Contact/Threat

INFORMANTS: +1d on Gather Info checks

SHADOWS ABILITY: Everybody Steals

Lair: The Nest, Six Towers

Nessa Art Long-Term Project: 3/6

Gear: 2 smoke bombs

1 upgrade available

Unconventional

REPUTATION

Ink Row Fire

ORIGIN

# VIGILANTES

DELUDED AVENGERS

SPECIAL ABILITIES

- **AS GOOD AS YOUR WORD:** You may spend REP as COIN in downtime actions. Vigilantes gain **Obligation** as a second vice.
- **AVENGERS:** Each PC may add +1 action rating to **Hunt, Prowl, or Command** (up to a max rating of 3).
- **THORN IN YOUR SIDE:** When you use **Stealth** or **Assault** plans against a higher **Tier** faction, your **Tier** counts as +1
- **MISDIRECTION:** At the end of a score, you may sacrifice half the REP gained to make another faction lose status with your target instead of your crew. *How do you pin it on someone else?*
- **UNCANNY PREPARATION:** Twice per session during a Desperate action, improve your effect or position. Describe a flashback that gives you the advantage now (setup action).
- **MORAL COMPASS:** Each PC gains an additional xp trigger: *You fulfilled a promise at a cost to you or the crew.*
- **FAVORS:** Spend one REP and describe how one of your contacts puts themself in danger to help you. Everyone in your crew gets one dot in an action your contact is skilled in for this score.
- **ROOTS:** During downtime one of your contacts or cohorts may take a downtime action to acquire an asset, reduce heat, or recover.
- **SHADY PAST:** Choose a special ability from another crew type.

CREW XP

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

- *Interfere with criminal scores, protect citizens, or antagonize the law.*
- *Contend with challenges 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.*

CONTACTS

- Rigney, tavern owner
- Amancio, deal broker
- Fitz, a collector
- Remira, reluctant Lamplblack
- Severin, an Inspector
- Dowler, an explorer

CREW UPGRADES

- Vigilantes attire (2 free load of weapons or supplies)
- Dedicated crafters
- Willing to fight (experts are Braves)
- Irregulars (experts gain +1d to gather information)
- Unbroken (+1 trauma box)

PROTECTED GROUND: UNITING - INTERFERENCE - RESISTANCE - TERROR

EXPERT Lani & Roxanne

WEAK  IMPAIRED  BROKEN  ARMOR

Investigators

Edges: Loyal & Independent

Flaws: Principled & Threatened

EXPERT Nessa Ericks

WEAK  IMPAIRED  BROKEN  ARMOR

Art forger

Edge: Loyal

Flaw: Principled

EXPERT Name

WEAK  IMPAIRED  BROKEN  ARMOR

Description / notes

EXPERT Name

WEAK  IMPAIRED  BROKEN  ARMOR

Description / notes

LAIR

- Carriage
- Boat
- Hidden
- Quarters
- Secure
- Vault
- Workshop

QUALITY

- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

TRAINING

- Insight
- Prowess
- Resolve
- Personal

EXPERTS

New Expert: 2

Add Type: 2

Mastery