Hawker's rigging (1 carried item is concealed and has no load)

Ironhook Contacts (+1 Tier in prison)

 Elite Rooks

 Elite Thugs

 Composed (+1 stress box)

 Rolan Wott, a magistrate

 Laroze, a bluecoat

 Lydra, a deal broker

 Hoxley, a smuggler

 Anya, a dillettante

 Marlo, a gang boss

 Silver Tongues: Each PC may add +1 action rating to Command, Consort, or Sway (up to a max rating of 3).

 Accord: Sometimes friends are as good as territory. You may count up to three +3 faction statuses you hold as if they are turf.

 The Good Stuff: Your merchandise is exquisite. The product quality is equal to your Tier+2. When you deal with a crew or faction, the GM will tell you who among them is hooked on your product (one, a few, many, or all).

 Ghost Market: Through arcane ritual or hard-won experience, you have discovered how to prepare your product for sale to ghosts and/or demons. They do not pay in coin. What do they pay with?

 High Society: It’s all about who you know. Take -1 heat during downtime and +1d to gather info about the city’s elite.

 Hooked: Your gang members use your product. Add the savage, unreliable, or wild flaw to your gangs to give them +1 quality.

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

 Veteran: Choose a special ability from another crew.

 Special Abilities

### Crew XP

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

- Acquire product supply. execute clandestine/covert sales, or secure new territory.
- 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

- Rolan Wott, a magistrate
- Laroze, a bluecoat
- Lydra, a deal broker
- Hoxley, a smuggler
- Anya, a dillettante
- Marlo, a gang boss

### Crew Upgrades

- Hawker's rigging (1 carried item is concealed and has no load)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rooks
- Elite Thugs
- Composed (+1 stress box)

### Sales Territory: Sale—Supply—Show of Force—Socialize

### Lair

- Foreign Market (Tier roll) - Heat = coin in downtime
- Vise Den (Tier roll) - Heat = coin in downtime
- Surplus Caches +2 coin for product sale or supply
- Cover Operation -2 heat per score
- Cover Identities +1d engagement for deception and transport plans

### Reputation

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### Crew Sheet

- Name
- Reputation
- Lair
- Turf
- Hold
- Weak
- Strong
- Tier
- Turf
- Personal
- Local Graft
- Lookouts
- Informants
- Luxury Venue
- Turf
- Foreign Market
- Vice Den
- Surplus Caches
- Cover Operation
- Cover Identities

### Heat

- Wanted Level
- Coin
- Vaults

### Training

- Insight
- Prowess
- Resolve
- Personal
- Mastery

### Cohorts

- Upgrade Costs

### Quality

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

### Vehicles

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