**SHADOWS**

**SPECIAL ABILITIES**

- **Everyone Steals:** Each PC may add +1 action rating to *Prowl*, *Finesse*, or *Tinker* (up to a max rating of 3).
- **Ghost Echoes:** From weird experience or occult ritual, all crew members gain the ability to see and interact with the ghostly structures, streets, and objects within the echo of Doskvol that exists in the ghost field.
- **Pack Rats:** Your lair is a jumble of stolen items. When you roll to acquire an asset, take +1d.
- **Patron:** When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?
- **Second Story:** When you execute a clandestine infiltration, you get +1d to the engagement roll.
- **Slippery:** When you roll entanglements, roll twice and keep the one you want. When you reduce heat on the crew, take +1d.
- **Synchronized:** When you perform a group action, you may count multiple 6s from different rolls as a critical success.
- **Veteran:** Choose a special ability from another crew.

**CRUISE XP**

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

- Execute a successful espionage, sabotage, or theft operation.
- 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.

**LAIR**

- **Drug Den**
  - (Tier roll) - Heat = coin in downtime
- **Interrogation Chamber**
  - +1d to Command and Sway on site
- **Hagfish Farm**
  - Body disposal, +1d to reduce heat after killing
- **Infirmary**
  - +1d to healing rolls
- **Informants**
  - +1d gather info for scores
- **Loyalty Fence**
  - +2 coin for burglary or robbery
- **Gambling Den**
  - (Tier roll) - Heat = coin in downtime
- **Tavern**
  - +1d to Consort and Sway on site
- **Lookouts**
  - +1d to Survey or Hunt on your turf
- **Covert Drops**
  - +2 coin for espionage or sabotage
- **Secret Pathways**
  - +1d engagement for stealth plans

**WEAK**

- **Impaired**
- **Broken**

**COHORTS**

New Cohort: 2
Add Type: 2

**TRAINING**

- **Insight**
- **Prowess**
- **Resolve**
- **Personal**

**COHORTS UPGRADES**

- **Upgrade Costs**

**QUALITY**

- **Carriage**
- **Boat**
- **Hidden**
- **Underground maps & passkeys**
- **Secure**
- **Vault**
- **Workshop**
- **Documents**
- **Gear**
- **Implements**
- **Supplies**
- **Tools**
- **Weapons**

**NAME**

**REPUTATION**

**LAIR**

- **Rep**
- **Turf**
- **Hold**
- **Weak**
- **Strong**
- **Tier**

**HEAT**

- **Wanted Level**
- **Coin**
- **Vaults**

**coin vaults**

- **Vaults**

**WEAK**

- **Impaired**
- **Broken**

**COMPETENCY**

- **Insight**
- **Prowess**
- **Resolve**
- **Personal**

**COHORTS**

- **Expert**
- **Coherence**
- **Gang**

**WEAK**

- **Impaired**
- **Broken**

**ARMOR**

**WEAK**

- **Impaired**
- **Broken**

**CONTACTS**

- Dowler, an explorer
- Laroze, a bluecoat
- Amancio, a deal broker
- Fitz, a collector
- Adelaide Phroaig, a noble
- Rigney, a tavern owner

**HUNTING GROUNDS:**

**thieves** — **espionage** — **robbery** — **sabotage**

**TRAINING**

- **Insight**
- **Prowess**
- **Resolve**
- **Personal**

**COHORTS**

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