

Hexhounds

NAME _____

REPUTATION

LAIR

REP  **TURF** **HOLD** **WEAK** **STRONG** **TIER** 

<input type="checkbox"/> INTERROGATION CHAMBER +1d to Command and Sway on site	<input type="checkbox"/> TURF	<input type="checkbox"/> LOYAL FENCE +2 coin for burglary or robbery	<input type="checkbox"/> GAMBLING DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> TAVERN +1d to Consort and Sway on site
<input checked="" type="checkbox"/> DRUG DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> INFORMANTS +1d gather info for scores	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> LOOKOUTS +1d to Survey or Hunt on your turf
<input type="checkbox"/> HAGFISH FARM Body disposal. +1d to reduce heat after killing	<input type="checkbox"/> INFIRMARY +1d to healing rolls	<input type="checkbox"/> COVERT DROPS +2 coin for espionage or sabotage	<input type="checkbox"/> TURF	<input type="checkbox"/> SECRET PATHWAYS +1d engagement for stealth plans

HEAT  WANTED LEVEL  COIN  VAULTS 

Upon crew advance, each PC gets stash = Tier+2.

Clive! :-)

SHADOWS

THIEVES,
SPIES, AND
SABOTEURS

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.

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).

- ◆ 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.

CONTACTS

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

CREW UPGRADES

- ☐ Thief Rigging (2 free load of tools or gear)
- ☐ Underground maps & passkeys
- ☐ Elite Rooks
- ☐ Elite Skulks
- ☒ ☐ ☐ Steady (+1 stress box)

HUNTING GROUNDS: BURGLARY—ESPIONAGE—ROBBERY—SABOTAGE

Old Dragon Tavern

COHORT		GANG		EXPERT	
WEAK	IMPAIRED	BROKEN	ARMOR		

COHORT		GANG		EXPERT	
WEAK	IMPAIRED	BROKEN	ARMOR		

COHORT		GANG		EXPERT	
WEAK	IMPAIRED	BROKEN	ARMOR		

COHORT		GANG <input type="radio"/>		EXPERT <input type="radio"/>	
WEAK	IMPAIRED	BROKEN	ARMOR		

LAIR

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

QUALITY

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

TRAINING

- ☐ Insight
☒ Prowess
☐ Resolve
☐ Personal
☐ ☐ ☐ ☐

COHORTS

UPGRADE COSTS
New Cohort: 2
Add Type: 2

Add Type: 2

☐ Personal
☒☒☒☒ Mastery

- ◆ 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?

Lord Skwlock - who built down the tower

(Phin) ← suspicious



Arvaedh

Phildga - Shaman



(Pine)

~~Belt Shamans can handle~~



[Things that happen on the train
stay on the train.]