CALLSIGN		BACKGROUND & IDENTIFIERS			
NAME					
CREW RELATIONSHIPS INVOKED?					
CREWMATE IS MY		RELATIONSHIP		RELATIONSHIP TRIGGERS  Invoke a relationship to gain an automatic 5 successes on your next roll, instead of rolling, when:  Your Comrade scores 0 or less successes. Your Crush reduces your danger by 3 or more. Your Curiosity invokes a relationship. Your Grugde's danger is ≤ half that of yours, but not 0. Your Inspiration taps a passage. Your Rival scores 3 or more successes. Your Ward reaches 10 or more danger.	
CREWMATE IS MY		RELATIONSHIP			
CREWMATE IS MY		RELATIONSHIP			
CREWMATE IS MY		RELATIONSHIP			
COMBAT	EVASION	INTRIGUE	CREW		
STORM  O	RUSH D	CONFRONT  D  O	PUSH D	RECKLESS PROGRESS +1 progress per success + 3, but + 3 danger to self.	> VOIDNETICS
FLANK	SNEAK	SNOOF D	Focus	CAUTIOUS PROGRESS +1 progress per success.	
REGROUP	FADE	GEL D	MAINTAIN  O	PROTECT YOURSLE -1 danger to self per success.	
SUPPRESS	DENY	SUPPORT	COMPENSATE	PROTECT AN ALLY  - 1 danger to an ally per success.	
BREAKS	BREAKS	BREAKS	BREAKS	TALENT	RATING
				TALENT	RATING
				TALENT	RATING
OPASSAGE	OPASSAGE	OPASSAGE	OPASSAGE	TALENT	RATING
				TALENT	RATING
FATIGUE	1 2 3 4	5 6 7	8 9 10		converts 1 botch into 1 success.  e counts rolled 10's as 2 successes.