

ENTANGLEMENTS

Your crew didn't just spring into existence tonight. You have a complex history of favors, commitments, debts, and promises that got you where you are today. An entanglement might be a rival crew looking to throw their weight around (and demand some coin), an Investigator may make a case against your crew (but ready for a bribe), or you may grab the attention of a vengeful stand user.

After payoff and stars are determined, the GM generates an entanglement for the crew. The GM can also use the lists below if they wish for more sporadic or random showdowns. Find the column that matches the crew's current wanted level. Then roll a number of dice equal to their wanted level, and use the result of the roll to select which sort of entanglement manifests. If wanted level is zero, roll two dice and keep the lowest result.

0-2 Stars

- Gang Trouble or The Usual Suspects
- Rivals or Unquiet Dead
- Cooperation

3 Stars

- Gang Trouble or Questioning
- Reprisals or Unquiet Dead
- Show of Force

4 Stars

- Arrest
- Bizarre Notice
- Flipped

5+ Stars

- All-Out-Brawl

Bring the entanglement into play immediately, or hold off until an appropriate moment. For example, if you choose the The Usual Suspects entanglement, you might wait until a PC indulges their vice, then say the goon squad rolled up when they were distracted by its pleasures.

Entanglements manifest fully before the PCs have a chance to avoid them. When an entanglement comes into play, describe the situation *after* the entanglement has manifested. The PCs deal with it from that point—they can't intercept it and defuse it before it happens. The purpose of the mechanic is to abstract a lot of the complex stuff happening in the backgrounds of the characters' lives in order to generate trouble for them. Entanglements are the cost of risking it all, and a good team learns to roll with the punches and pick their battles.

The entanglements are detailed on the following pages. Each has a list of potential ways for the PCs to be rid of it. If you want the entanglements to be a momentary problem for the crew, stick to the suggested methods to resolve them, and move on to the next part of downtime. If you want to dive in and explore the entanglement in detail, set the scene and play out the event in full, following the actions and consequences where they lead.

Arrest

An Inspector presents a case file of evidence to a city official, to begin prosecution of your crew. They send a detail to arrest you (a gang at least equal in scale to your wanted level). Pay them off with coin equal to your wanted level +3, hand someone over for arrest (this clears your wanted level), or try to evade capture.

A truncheon bangs on the shutters of the window. "Alright then! Come on out and let's go quietly now!" It sounds like the bald Sergeant. When you peek out, you see a detail of about twenty constables, all geared up for a fight. The Sergeant mumbles under his breath, so only you inside can hear: "Or perhaps I have the wrong address?" He clears his throat and waits for some coin to appear.

Cooperation

A +3 status faction asks you for a favor. Agree to do it, or forfeit 1 rep with them. If you don't have a +3 faction status, you avoid entanglements right now.

Bizarre notice

A stand user or enemy faction approaches the crew with a dark offer. Accept their bargain, hide until they lose interest (forfeit 1 rep), or deal with it another way.

Flipped

One of the PCs' rivals arranges for one of your allies to switch allegiances due to your wanted level. Their rep is set to 0.

Interrogation

Another gang rounds up one of the PCs to question them about the crew's crimes. How did they manage to capture you? Either pay them off with 3 coin, get tortured for information (level 2 harm), and/or tell them what they want to know (+2 wanted levels). You can resist each of those consequences separately.

Some players really hate it when their character gets captured! Just tell them that this is completely normal for a scoundrel of the underworld. You've spent time being harassed by the law. It's not the end of the world. But now that you're here in the interrogation room, what kind of person are you? Do you talk? Do you stand up to them? Do you make a deal?

Reprisals

An enemy faction makes a move against you (or a friend, contact, or vice purveyor). Pay them (1 rep and 1 coin) per Tier of the enemy as an apology, allow them to mess with you or yours, or fight back and show them who's boss.

Rivals

A neutral faction throws their weight around. They threaten you, a friend, a contact, or one of your vice purveyors. Forfeit (1 rep or 1 coin) per Tier of the rival, or stand up to them and lose 1 status with them.

Show of force

A faction with whom you have a negative status makes a play against your holdings. Give them 1 claim or go to war (drop to -3 status). If you have no claims, lose 1 hold instead.

Unquiet dead

A conscious stand is drawn to you—perhaps it's a phenomena stand? Follow the stand to find the user, or deal with it yourself.

They can find an NPC that specializes in the soulstate. Roll the NPC's quality level as a fortune check to see how well they deal with the spirit.