

## REPUTATION

### Development:

To move up the ladder and develop your crew, you need rep. Rep is a measure of clout and renown and indicates how well you are liked or hated. Status is rated from -3 to +3, with zero (neutral) being the default starting status. You track your status with each faction on the faction sheet.

When you create your crew, you assign some positive and negative status ratings to reflect recent history. The ratings will then change over time based on your actions in play.

*Your crew executes a mission against a rival crew, your rep with that rival crew goes down 1. If your mission was to help an allied crew by attacking a rival crew, your rep with the allied crew goes up 1 and your rep with the rival crew goes down 1. Your relationship with crews (allied, rival) can go up or down depending on your choices with said crew.*

### Faction status levels:

- +3: Allies. This faction will help you even if it's not in their best interest to do so. They expect you to do the same for them.
- +2: Friendly. This faction will help you if it doesn't create serious problems for them. They expect you to do the same.
- +1: Helpful. This faction will help you if it causes no problems or significant cost for them. They expect the same from you.
- 0: Neutral
- -1: Interfering. This faction will look for opportunities to cause trouble for you (or profit from your misfortune) as long as it causes no problems or significant cost for them. They expect the same from you.
- -2: Hostile. This faction will look for opportunities to hurt you as long as it doesn't create serious problems for them. They expect you to do the same, and take precautions against you.
- -3: War. This faction will go out of its way to hurt you even if it's not in their best interest to do so. They expect you to do the same, and take precautions against you. When you're at war with any number of factions, your crew suffers +1 Stars from scores, temporarily loses 1 hold, and PCs get only one downtime action rather than two. You can end a war by eliminating your enemy or by negotiating a mutual agreement to establish a new status rating.

*If your crew has weak hold when you go to war, the temporary loss of hold causes you to lose one Tier. When the war is over, restore your crew's Tier back to its pre-war level.*