CLUBHOUSE SHEET

_____   _____   _____
BOROUGH   HOOKJACK   CLUBHOUSE CLINK

Clubhouse Perks

☒☒☐ **Associate:** A group contact, employee, or ally.
_____ _____ ■■
(name)   (profession)

☒☒☐ **Associate:** A group contact, employee, or ally.
_____ _____ ■■
(name)   (profession)

☒☒☐ **Associate:** A group contact, employee, or ally.
_____ _____ ■■
(name)   (profession)

☒☒☐ **Bad to the Bone:** Your clubhouse has a rough reputation. **+1 bonus** on intimidation and extortion while in your own neighborhood.

Improvement: Add additional boroughs.

☐ Burnside   ☐ Grand Market   ☐ Hastoria
☐ Upper-Mid. Proat ☐ Narrows   ☐ Reekside
☐ Sunken Market   ☐ Swamp Hole   ☐ Tombs
☐ Underwurst   ☐ Veranda   ☐ Widow's Walk

☒☒☐ **Bolt Holes:** Your crew has established secret hiding spots and escape routes throughout their borough. **+1 bonus** to hiding or running away trouble when out on the streets.

Improvement: Add additional boroughs.

☐ Burnside   ☐ Grand Market   ☐ Hastoria
☐ Upper-Mid. Proat ☐ Narrows   ☐ Reekside
☐ Sunken Market   ☐ Swamp Hole   ☐ Tombs
☐ Underwurst   ☐ Veranda   ☐ Widow's Walk

☒☒☐ **Fleet:** The crew owns personal transportation devices (magic carpets, goats, balloons, skateboards. etc.). Due to the ease of travel, your crew now has a total of **two free scheming** scenes per mission.

☒☒☐ **Laboratory/Workshop:** All crew members gain **+1 bonus** to tests when creating something inside their clubhouse. Return to the clubhouse during the mission to stock up on alchemy potions or reprogram your homunculus to a new task.

☒☒☐ **Library:** **+1 bonus** to any investigation or research tests while using the clubhouse library.

☒☒☐ **Money Maker:** The clubhouse gains **one clink each session**. Anyone in the gang may use this for their own expenses.

☒☒☐ **Social Hub:** Other people like hanging out at your clubhouse too. Gain a **+1 bonus** to all ally tests.

☒☒☐ **Surveillance:** Your clubhouse has a tool or service that grants your crew a **+1 bonus** to spy on your borough from inside your clubhouse.

Improvement: Add additional boroughs.

☐ Burnside   ☐ Grand Market   ☐ Hastoria
☐ Upper-Mid. Proat ☐ Narrows   ☐ Reekside
☐ Sunken Market   ☐ Swamp Hole   ☐ Tombs
☐ Underwurst   ☐ Veranda   ☐ Widow's Walk

☒☒☐ **Truculent Chums:** **+1 bonus** to all combat tests and resistances, when fighting in public throughout your home borough.

Improvement: Add additional boroughs.

☐ Burnside   ☐ Grand Market   ☐ Hastoria
☐ Upper-Mid. Proat ☐ Narrows   ☐ Reekside
☐ Sunken Market   ☐ Swamp Hole   ☐ Tombs
☐ Underwurst   ☐ Veranda   ☐ Widow's Walk

☒☒☐ **Warded:** If you enter the clubhouse under the effect of a curse or magical spying, it is automatically eliminated. Each crewmate also gains a **+1 bonus** to resist magical effects aimed at them in their borough.

Improvement: Add additional boroughs.

☐ Burnside   ☐ Grand Market   ☐ Hastoria
☐ Upper-Mid. Proat ☐ Narrows   ☐ Reekside
☐ Sunken Market   ☐ Swamp Hole   ☐ Tombs
☐ Underwurst   ☐ Veranda   ☐ Widow's Walk

☒☒☐ **Wardrobe:** Your clubhouse has amassed a small collection of costumes, uniforms, and disguises you may pull from for a mission (Hob uniforms, trench coats, cultist robes, bathing suits, etc.).

Styles (3): _____

Improvement: Add one additional style.

_____ _____
_____ _____
_____ _____

DESCRIPTION & NOTES: _____

_____

_____

_____

GOBLONIA

CITY INFLUENCE SHEET

Crew Influence →
(mark / from left to right) · *+1 bonus to scheming* · *Revolution Event!*

Borough	Crew Influence	+1 bonus to scheming	Revolution Event!
BURNSIDE	■ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐
GRAND MARKET	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ■
HASTORIA	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ■
NARROWS	■ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐
REEKSIDE	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐
SUNKEN MARKET	■ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐
SWAMP HOLE	■ ■ ■ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐
THE TOMBS	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐
THE TOPS	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ■ ■ ■
UNDERWURST	■ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐
UPPER-MID PROAT	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ■ ■
VERANDA	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐
WARWARD	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	■ ■ ■ ■
WIDOW'S WALK	■ ■ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐

Lock Down! · *+1 Menace to scheming* · *← **Faetriarchy** (mark from right to left)*

➤ **Mark influence gained in the next available box.**
- Crew influence goes from left to right with a / mark.
- Faetriarchy influence goes from right to left with a \ mark.
- When both mark influence in a box (**X**) clear that box entirely.
  (Solid boxes are always filled and cannot be cleared.)

NEMESES

(Name)	(Profession)	(Borough)
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Goblonia

Goblonia

SLOPS

TERRACE

TOPS

The Shadows

The Shadows

The Tower

500 FT

N

BURNSIDE

NARROWS

NARROWS

TOMBS

SUNKEN MARKET

Upper-Middle Proat

REEKSIDE

HASTORIA

WARWARD

GRAND MARKET

The Tower

The Tops

VERANDA

UNDERWURST

WIDOW'S WALK

SWAMP HOLE

a game of madcap schemes and reckless rebellion