

The Ace

If one of your Characters has the most skill icons of all Characters in all crews, gain 6 Coins.

The Code

If the thieves' code of honor was never broken, gain 10 Coins.

The Collector

If you have or are tied for the most Treasure cards, gain 6 Coins.

The Direct Crew

Gain 2 Coins for every Character with Muscle in your crew.

The Dirty Dealer

Gain 2 Coins for every No Honor ability on Characters in your crew.

The Fence

Gain 3 Coins for every Treasure card you have.

The Informant

Gain 2 Coins for every Character in Jail.

The Invisible Crew

Gain 2 Coins for every Character with Stealth in your crew.

The Lone Wolf

If you have 1 or fewer Characters in your crew, gain 8 Coins.

The Long Game

If you end the game with at least one of the Characters you started it with, gain 5 Coins.

The Ocean Crew

Gain 2 Coins for every Character with Lies in your crew.

The Payday

Gain Coins equal to the total recruitment cost of all Characters in your crew.

The Prepared

If you have every skill (Lies, Muscle, Stealth and Tinker) represented in your crew, gain 5 Coins.

The Professional

Gain 3 Coins for every skill value of 3 or higher in your crew.

The Restrained

Gain 2 Coins for every Moment of Truth card still in your hand.

The Specialist

Gain 3 Coins for every skill (Lies, Muscle, Stealth or Tinker) that you do not have in your crew.

The Technical Crew

Gain 2 Coins for every Character with Tinker in your crew.

The Vendetta

Gain 2 Coins for every Character in the Graveyard.