	Nome:	Nama			Catch Phrase	
CA VIAV	Name:					
	Concept:					
	Appearance	:				
AGILITY	SMARTS	SPIRIT	STRENG	TH	VIGOR	
			4 6 8	10 12 (4		
Boating	Gambling	Guts CODE	Climbing	∞		
Driving	Healing (Intimidation	•	22222 —		
Fighting Lockpicking	Notice	Persuasion		$\frac{1}{2}$		
Piloting	Repair C					
Riding	Streetwise	56/ 2/	$\overline{}$ 4	\frown	+0/	
Shooting	Survival 💭	$5 \langle \rangle \langle \rangle$	\rightarrow	\rangle	$\langle \rangle$	
Stealth	Taunt 💭		_/ `			
Swimming	Tracking	🖸 🛛 PACE 🛛 PA	RRY TO	JGHNESS	CHARISMA	
Throwing	Kn: ()				Your appearance, manner, a general likability. It's +0 unle	
	Kn: () Kn: ()	taking a -2 penalty on any Fighting	qual to half your Toughnes	s is equal to half your	you have Edges or Hindrand that modify it. Charisma is a	
	> Kn: ())			nor and any Edges or	to Persuasion and Streetw rolls.	
Personality Quirks (Hindrances)				Permanent Injuries		
					,	
STARTING						
	Seasoned	Veteran Hero	ic	Wour	nds/	
EDGES	Seasoned	Veteran Hero	You take a w	ound when the damage d	ealt to	
EDGES	Seasoned	Veteran Hero	You take a w your hero su raise. each a		ealt to y a other _1	
EDGES	Seasoned	Veteran Hero	You take a w your hero su raise. each a	ound when the damage d passes your toughness b nd every raise causes an	ealt to y a other _1	
DGES	Seasoned	Veteran Hero	You take a w your hero su raise. each a wound. Wou Trait rolls. You may atte this damage,	ound when the damage d passes your toughness b nd every raise causes and a penalties are applied to mpt to not take by making a	ealt to y a other _1	
EDGES Novice	Seasoned	Veteran Hero	You take a w your hero su raise. each a wound. Wou Trait rolls. You may atte this damage, Soak Roll (sp benny and rc	ound when the damage d passes your toughness b nd every raise causes ann nd penalties are applied to mpt to not take by making a end a	ealt to y a other _1	
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EDGES Novice Legendary EDGES	Seasoned	Veteran Hero	You take a w your hero suu raise. each a wound. Wou Trait rolls. You may atte this damage, Soak Roll (sp benny and ro Vigor) Healing atter mins of work made within receiving the Otherwise you (Vigor) to rec every 5 days	ound when the damage d passes your toughness b nd every raise causes and d penatiles are applied to mpt to not take by making a end a ill your npts require 10 and must be Golden Hour of wound. u make a Natural Healing over. A roll can be made c unless you have Edges hat modify that.	ealt to ya other -2 or olls or -3	
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drop his weapon | Double Tap/Three Round Burst +1 attack and damage/+2 attack and damage | The Drop +4 attack and damage | Finishing Move Instant kill to helpless foe with lethal weapon | Full Defense: No movement or other actions to replace Parry with Fighting roll | Ganging Up +1 per additional attacker, maximum of +4 | Grapple Opposed Strength roll to grapple; raise causes Shaken | Nonlethal Damage Wounded characters are knocked out instead | Suppressive Fire On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | Two Weapons -2 attack; additional -2 for off-hand if not Ambidextrous | Unarmed Defender Armed attackers gain +2 Fighting | Wild Attack Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | Withdrawing from Close Combat Adjacent foes each get one free attack at retreating character.