



Name: _____
Concept: _____
Appearance: _____

Catch Phrase













AGILITY

4 6 8 10 12

Boating 
Driving 
Fighting 
Lockpicking 
Piloting 
Riding 
Shooting 
Stealth 
Swimming 
Throwing 





SMARTS

4 6 8 10 12

Gambling 
Healing 
Investigation 
Notice 
Repair 
Streetwise 
Survival 
Taunt 
Tracking 
Kn: 
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SPIRIT

4 6 8 10 12

Guts 
Intimidation 
Persuasion 


STRENGTH





4 6 8 10 12

Climbing 




VIGOR

4 6 8 10 12

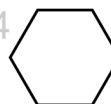





6 
PACE

Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.

2 
PARRY

What "they" need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus any Edges or Hindrances that modify it.

4 
TOUGHNESS

The amount of damage needed to "shake" you in combat. Your Toughness is equal to half your Vigor die type + 2, plus or minus armor and any Edges or Hindrances that modify it.

+0 
CHARISMA

Your appearance, manner, and general likability. It's +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

Personality Quirks (Hindrances)

Permanent Injuries

STARTING EDGES

Novice

Seasoned

Veteran

Heroic

LEGENDARY EDGES

XP:

Wounds

You take a wound when the damage dealt to your hero surpasses your toughness by a raise. Each and every raise causes another wound. Wound penalties are applied to all Trait rolls.

You may attempt to not take this damage, by making a Soak Roll (spend a benny and roll your Vigor)

Healing attempts require 10 mins of work and must be made within the Golden Hour of receiving the wound.

Otherwise you make a Natural Healing roll (Vigor) to recover. A roll can be made once every 5 days, unless you have Edges or Hindrances that modify that.

INCAPACITATED

Make a Vigor roll to determine the results of being Incapacitated. You may simply be Shaken with a minor Injury and return to 3 wounds... or you could be dead!

Heat, cold, hunger, thirst, lack of sleep, and drowning are all sources of "Fatigue," a downward spiral that can lead to a character's death if he doesn't find a way to recover.

Fatigue

Aim +2 Shooting/Throwing if character does not move | **Defend** +2 Parry; character may take no other actions | **Disarm** -2 attack; defender must make a Str roll vs. the damage or 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.