

Costa Nuova Soldato

[T0 • S3 • Human Costa Mobster]				
♠3	♠2	:	✚08	♣2
♥2	♦2	:	✕10	♠4
Skills				
+2: Ath • Per				
+1: Fgt				
Weapons				
Metal Bat +5 • ✂3(♠) • ♯1-1				
• Athletic				
Switchblade +4 • ✂3(♠) • ♯0-0				
• Quickdraw				
Firebomb(x1) -- • ✂2+2☐ • ♯4x2 Sphere				
One use; Leaves Embers behind				
Techniques				
◇HoldDown:				
Gives allies Flanking vs a Grabbed enemy				
Epic Techniques				
◆Headslam:				
(Brawl) Disrupt target and deal ♠ Damage				
◆◇Homerun:				
(Planted◇) Blunt Attack gains				
Push(2)+KnockDown				
◇FenceSwing:				
(Planted◇) Using a Blunt Melee weapon				
with Range 1, Re-direct a Ranged Attack				
aimed at you (Opposed ♠FGT vs attack)				

Nickels (The Rabbit)

[T1 Animate Rabbit]				
♠1	♠2	:	✚5	♣0
♥3	♦4	:	✕14	♠4
Skills				
+4: *Pickpocket				
+3: Ste • *Alley				
+2: Ath • Per • Man				
Cloth:				
Immune: Fall, Crush				
Resist: Blunt				
Weak : Fire, Slash				
Techniques				
◇Dive				
Move 1m, ignore reaction/terrain, Cover+				
◇Scamper				
Move♠; Ignore Diff.Terrain, Escape, or				
Take Cover				
◆PanicSprint (Stunt)				
Escape, Move 2x♠, Take Cover				
◆EscapePlan (Stunt)				
Take 1 Injury. Auto-Escape, Move♠				
◇Plant (Stunt)				
Leave an object (Size 0) on a target's				
person, as long as you were within 1m of				
them within the last minute.				

Jokul Enforcer

[T1 • S3 • Human Hinter Mobster]				
♠3	♠2	:	✚09	♣3R
♥3	♦2	:	✕12	♠4
Skills				
+4: Fgt				
+3: End • Per				
+2: Aim • *Mercenary				
• Bulky				
Use Endure instead of Athletics to Brawl				
Weapons				
Battleaxe +7 • ✂6(1) • ♯1-1				
Crossbow +5 • ✂3(3) • ♯1-4				
• Reload(◇) • Pierce(1)				
Techniques				
◇ Intercept				
Take an attack directed at nearby ally.				
◇ Footwork				
Move 1m. Ignore Terrain & Reactions.				
Epic Techniques				
◇ Overbear				
Grab+KnockDown (Brawl) after landing a				
Melee Attack				

Helmüt (Bar Brawler)

[T1 Human Hinter Brawler]				
♠4	♠2	:	✚10	♣2
♥2	♦1	:	✕9	♠4
Skills				
+3: Ath [Brawl:+7]				
+2: End • Pre [Burst:+6]				
Weapons & Techniques				
Fists +7 • ✂2(2) • ♯0-0				
◇Brawler				
Brawl as a Minor Action				
◆Grit				
Recover up to 3✚ and 1♣				
◆Shotput				
Throw any Size 2-4 object:				
BurstAttack: ✂♠+Size • ♯3+♠				
• Knockdown (Save:Size)				

Helmüt's Crew (Bar Mooks)

[T0 Human Hinter Brawler]				
♠3	♠2	:	✚7	♣0
♥1	♦1	:	✕9	♠4
+2: Ath • End [Brawl:+5] [Burst:+4]				
Bottle +5 • ✂2(3) • ♯0-1				
• Fragile (Breaks on Crit or 1)				
PoolCue +4 • ✂3(2) • ♯1-2				
• Fragile (Breaks on Crit or 1)				

Trash Swarm

[T0 • S2 • Animate Swarm]				
♠2	♠3	:	✚6	♣0
♥2	♦1	:	✕9	♠3
Skills				
+3: Ath • Pre				
+2: Ste • Wil				
Swarm				
Immune: Flank, Grab, Restrain, Knockdown				
Weak : Burst, Sweep, Pummel				
Resist: Single-Target Effects & Attacks				
Weapons				
SwarmBite +6 • ✂2(1☐) • ♯0-0				
• KnockDown on Crit				
Techniques				
◇Overrun				
♠Move. KnockDown(Brawl) targets you				
move through. Grab knocked down targets.				
Epic Techniques				
◆◇Flurry				
Attack twice by rolling 3 dice				
◆◇Smother				
Deal 2☐ Suffocation damage to a Grabbed				
target (♠Endure Save)				

People of Note

Nickels				
Animate Rabbit pickpocket				
Runner for Fagin				
Cynical and easily frightened				
Fagin				
Back alley Kidsman & Animancer				
Greedy, Ruthless, Manipulative				
Sometimes deals as fence or				
information broker				
Iscariot				
Insidious paper bag				
Fagin's informant and enforcer				
Always watching				
Frankie Cristo				
Capo (Liutenant) for Costa Nova				
Suckup and ladder climber				
Soldatessa				
Costa Nova enforcer				
Bad News				
Ahriman				
Unsettling but reliable Fence				
Runs pawn shop "Mirage Bazaar"				

Hostile Trash Can

[T0 • S3 • Animate]				
♠3	♠1	:	✚8	♣3R•1B
♥2	♦2	:	✕9	♠3
Skills				
+3: End				
+2: Aim				
Bulky				
Use Endure instead of Athletics to Brawl				
Weapons				
Trash Can Lid +5 • ✂2(2) • ♯0-1				
• ♣Shield(2) • Throw(3)				
Trash Can Body +3 • ✂3(1) • ♯0-0				
Techniques				
◇Compact				
Deal 1☐ Crush damage to a Grabbed target				
◆Subsume				
Grab(Brawl). On success, target is				
shoved inside you (Restrained)				
Epic Techniques				
◆◇BowlOver				
Move 3m + Attack. Knockdown on hit.				
Advantage if Subsumed.				

Organizations of Note

Costa Nuova				
Altair Crime syndicate				
Made of S.Coast immigrants				
Brutal and unforgiving				
Runs Southwest Quarter				
TienKong 天空				
Highrock-based crime syndicate				
Has satelites in most cities				
Jökul				
Private security firm				
Run by former Hinter mercenaries				