



# The Charismatic

Name \_\_\_\_\_

*Veronica, Madison, Andre, Maddox, Dallas, a glamorous name, a stage name, a stuck-up name.*

## Description

EYES: Haughty, Sparkling, Bedroom, \_\_\_\_\_

HAIR: Stylish, On-trend, Classic, \_\_\_\_\_

CLOTHING: Stylish, Flashy, Trendy, \_\_\_\_\_

BODY: Toned, Hot, Athletic, \_\_\_\_\_

WAS: Child Star, Reporter, Grifter, \_\_\_\_\_

IS: Service Job, Trust Fund, Dancer, \_\_\_\_\_

## Gear

You start with You start with a nice place to live, like a room in your parents' mansion or a brownstone you share with other beautiful people, a car that's on a two year lease or a lift service subscription, and a new cellphone in a distinctive case

*You also have:*

- A bag with your necessities (5 uses)

*Choose two:*

- ☐ A stylish leather jacket (1 armor)
- ☐ A sponsorship deal with a local business
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Contact numbers for interesting people (5 uses)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Hot Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

---

---

## Desires

---

---

---

---

## Bonds

---

---

---

---

---

## SMOKIN' HOT (Signature Move)

When being good-looking or having a forceful personality is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Hot die, the GM will say how someone's regard or trust has changed, in addition to any other consequences.

## KNOW SOMEBODY (Passive)

You always know somebody who can get what you need or who knows someone else who does. **When you roll to Find Someone**, treat anything  $\leq 6$  as 7.

## NOT THE FACE (Passive)

You're skilled at taking hits where you want to. **When the GM declares that you'll take a specific injury to a body part**, tell them how you manage to take it in different location of your choosing. If they veto this change, take a Fortune Token.

## NAME TO A FACE (WIS)

When you see someone's face for the first time, roll+WIS.

$\geq 10$ : The GM will tell you who they appear to be and what their reputation is. You know something they've done they wouldn't want everyone to know. Tell the GM how you discovered this and if you think they'll remember you.

7-9: The GM only tells you who they appear to be and what their reputation is.

## INSPIRE (CHA)

When you do or say something inspiring in front of your allies, roll+CHA.

$\geq 10$ : Choose 2 of those present to take +1 when they take an action you have inspired.

7-9: Choose 1 instead.



# The Manipulator

Name \_\_\_\_\_

*Veronica, Madison, Andre, Maddox, Dallas, a glamorous name, a stage name, a stuck-up name.*

## Description

EYES: Haughty, Sparkling, Bedroom, \_\_\_\_\_

HAIR: Stylish, On-trend, Classic, \_\_\_\_\_

CLOTHING: Stylish, Flashy, Trendy, \_\_\_\_\_

BODY: Toned, Hot, Athletic, \_\_\_\_\_

WAS: Child Star, Reporter, Grifter, \_\_\_\_\_

IS: Service Job, Trust Fund, Dancer, \_\_\_\_\_

## Gear

You start with You start with a nice place to live, like a room in your parents' mansion or a brownstone you share with other beautiful people, a car that's on a two year lease or a lift service subscription, and a new cellphone in a distinctive case

*You also have:*

- A bag with your necessities (5 uses)

*Choose two:*

- ☐ A stylish leather jacket (1 armor)
- ☐ A sponsorship deal with a local business
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Contact numbers for interesting people (5 uses)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Hot Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

---



---

## Desires

---



---



---

## Bonds

---



---



---



---

## SMOKIN' HOT (Signature Move)

When being good-looking or having a forceful personality is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Hot die, the GM will say how someone's regard or trust has changed, in addition to any other consequences.

## THE BIRDS OUT OF THE TREES (Passive)

When you use fast-talk, bluffing, or cajoling to get your way, on any successful roll result you may choose one:

- Change someone present's regard/feelings
- Learn a secret about the target
- An opportunity appears or disappears

## AIR OF AUTHORITY (Passive)

You may or may not have the authority to bargain for a million dollars in small, unmarked bills, to perform heart surgery, or to teach a class on physics, but when you confidently state you do, most people will believe you.

## BLATANT LIAR (CHA)

When you lie boldly to someone's face, roll+CHA:

$\geq 10$ : They won't question it unless it becomes an obvious lie.

7-9: You take a +1 forward to negotiate with them as long as you maintain the lie.

## COLD-READ (CHA)

When you closely study a person, roll+CHA:

$\geq 10$ : Choose 3 GM questions:

7-9: Choose 2 instead:

- What has this person done recently?
- What are they about to do?
- What is this person lying about?
- What is important to this person?



# The Celebrity

**Name** \_\_\_\_\_

*Veronica, Madison, Andre, Maddox, Dallas, a glamorous name, a stage name, a stuck-up name.*

## Description

**EYES:** Haughty, Sparkling, Bedroom, \_\_\_\_\_

**HAIR:** Stylish, On-trend, Classic, \_\_\_\_\_

**CLOTHING:** Stylish, Flashy, Trendy, \_\_\_\_\_

**BODY:** Toned, Hot, Athletic, \_\_\_\_\_

**WAS:** Child Star, Reporter, Grifter, \_\_\_\_\_

**IS:** Service Job, Trust Fund, Dancer, \_\_\_\_\_

## Gear

You start with You start with a nice place to live, like a room in your parents' mansion or a brownstone you share with other beautiful people, a car that's on a two year lease or a lift service subscription, and a new cellphone in a distinctive case

*You also have:*

- A bag with your necessities (5 uses)

*Choose two:*

- ☐ A stylish leather jacket (1 armor)
- ☐ A sponsorship deal with a local business
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Contact numbers for interesting people (5 uses)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Hot Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ **STR** (Strength)
- ☐ **DEX** (Dexterity)
- ☐ **INT** (Intelligence)
- ☐ **WIS** (Wisdom)
- ☐ **CHA** (Charisma)
- ☐ **CON** (Constitution)
- ☐ **MAX HP** ( $12 + 2 \times CON$ )

## Dread

\_\_\_\_\_  
\_\_\_\_\_

## Desires

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Bonds

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## SMOKIN' HOT (Signature Move)

**When being good-looking or having a forceful personality is an asset, roll all three of your die and keep the best two.**

$\geq 10$ : Success.

7-9: If you've kept your Hot die, the GM will say how someone's regard or trust has changed, in addition to any other consequences.

## MINOR PERSONALITY (Passive)

You're famous in certain circles for something. Tell the GM what it is and what those circles are, like "YouTube daredevil" or "friend of a reality TV star" or "local news anchor". **When you attempt to live up to your image, choose one:**

- You do it flawlessly; nobody watching could believe you are anything but what you seem.
- You add a new aspect, skill, or degree to your image that wasn't there before.
- You do something dangerous, foolish, or embarrassing to play to your image; whatever else happens, take a Talent.

## RECKLESS INDIFFERENCE (Passive)

**When you make a move and recklessly ignore physical danger or laugh in the face of adversity, you may roll+CHA instead of +CON or +WIS.**

## NO BROWN M&Ms (CHA)

**When you demand privacy or privilege based on your fame or infamy, roll+CHA.**

$\geq 10$ : People are mildly annoyed, impressed, afraid, or astonished, but everyone accommodates you.

7-9: Almost everyone does; choose who doesn't:

- Someone who you'd really rather not see right now.
- Someone who actually has authority but is unsure of you.
- Someone who is reaching for their phone.



# The Dedicated

Name \_\_\_\_\_

*Mercy, Constantine, Lincoln, Honor, Hero, a virtuous name, a strong name, a heroic name.*

## Description

EYES: Haunted, Tired, Warm, \_\_\_\_\_

HAIR: Rumpled, Professional, Short, \_\_\_\_\_

CLOTHING: Neat, Rumpled, Casual, \_\_\_\_\_

BODY: Plump, Rangy, Athletic, \_\_\_\_\_

WAS: Police, Mercenary, Boxer, \_\_\_\_\_

IS: Consultant, Finder, Bartender, \_\_\_\_\_

## Gear

You start with a shabby place to live, like a small apartment lit by a neon sign or a by-the-week motel room, a car that's packed with old case files or prone to engine trouble, and an unremarkable cell-phone.

*You also have:*

- Bug out bag (5 uses)

*Choose two:*

- ☐ A reinforced trenchcoat (1 armor)
- ☐ A field kit in your trunk (5 uses)
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Truncheon (STR weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Wise Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

---

---

## Desires

---

---

---

---

## Bonds

---

---

---

---

---

## DEEP WISDOM (Signature Move)

When being savvy or wise is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Wise die, the GM will tell you how someone's accidentally hurt or led astray, in addition to any other consequences.

## TACTICIAN (Passive)

When you use terrain or environmental conditions to your benefit, take +1 to attack or defend.

## WHAT EVIL LURKS (Passive)

You know people, how they think, how they lie to others and to themselves, and why. When you use Discern Realities to study a person or a group of people, add "What's the loudest emotional subtext here?" and "What do you want out of this situation?" to the list.

## STOIC (Passive)

You never give yourself away with an involuntary reaction if you're in pain or startled. When confronted with pain, fear, or loss of control, even of magical origin, take +1 ongoing to remain in control of yourself or to resist being compelled.

## MOSTY HARMLESS (Passive)

You are often underestimated or discounted as a threat, even by those who should know better. When you strike at or react to someone who has underestimated you, take +1 forward.

## A FRIEND TO ALL (WIS)

You have a group of people who call you friend and give you advice, aid, or information in times of great need. When you call in a favor from the group, roll+WIS.

$\geq 10$ : They gladly help within reason.

7-9: They help, but the GM chooses a way they complicate your life.



# The Investigator

Name \_\_\_\_\_

*Mercy, Constantine, Lincoln, Honor, Hero, a virtuous name, a strong name, a heroic name.*

## Description

EYES: Haunted, Tired, Warm, \_\_\_\_\_

HAIR: Rumpled, Professional, Short, \_\_\_\_\_

CLOTHING: Neat, Rumpled, Casual, \_\_\_\_\_

BODY: Plump, Rangy, Athletic, \_\_\_\_\_

WAS: Police, Mercenary, Boxer, \_\_\_\_\_

IS: Consultant, Finder, Bartender, \_\_\_\_\_

## Gear

You start with a shabby place to live, like a small apartment lit by a neon sign or a by-the-week motel room, a car that's packed with old case files or prone to engine trouble, and an unremarkable cell-phone.

*You also have:*

- Bug out bag (5 uses)

*Choose two:*

- ☐ A reinforced trenchcoat (1 armor)
- ☐ A field kit in your trunk (5 uses)
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Truncheon (STR weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Wise Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

---

---

## Desires

---

---

---

---

## Bonds

---

---

---

---

---

## DEEP WISDOM (Signature Move)

When being savvy or wise is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Wise die, the GM will tell you how someone's accidentally hurt or led astray, in addition to any other consequences.

## EXPERT WITNESS (Passive)

You always know someone who can help you with advice, aid, or information. When you have rolled to Find Someone, choose one:

- They owe you a favor and will honor it.
- You know something interesting to them.
- The roll result counts as a 10+ instead.

## INVESTIGATIVE SPECIALIST (WIS)

Pick a specialty like profiling, forensics, or pathology. When you use your specialty to investigate a crime, roll+WIS.

$\geq 10$ : Gain a major clue that points you towards someone you must see or a place you should go.

7-9: Also choose one:

- You attract unwanted attention.
- You can't prove what you've found.
- It'll take a long time to pursue the lead.

## TOUGH-MINDED (WIS)

You've seen it all before, or just about. When you are affected by horror, fear, or mental compulsion, roll+WIS.

$\geq 10$ : You shake it off.

7-9: Also choose one:

- You act under the charm, but catch yourself.
- It leaves you off-balance.
- The enemy leaves a hook in you.



# The Organizer

Name \_\_\_\_\_

*Mercy, Constantine, Lincoln, Honor, Hero, a virtuous name, a strong name, a heroic name.*

## Description

EYES: Haunted, Tired, Warm, \_\_\_\_\_

HAIR: Rumpled, Professional, Short, \_\_\_\_\_

CLOTHING: Neat, Rumpled, Casual, \_\_\_\_\_

BODY: Plump, Rangy, Athletic, \_\_\_\_\_

WAS: Police, Mercenary, Boxer, \_\_\_\_\_

IS: Consultant, Finder, Bartender, \_\_\_\_\_

## Gear

You start with a shabby place to live, like a small apartment lit by a neon sign or a by-the-week motel room, a car that's packed with old case files or prone to engine trouble, and an unremarkable cell-phone.

*You also have:*

- Bug out bag (5 uses)

*Choose two:*

- ☐ A reinforced trenchcoat (1 armor)
- ☐ A field kit in your trunk (5 uses)
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Truncheon (STR weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Wise Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

---

---

## Desires

---

---

---

---

## Bonds

---

---

---

---

---

## DEEP WISDOM (Signature Move)

When being savvy or wise is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Wise die, the GM will tell you how someone's accidentally hurt or led astray, in addition to any other consequences.

## COMMUNITY MEMBER (Passive)

Name a social group or neighborhood. When you first encounter a creature, location, person, or item important to that group (GM's call), tell the GM something useful and interesting you know about it because you're from around here.

## FOR A CAUSE (Passive)

You have a community cause or goal you're particularly passionate about, like "restore the old library" or "settle this turf war". When you act in pursuit of this goal determinedly, take +1 ongoing. You can change this goal with a few hours of soul searching or by completing it.

## FROM THE NEIGHBORHOOD (Passive)

You might have made it good, or just out, but you're still from around here. Choose a mark of the community, like an accent, idiom, or token style of dress; you can turn it on and off. When a community member recognizes you, take +1 ongoing to deal with them, and they'll open up to you in ways they wouldn't to an outsider.

## ON MY TURF (WIS)

Choose an area to be your home turf, no bigger than a city. When you need to move quickly through this area, roll+WIS.

$\geq 10$ : You arrive there exceptionally fast. Take +1 ongoing at that location.

7-9: You arrive there much faster than expected.



# The Fast

**Name** \_\_\_\_\_

*Nick, Dominique, Trix, Scout, Marlowe, a short name, a mysterious name, a fake name*

## Description

EYES: Sharp, Calculating, Icy, \_\_\_\_\_

HAIR: Practical, Unremarkable, Styled, \_\_\_\_\_

CLOTHING: Practical, Dark, Pocketed, \_\_\_\_\_

BODY: Lithe, Lean, Flexible, \_\_\_\_\_

WAS: Petty Criminal, Agent, Athlete, \_\_\_\_\_

IS: Athlete, Criminal, Retail, \_\_\_\_\_

## Gear

You start with You start with a modest place to live, like a small apartment over a restaurant or a bungalow in a quiet neighborhood, a nondescript car that runs well and won't attract notice, and an unremarkable cellphone

*You also have:*

- Useful stuff in pockets (5 uses)

*Choose two:*

- ☐ Padded jacket (1 armor)
- ☐ Climbing gear in the trunk
- ☐ Revolver (ammo 3, DEX weapon)
- ☐ Discrete Switchblade (DEX weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Fast Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

---

---

## Desires

---

---

---

---

## Bonds

---

---

---

---

---

## LIGHTNING REFLEXES (Signature Move)

When being fast is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Fast die, the GM will tell you something you lose your grasp on in the process, in addition to any other consequences.

## FAST SCAN (Passive)

You process the world with a glance. When you Discern Realities, you no longer have to closely study a situation to trigger the move; but the GM holds 1 they can spend to tell you how one of your impressions was inaccurate or misleading.

## DODGE AND PARRY (Passive)

When you Defend, you can use DEX instead of CON.

## EVASIVE (Passive)

When you can see an attack coming, you have +1 armor.

## HARD TO PIN DOWN (DEX)

When you use an opening to escape a dangerous situation, roll+DEX.

$\geq 10$ : You're gone.

7-9: Also choose 1:

- You leave something important behind.
- You get hurt in the process.
- You owe someone a favor for your escape.

## GOTTA GO FAST (DEX)

When you try to act very fast in response to danger, roll+DEX.

$\geq 10$ : Success.

7-9: Success, but you are winded and cannot act fast until you stop to catch your breath.



# The Rogue

Name \_\_\_\_\_

*Nick, Dominique, Trix, Scout, Marlowe, a short name, a mysterious name, a fake name*

## Description

EYES: Sharp, Calculating, Icy, \_\_\_\_\_

HAIR: Practical, Unremarkable, Styled, \_\_\_\_\_

CLOTHING: Practical, Dark, Pocketed, \_\_\_\_\_

BODY: Lithe, Lean, Flexible, \_\_\_\_\_

WAS: Petty Criminal, Agent, Athlete, \_\_\_\_\_

IS: Athlete, Criminal, Retail, \_\_\_\_\_

## Gear

You start with You start with a modest place to live, like a small apartment over a restaurant or a bungalow in a quiet neighborhood, a nondescript car that runs well and won't attract notice, and an unremarkable cellphone

*You also have:*

- Useful stuff in pockets (5 uses)

*Choose two:*

- ☐ Padded jacket (1 armor)
- ☐ Climbing gear in the trunk
- ☐ Revolver (ammo 3, DEX weapon)
- ☐ Discrete Switchblade (DEX weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Fast Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

---

---

## Desires

---

---

---

## Bonds

---

---

---

---

## LIGHTNING REFLEXES (Signature Move)

When being fast is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Fast die, the GM will tell you something you lose your grasp on in the process, in addition to any other consequences.

## FINE MOTOR SKILLS (Second Signature Move)

When a move requires fine manipulation or precise handling, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Fast die, the GM will tell you how you weren't quite as precise or delicate as you intended, in addition to any other consequences.

## FACE IN THE CROWD (Passive)

You have a knack for going unnoticed, whether it's blending into a crowd or moving quietly while taking advantage of terrain. Unless you attack or otherwise draw attention to yourself, you go unnoticed by NPCs if it's at all plausible for you to.

## GRAB (Passive)

When you Melee and could deal damage, you can opt to take something visibly held, worn, or carried from your foe instead.

## SUDDEN STRIKE (DEX)

When you attack someone up close who doesn't see it coming, roll+DEX.

$\geq 10$ : Choose 3:

7-9: Choose 2:

- Deal damage as usual
- You move away before they can retaliate
- Ignore armor
- Inflict a temporarily crippling wound that stops them from raising an alarm or escaping





# The Gunslinger

Name \_\_\_\_\_

*Nick, Dominique, Trix, Scout, Marlowe, a short name, a mysterious name, a fake name*

## Description

EYES: Sharp, Calculating, Icy, \_\_\_\_\_

HAIR: Practical, Unremarkable, Styled, \_\_\_\_\_

CLOTHING: Practical, Dark, Pocketed, \_\_\_\_\_

BODY: Lithe, Lean, Flexible, \_\_\_\_\_

WAS: Petty Criminal, Agent, Athlete, \_\_\_\_\_

IS: Athlete, Criminal, Retail, \_\_\_\_\_

## Gear

You start with You start with a modest place to live, like a small apartment over a restaurant or a bungalow in a quiet neighborhood, a nondescript car that runs well and won't attract notice, and an unremarkable cellphone

*You also have:*

- Useful stuff in pockets (5 uses)

*Choose two:*

- ☐ Padded jacket (1 armor)
- ☐ Climbing gear in the trunk
- ☐ Revolver (ammo 3, DEX weapon)
- ☐ Discrete Switchblade (DEX weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Fast Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

## Desires

## Bonds

### LIGHTNING REFLEXES (Signature Move)

When being fast is an asset, roll all three of your die and keep the best two.

≥10: Success.

7-9: If you've kept your Fast die, the GM will tell you something you lose your grasp on in the process, in addition to any other consequences.

### FISTFUL OF BULLETS (DEX)

When you need to reload your gun but have no more ammo roll+DEX.

≥10: You find 3 ammo.

7-9: You find 1 ammo, but it drops somewhere.

If you found ammo, describe the ludicrous place you were stowing it.

### COVER FIRE (DEX)

When you provide suppressing fire to aid an ally, roll+DEX.

≥10: The enemy is distracted, and your ally takes +1 in their action.

7-9: The enemy is distracted and turns their attention to you.

### GUNS BLAZING (DEX)

When you charge into a situation firing recklessly, roll+DEX.

≥10: Every bullet lands as expected, draining your clip.

7-9: Almost every bullet lands as expected, but the GM chooses someone or something that was inadvertently hit.

### WINGS OFF A FLY (Passive)

When you take a few moments to carefully aim and then shoot at a specific spot on an enemy in range, perform a Volley but treat a ≤ 6 as a 7.



# The Genius

**Name** \_\_\_\_\_

*Dexter, Ruth, Alvin, Dara, a smart name, a stuffy name, an old name*

## Description

**EYES:** Serious, Spectacled, Assessing, \_\_\_\_\_

**HAIR:** Shaggy, Ponytail, Unstylish, \_\_\_\_\_

**CLOTHING:** Formal, Tweed, Uniform, \_\_\_\_\_

**BODY:** Lankly, Toned, Flabby, \_\_\_\_\_

**WAS:** Academic, Coder, Scientist, \_\_\_\_\_

**IS:** Teacher, Help Desk, Clerk, \_\_\_\_\_

## Gear

You start with You start with a modest place to live, like a small apartment off campus or a dorm you're supposed to be chaperoning, a car that's packed with papers you probably should get around to grading, and an unremarkable cellphone.

*You also have:*

- Pocket of junk (5 uses)

*Choose two:*

- ☐ A field kit in your trunk (5 uses)
- ☐ An absurdly good phone
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Walking stick (STR weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Smart Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ **STR** (Strength)
- ☐ **DEX** (Dexterity)
- ☐ **INT** (Intelligence)
- ☐ **WIS** (Wisdom)
- ☐ **CHA** (Charisma)
- ☐ **CON** (Constitution)
- ☐ **MAX HP** ( $12 + 2 \times CON$ )

## Dread

---



---

## Desires

---



---



---



---

## Bonds

---



---



---



---



---

## SMART AS A WHIP (Signature Move)

**When being smart is an asset, roll all three of your die and keep the best two.**

$\geq 10$ : Success.

7-9: If you've kept your Smart die, the GM will tell you a flaw in your plan or something equally unwelcome you've discovered in the process, in addition to any other consequences.

## TRICKED OUT LAB (Passive)

You have a lab or base where you can work on your interests in relative peace and quiet. **When you do research to solve a problem, the GM tells you something valuable.**

## EIDETIC MEMORY (Passive)

**When you try to dredge up immediately relevant factoids from a book or experience, the GM will help fill in blanks.**

## SHIBBOLETH (Passive)

**When showing off academic credentials, you are instantly accepted as an expert or adept.**

## SHERLOCK SCAN (Passive)

**When you have a chance to closely study an enemy and then use a STR weapon on them, you can use INT instead.**

## INVESTIGATE (INT)

**When you investigate a mystery using logic or deduction, roll+INT.**

$\geq 10$ : Learn a vital clue.

7-9: you attract unwanted attention

## RESEARCHER (INT)

**When you use your phone or a computer to re-search an academic topic, roll+INT.**

$\geq 10$ : The GM will tell you something useful.

7-9: The information will be slightly wrong.



# The Field Scientist

**Name** \_\_\_\_\_

*Dexter, Ruth, Alvin, Dara, a smart name, a stuffy name, an old name*

## Description

**EYES:** Serious, Spectacled, Assessing, \_\_\_\_\_

**HAIR:** Shaggy, Ponytail, Unstylish, \_\_\_\_\_

**CLOTHING:** Formal, Tweed, Uniform, \_\_\_\_\_

**BODY:** Lankly, Toned, Flabby, \_\_\_\_\_

**WAS:** Academic, Coder, Scientist, \_\_\_\_\_

**IS:** Teacher, Help Desk, Clerk, \_\_\_\_\_

## Gear

You start with You start with a modest place to live, like a small apartment off campus or a dorm you're supposed to be chaperoning, a car that's packed with papers you probably should get around to grading, and an unremarkable cellphone.

*You also have:*

- Pocket of junk (5 uses)

*Choose two:*

- ☐ A field kit in your trunk (5 uses)
- ☐ An absurdly good phone
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Walking stick (STR weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Smart Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ **STR** (Strength)
- ☐ **DEX** (Dexterity)
- ☐ **INT** (Intelligence)
- ☐ **WIS** (Wisdom)
- ☐ **CHA** (Charisma)
- ☐ **CON** (Constitution)
- ☐ **MAX HP** ( $12 + 2 \times CON$ )

## Dread

\_\_\_\_\_  
\_\_\_\_\_

## Desires

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Bonds

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## SMART AS A WHIP (Signature Move)

When being smart is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Smart die, the GM will tell you a flaw in your plan or something equally unwelcome you've discovered in the process, in addition to any other consequences.

## FIELD WORK (Passive)

You've been on at least a few expeditions. When you reflect on your past experiences that were similar to the one you currently face, pick one:

- It was dangerous; take +1 forward to act on the experience.
- It was embarrassing; if you share it, everyone else takes +1 forward for morale.
- You've never been in a situation like this; take a Talent and Fortune Token if you freeze up, freak out, or panic.

## JURYRIG (Passive)

When you closely study something in need of repair, you do not need specialized tools to repair it.

## APPROXIMATE KNOWLEDGE (Passive)

When you Spout Lore, treat a  $\leq 6$  as a 7.

## CHEMICAL WIZARDRY (INT)

When you closely study a substance or its effects, and you have tools and time, tell the GM what antidote, toxin, or cure you're trying to create and roll+INT.

$\geq 10$ : You create it.

7-9: Also choose one:

- It'll have side effects or will only work on any given creature once.
- It can't be mass-produced.



# The Hacker

**Name** \_\_\_\_\_

*Dexter, Ruth, Alvin, Dara, a smart name, a stuffy name, an old name*

## Description

EYES: Serious, Spectacled, Assessing, \_\_\_\_\_

HAIR: Shaggy, Ponytail, Unstylish, \_\_\_\_\_

CLOTHING: Formal, Tweed, Uniform, \_\_\_\_\_

BODY: Lankly, Toned, Flabby, \_\_\_\_\_

WAS: Academic, Coder, Scientist, \_\_\_\_\_

IS: Teacher, Help Desk, Clerk, \_\_\_\_\_

## Gear

You start with a modest place to live, like a small apartment off campus or a dorm you're supposed to be chaperoning, a car that's packed with papers you probably should get around to grading, and an unremarkable cellphone.

*You also have:*

- Pocket of junk (5 uses)

*Choose two:*

- ☐ A field kit in your trunk (5 uses)
- ☐ An absurdly good phone
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Walking stick (STR weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Smart Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

---

---

## Desires

---

---

---

---

## Bonds

---

---

---

---

---

## SMART AS A WHIP (Signature Move)

When being smart is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Smart die, the GM will tell you a flaw in your plan or something equally unwelcome you've discovered in the process, in addition to any other consequences.

## TEMPORARY POLYMATH (Passive)

Name three narrow subjects, like Ancient Chinese Art, Aircraft Physics, or Slavic Folklore; you've recently spent way too much time reading up on them on the internet and you possess a wealth of second-hand and theoretical knowledge. When this knowledge would come in handy, take +1. When you binge on a new topic, you may replace one of your existing ones.

## GOOGLE IT (INT)

When you do an in-depth search of the internet on a specific topic, roll+INT.

$\geq 10$ : You find a useful piece of information or make a useful contact.

7-9: The search took a long time.

## REPROGRAM (INT)

When you reveal how you reprogrammed a computer to serve your immediate purpose, explain how you gained access and name one task, of seven words or less, then roll+INT.

$\geq 10$ : it's done, exactly as you intended.

7-9: You left traces behind; the GM will tell you who suffered as a result.

## KLUDGE (INT)

When you use a piece of technology, roll+INT.

$\geq 10$ : The technology obeys your commands.

7-9: Also it breaks afterwards.



# The Strong

**Name** \_\_\_\_\_

*Bill, Joe, Marcy, Roxie, a short name, a hard name, a tough name*

## Description

**EYES:** Haunted, Cold, Withdrawn, \_\_\_\_\_

**HAIR:** Cropped, Ponytail, Regulation, \_\_\_\_\_

**CLOTHING:** Practical, Durable, Uniform, \_\_\_\_\_

**BODY:** Muscled, Hard, Strong, \_\_\_\_\_

**WAS:** Soldier, Cop, Bouncer, \_\_\_\_\_

**IS:** Laborer, Pensioner, Bodyguard, \_\_\_\_\_

## Gear

You start with a modest place to live, like a small apartment over a gym or a warehouse that you're converting in your spare time, a car or pickup truck that's seen better days, and an unremarkable cellphone

*You also have:*

• Signature STR weapon \_\_\_\_\_

*Choose two:*

- ☐ Beat-up leather jacket (5 uses)
- ☐ Suspiciously large amount of cash
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Carried useful stuff (5 uses)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Strong Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ **STR (Strength)**
- ☐ **DEX (Dexterity)**
- ☐ **INT (Intelligence)**
- ☐ **WIS (Wisdom)**
- ☐ **CHA (Charisma)**
- ☐ **CON (Constitution)**
- ☐ **MAX HP** ( $12 + 2 \times CON$ )

## Dread

---



---

## Desires

---



---



---

## Bonds

---



---



---



---

## STRONG AS AN OX (Signature Move)

When being strong is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Strong die, the GM will tell something you break or damage in the process, in addition to any other consequences.

## FAVORED WEAPON (Passive)

When you use your Signature STR weapon in Melee, take +1 to your roll.

## SLEDGEHAMMER (Passive)

When you do damage where strength matters, add +1 to your damage.

## GOOD SPORT (STR)

When you engage someone in a contest of strength, roll+STR.

$\geq 10$ : You win; take +1 ongoing to negotiate with them or anyone impressed by the win, or to press your advantage.

7-9: It's a tie, because you break something you'd rather not have in the process.

## TACTICAL RETREAT (STR)

When you retreat from a threat that you've realized you cannot defeat right now, roll+STR.

$\geq 10$ : You escape and learn of a weakness you can exploit later.

7-9: Also suffer further harm or lose something of value.

## "ACCIDENT" (STR)

When you try to break something to intimidate someone, roll+STR.

$\geq 10$ : They are greatly intimidated and will try to obey you.

7-9: They are also very resentful.



# The Weapon Expert

**Name** \_\_\_\_\_

*Bill, Joe, Marcy, Roxie, a short name, a hard name, a tough name*

## Description

**EYES:** Haunted, Cold, Withdrawn, \_\_\_\_\_

**HAIR:** Cropped, Ponytail, Regulation, \_\_\_\_\_

**CLOTHING:** Practical, Durable, Uniform, \_\_\_\_\_

**BODY:** Muscled, Hard, Strong, \_\_\_\_\_

**WAS:** Soldier, Cop, Bouncer, \_\_\_\_\_

**IS:** Laborer, Pensioner, Bodyguard, \_\_\_\_\_

## Gear

You start with You start with a modest place to live, like a small apartment over a gym or a warehouse that you're converting in your spare time, a car or pickup truck that's seen better days, and an unremarkable cellphone

*You also have:*

• Signature STR weapon \_\_\_\_\_

*Choose two:*

☐ Beat-up leather jacket (5 uses)

☐ Suspiciously large amount of cash

☐ Pistol (ammo 3, DEX weapon)

☐ Carried useful stuff (5 uses)

*Take your 3 Dice:*

• 2 regular D6

• 1 special D6 - your Strong Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

☐ **STR (Strength)**

☐ **DEX (Dexterity)**

☐ **INT (Intelligence)**

☐ **WIS (Wisdom)**

☐ **CHA (Charisma)**

☐ **CON (Constitution)**

☐ **MAX HP** ( $12 + 2 \times CON$ )

## Dread

\_\_\_\_\_  
\_\_\_\_\_

## Desires

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Bonds

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## STRONG AS AN OX (Signature Move)

When being strong is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Strong die, the GM will tell something you break or damage in the process, in addition to any other consequences.

## REPUTATION (Passive)

You have a reputation in combat; choose honorable, merciful, ruthless, relentless, or similar. When this reputation would help, take +1. If you contravene this reputation and people find out, ask the GM for a new one.

## RELENTLESS (Passive)

When you take damage, you may describe how you deal 1 damage in return.

## AROUND THE BLOCK (WIS)

Nobody gets this far without making friends and enemies. When you remember something useful that someone once told you, roll+WIS:

$\geq 10$ : A mentor, friend, enemy, or ex-lover told you; name them and describe it.

7-9: It's flawed, inaccurate, or flat out wrong; name the source and the circumstances. If you act on it anyway, take 2 Fortune Tokens.

## HIT WHERE IT HURTS (STR)

When you take some time to study an object or structure, you may ask the GM "where's a weak spot I can apply strength and what'll happen if I do?". If you follow through, roll+STR.

$\geq 10$ : Choose 3:

7-9: Choose 1:

- It doesn't take a very long time.
- Nothing you'd prefer not to be is damaged.
- It doesn't make a loud noise.
- The thing is fixable without a lot of effort.



# The Athlete

**Name** \_\_\_\_\_

*Bill, Joe, Marcy, Roxie, a short name, a hard name, a tough name*

## Description

**EYES:** Haunted, Cold, Withdrawn, \_\_\_\_\_

**HAIR:** Cropped, Ponytail, Regulation, \_\_\_\_\_

**CLOTHING:** Practical, Durable, Uniform, \_\_\_\_\_

**BODY:** Muscled, Hard, Strong, \_\_\_\_\_

**WAS:** Soldier, Cop, Bouncer, \_\_\_\_\_

**IS:** Laborer, Pensioner, Bodyguard, \_\_\_\_\_

## Gear

You start with a modest place to live, like a small apartment over a gym or a warehouse that you're converting in your spare time, a car or pickup truck that's seen better days, and an unremarkable cellphone

*You also have:*

• Signature STR weapon \_\_\_\_\_

*Choose two:*

☐ Beat-up leather jacket (5 uses)

☐ Suspiciously large amount of cash

☐ Pistol (ammo 3, DEX weapon)

☐ Carried useful stuff (5 uses)

*Take your 3 Dice:*

• 2 regular D6

• 1 special D6 - your Strong Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

**STR (Strength)**

**DEX (Dexterity)**

**INT (Intelligence)**

**WIS (Wisdom)**

**CHA (Charisma)**

**CON (Constitution)**

**MAX HP** ( $12 + 2 \times CON$ )

## Dread

\_\_\_\_\_  
\_\_\_\_\_

## Desires

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Bonds

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## STRONG AS AN OX (Signature Move)

When being strong is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Strong die, the GM will tell something you break or damage in the process, in addition to any other consequences.

## SPORT (Passive)

Name a sport that you play, like football, swimming, or parkour. When your sports experience would help, take +1.

## CLIMATIC STRIKE (Passive)

When increasing your damage by 2 would defeat an opponent, increase your damage by 2 and describe how you deliver the finishing blow.

## GYM CLASS HERO (Passive)

When you perform athletics unrelated to your favored sport but can connect it to another physical sport, describe a related experience and take +1 to the action.

## LOCAL ATHLETE (Passive)

People know you around here. When you take advantage of your fame, take +1 going forward.

## TEAM PLAYER (STR)

You always help out your friends. When you describe how you physically help a friend, roll+STR.

$\geq 10$ : Give them +1 to their action.

7-9: Also take 1 damage as you strain yourself.

## WEIGHT LIFTING (STR)

When you need to lift something incredibly heavy, roll+STR.

$\geq 10$ : You succeed.

7-9: You succeed, but are very tired afterwards and need to rest for a while.



# The Tough

**Name** \_\_\_\_\_

*Hoss, Cutter, Indiana, Lucky, Punch, a descriptive name, a tough name, a gang name*

## Description

**EYES:** Hard, Cold, Weary, \_\_\_\_\_

**HAIR:** Bald, Long, Unkempt, \_\_\_\_\_

**CLOTHING:** Practical, Casual, Ripped, \_\_\_\_\_

**BODY:** Big, Hard, Athletic, \_\_\_\_\_

**WAS:** Orphan, Poet, Thug, \_\_\_\_\_

**IS:** Gopher, On Disability, Bouncer, \_\_\_\_\_

## Gear

You start with You start with a meager place to live, like a couch at a friend's place or a tiny shed behind your uncle's repair shop, a vintage car that's tricked out, and a beat up cellphone.

*You also have:*

- An Every-Day-Carry/bug out bag (5 uses)

*Choose two:*

☐ A part-time gig you can use to talk your way into somewhere

☐ A trunk full of spare parts (5 uses)

☐ Pistol (ammo 3, DEX weapon)

☐ Brass Knuckles (STR weapon)

*Take your 3 Dice:*

- 2 regular D6

- 1 special D6 - your Tough Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

☐ **STR (Strength)**

☐ **DEX (Dexterity)**

☐ **INT (Intelligence)**

☐ **WIS (Wisdom)**

☐ **CHA (Charisma)**

☐ **CON (Constitution)**

☐ **MAX HP** ( $12 + 2 \times CON$ )

## Dread

\_\_\_\_\_  
\_\_\_\_\_

## Desires

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Bonds

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## TOUGH AS NAILS (Signature Move)

**When being physically tough is an asset, roll all three of your die and keep the best two.**

$\geq 10$ : Success.

7-9: If you've kept your Tough die, the GM will tell something that's lost to you or broken in the process, in addition to any other consequences.

## UNBREAKABLE (Passive)

**When take damage and your HP is full, halve the damage (rounded down).**

## UNSTOPPABLE (Passive)

**When you defend, treat a  $\leq 6$  as a 7.**

## LEARN FROM DEFEAT (Passive)

**When someone deals you damage, describe what you notice about their fighting style and take +1 on any attacks made against them.**

## BRUTAL STRIKE (Passive)

**When you deal damage in melee, you can deal double damage if you are willing to take 2 HP damage yourself.**

## IGNORE THE PAIN (CON)

**When you try to break something just a bit beyond human strength, roll+CON.**

$\geq 10$ : The object is broken successfully.

7-9: You take 2HP of damage.

## UNDERSTAND THE PAIN (CHA)

**When you speak to someone who has been hurt recently, roll+CHA.**

$\geq 10$ : You empathize with their pain; take +1 to any future interactions.

7-9: They trust you a little more then they did before.





# The Bruiser

**Name** \_\_\_\_\_

*Hoss, Cutter, Indiana, Lucky, Punch, a descriptive name, a tough name, a gang name*

## Description

**EYES:** Hard, Cold, Weary, \_\_\_\_\_

**HAIR:** Bald, Long, Unkempt, \_\_\_\_\_

**CLOTHING:** Practical, Casual, Ripped, \_\_\_\_\_

**BODY:** Big, Hard, Athletic, \_\_\_\_\_

**WAS:** Orphan, Poet, Thug, \_\_\_\_\_

**IS:** Gopher, On Disability, Bouncer, \_\_\_\_\_

## Gear

You start with You start with a meager place to live, like a couch at a friend's place or a tiny shed behind your uncle's repair shop, a vintage car that's tricked out, and a beat up cellphone.

*You also have:*

- An Every-Day-Carry/bug out bag (5 uses)

*Choose two:*

- ☐ A part-time gig you can use to talk your way into somewhere
- ☐ A trunk full of spare parts (5 uses)
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Brass Knuckles (STR weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Tough Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ **STR (Strength)**
- ☐ **DEX (Dexterity)**
- ☐ **INT (Intelligence)**
- ☐ **WIS (Wisdom)**
- ☐ **CHA (Charisma)**
- ☐ **CON (Constitution)**
- ☐ **MAX HP** ( $12 + 2 \times CON$ )

## Dread

## Desires

## Bonds

## TOUGH AS NAILS (Signature Move)

When being physically tough is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Tough die, the GM will tell something that's lost to you or broken in the process, in addition to any other consequences.

## SIZE THEM UP (Passive)

When you face a foe or group of foes, choose 1:

- You know how much damage they dish out.
- You can tell how much damage they can take.
- Tell the GM you know both, but you misjudged them in one way; take a Fortune Token if you waded in anyway.

## THE BEST OFFENSE (Passive)

When you waded into combat without concern for your own safety, add an additional 2HP of damage each time you deal it.

## COMBAT MANUEVER (CON)

When you are being attacked by a group of foes, roll+CON.

$\geq 10$ : Deal damage to all the foes and describe the sweet move you did.

7-9: Ignore the next instance of Melee damage.

## CHARGE THROUGH (CON)

When you charge past an enemy, roll+CON.

$\geq 10$ : Choose 3:

7-9: Choose 1:

- It doesn't hurt.
- They get knocked down.
- They take damage.



# The DareDevil

**Name** \_\_\_\_\_

*Hoss, Cutter, Indiana, Lucky, Punch, a descriptive name, a tough name, a gang name*

## Description

EYES: Hard, Cold, Weary, \_\_\_\_\_

HAIR: Bald, Long, Unkempt, \_\_\_\_\_

CLOTHING: Practical, Casual, Ripped, \_\_\_\_\_

BODY: Big, Hard, Athletic, \_\_\_\_\_

WAS: Orphan, Poet, Thug, \_\_\_\_\_

IS: Gopher, On Disability, Bouncer, \_\_\_\_\_

## Gear

You start with You start with a meager place to live, like a couch at a friend's place or a tiny shed behind your uncle's repair shop, a vintage car that's tricked out, and a beat up cellphone.

*You also have:*

- An Every-Day-Carry/bug out bag (5 uses)

*Choose two:*

- ☐ A part-time gig you can use to talk your way into somewhere
- ☐ A trunk full of spare parts (5 uses)
- ☐ Pistol (ammo 3, DEX weapon)
- ☐ Brass Knuckles (STR weapon)

*Take your 3 Dice:*

- 2 regular D6
- 1 special D6 - your Tough Die

## Stats

*Assign these scores: +2, +1, +1, 0, 0, -1*

- ☐ STR (Strength)
- ☐ DEX (Dexterity)
- ☐ INT (Intelligence)
- ☐ WIS (Wisdom)
- ☐ CHA (Charisma)
- ☐ CON (Constitution)
- ☐ MAX HP ( $12 + 2 \times CON$ )

## Dread

\_\_\_\_\_  
\_\_\_\_\_

## Desires

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Bonds

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## TOUGH AS NAILS (Signature Move)

When being physically tough is an asset, roll all three of your die and keep the best two.

$\geq 10$ : Success.

7-9: If you've kept your Tough die, the GM will tell something that's lost to you or broken in the process, in addition to any other consequences.

## COOL SCAR (Passive)

You've got a wicked looking scar; describe it and how you got it. When you show off your scar to a group of people, they'll pay attention to the story you spin. Most creatures are naturally intimidated by it.

## SCHOOL OF HARD KNOCKS (Passive)

When acting despite danger related to tricky movements, take +1 to your roll.

## ON THE CHIN (Passive)

When you take more than 3HP of damage, reduce it down to 2HP of damage.

## LOOK COOL (Passive)

When you make a tricky movement, take +1 going forward on CHA rolls involving anyone present.

## ACT DANGEROUSLY (CON)

When you act fast despite danger, you may roll+CON instead of DEX.

$\geq 10$ : Success.

7-9: Also take 1 damage as you strain yourself.

## WAS THAT POSSIBLE (CON)

When make a death-defying maneuver, roll+CON.

$\geq 10$ : You succeed despite all odds.

7-9: You fail but are relatively unhurt.