LONGSHOT CITY

Name, Pronouns

Archetype

Origin

Wealth

Special / K.O. Results

Appearance

SKILL

STAMINA

DAMAGE

LUCK

SPENT

ARMOR

Inventory

1 _____   7 _____

2 _____   8 _____

3 _____   9 _____

4 _____   10 _____

5 _____   11 _____

6 _____   12 _____

Notes

Advanced Skills & Powers

	RANK	+ SKILL	= TOTAL
☐ _____	☐	☐	☐
☐ _____	☐	☐	☐
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Attacks

1	2	3	4	5	6	7+

1	2	3	4	5	6	7+

1	2	3	4	5	6	7+

1	2	3	4	5	6	7+

1	2	3	4	5	6	7+

1	2	3	4	5	6	7+

Hand-to-Hand Weapons

Damage Roll →	1	2	3	4	5	6	7+
Sword	4	6	6	6	6	8	10
Axe	2	2	6	6	8	10	12
Knife	2	2	2	2	4	8	10
Staff	2	4	4	4	4	6	8
Hammer#	1	2	4	6	8	10	12
Spear	4	4	6	6	8	8	10
Longsword	4	6	8	8	10	12	14
Mace#	2	4	4	6	6	8	10
Polearm*#	2	4	4	8	12	14	18
Maul*#	1	2	3	6	12	13	14
Greatsword*	2	4	8	10	12	14	18
Club	1	1	2	3	6	8	10
Unarmed	1	1	1	2	2	3	4
Shield	2	2	2	4	4	6	8
Energy Strike†	4	6	6	8	12	22	38

Ranged Weapons

Damage Roll →	1	2	3	4	5	6	7+
Rifle*#	4	6	6	10	12	18	24
Machine Gun*#	4	6	10	14	22	26	30
Bow*	2	4	6	8	8	10	12
Crossbow*	4	4	6	8	8	8	10
Pistol#	2	4	4	6	10	12	16
Shotgun*#	1	1	6	6	10	22	30
Explosive#†	4	6	10	14	20	28	38
Energy Blast†	4	6	6	8	12	22	38
Massive Blast†	8	12	16	20	28	36	44

Beastly Weapons

Damage Roll →	1	2	3	4	5	6	7+
Small Beast	2	2	3	3	4	5	6
Modest Beast	4	6	6	8	8	10	12
Large Beast#	4	6	8	10	12	14	16
Gigantic Beast#	4	8	12	12	16	18	24

Power Stamina Costs

Name	Cost	Name	Cost	Name	Cost
Adjust Roll	2	Energy Shield	1+	Size Manipulation	3
Augury	3	Energy Strike	2	Stretch	2
Banishment	4	Leap	1+	Stun	1
Command Elements	4	Massive Blast	6	Suggestion	3
Channel Animal Power	4	Mimic Power	3	Summoning	4
Create Bomb	4	Phasing	1	Telekinesis	4
Elemental Form	4	Precognition	4	Telepathy	3
Energy Blast	3	Puppeteer	6	Teleport	1+
Energy Construct	4	Shape Reality	8	Transmute Self	3
		Shapeshift	4	Web Spinning	3

Energy Types

Psychic	Only affects living beings. Choose: K.O., coma, kill, ignore ARMOR.
Heat	Double DAMAGE vs cold ENEMIES.
Laser	Reflected by mirrors.
Electric	Double DAMAGE vs robots. Ignores ARMOR.
Sonic	Deafens and stuns.
Cold	Double DAMAGE vs heat elementals. Can choose to freeze a target in place instead of doing DAMAGE.
Chemical	Eats through target's ARMOR, permanently lowering it by one point for each DAMAGE dealt. Targets with 0 ARMOR take STAMINA DAMAGE instead.
Kinetic	Target TESTS their LUCK (or SKILL for ENEMIES) or is knocked prone. Ignores one point of ARMOR. ROLL UNDER instead to knock down inanimate objects.
Entropic	Double DAMAGE vs robots. Organic targets age rapidly.

* indicates a weapon requires at least two hands to use.
\# indicates a weapon ignores 1 point of ARMOR.
† indicates an ATTACK that has an additional effect (see ENERGY TYPES table).
The ENERGY TYPE for Explosives is Kinetic.

ROLL UNDER to TEST when unopposed: 2d6 + SKILL or LUCK. ROLL VERSUS when opposed: 2d6 + SKILL, highest total wins. Add a relevant ADVANCED SKILL when TESTING SKILL. Reduce your LUCK by 1 after you TEST it. You can choose to fail instead of TESTING LUCK.

INITIATIVE: 2 tokens per player, 1 per accomplice, as listed per enemy, and 1 end of round token. The GM assembleds the stack and randomly draws a token to determine who holds the INITIATIVE. This character may perform one action, then a new token is drawn. The round ends when the end of round token is drawn – no one knows exactly how long a round will last. If needed, start a new round by building a new stack. A round is 1-2 minutes or 1 two-page spread long.

Combat: Adversaries ROLL VERSUS: winner rolls 1d6 and deals their method's DAMAGE to target's STAMINA. Armor reduces incoming DAMAGE. No one is hurt on a tie (you can TEST LUCK to break it). After you hit, you may TEST your LUCK to add 2 to the DAMAGE roll (the d6, not the value). You may initiate an ATTACK once per round. Characters die at 0 STAMINA – PC's may be K.O.'d instead.

Recovery: rest for 8 hours to recover 2d6 STAMINA and 2d6 LUCK. Three times a day, you can eat a meal to recover 1d6 STAMINA. Keep an eye out for other ways to regain STAMINA and LUCK like potions or bathhouses.