

CHARACTER CREATION SUMMARY

CONCEPT

- Start with a general idea of what you want to play. Your setting book likely provides many ideas.

RACE

- Choose your character's race (see page 12) and apply any bonuses or special abilities it grants.

HINDRANCES

- Select up to four points of Hindrances (Major Hindrances are worth 2, Minor are worth 1).
- For 2 Hindrance points you can raise an attribute one die type, or choose an Edge.
- For 1 Hindrance point you can gain another skill point, or gain additional starting funds equal to twice your setting's starting amount.

ATTRIBUTES

- Attributes start at d4. You have 5 points to distribute among them. Each step costs 1 point.
- Attributes may not be raised beyond d12 unless your hero's racial bonus states otherwise.

SKILLS

- Athletics, Common Knowledge, Notice, Persuasion, and Stealth are core skills and start at d4 for free.
- You have 12 points to put into these or any other skills.
- Each die type costs 1 point up to and equal to the linked attribute; then 2 points per step after that.

DERIVED STATISTICS

- Standard Pace** is 6", but may be changed by racial abilities, Edges, or Hindrances.
- Parry** is 2 plus half of Fighting.
- Toughness** is 2 plus half of Vigor, plus any Armor.

Note the amount of armor in parentheses like this – Toughness: 11 (2). This means 2 points of the total 11 Toughness comes from Armor. An Armor Piercing attack could bypass those 2 points but not the other 9.

EDGES

- Use any leftover Hindrance points to take Edges if you like.
- Each Edge costs 2 Hindrance points.

GEAR

- Purchase up to \$500 worth of equipment.

HINDRANCE SUMMARIES

All Thumbs (Minor): -2 to use mechanical or electrical devices.

Anemic (Minor): -2 Vigor when resisting Fatigue.

Arrogant (Major): Likes to dominate his opponent, challenge the most powerful foe in combat.

Bad Eyes (Minor/Major): -1 to all Trait rolls dependent on vision, or -2 as a Major Hindrance. Eyewear negates penalty but have a 50% chance of breaking when the hero suffers trauma.

Bad Luck (Major): The character starts with one less Benny per session.

Big Mouth (Minor): Unable to keep secrets and constantly gives away private information.

Blind (Major): -6 to all tasks that require vision (but choice of a free Edge to offset).

Bloodthirsty (Major): Never takes prisoners.

Can't Swim (Minor): -2 to swimming (Athletics) rolls; swimming Pace is one yard per round.

Cautious (Minor): The character plans extensively and/or is overly careful.

Clueless (Major): -2 to Common Knowledge and Notice rolls.

Clumsy (Major): -2 to Athletics and Stealth rolls.

Code of Honor (Major): The character keeps his word and acts like a gentleman.

Curious (Major): The character wants to know about everything.

Death Wish (Minor): The hero wants to die after or while completing some epic task.

Delusional (Minor/Major): The individual believes something strange that causes him occasional or frequent trouble.

Doubting Thomas (Minor): The character doesn't believe in the supernatural, often exposing him to unnecessary risks.

Driven (Minor/Major): The hero's actions are driven by some important goal or belief.

Elderly (Major): -1 to Pace, running, Agility, Strength, and Vigor. Hero gets 5 extra skill points.

Enemy (Minor/Major): The character has a recurring nemesis.

Greedy (Minor/Major): The individual is obsessed with wealth and material possessions.

Habit (Minor/Major): Addicted to something, suffers Fatigue if deprived.

Hard of Hearing (Minor/Major): -4 to Notice sounds; automatic failure if completely deaf.

Heroic (Major): The character always helps those in need.

Hesitant (Minor): Draw two Action Cards and take the lowest (except Jokers, which may be kept).

Illiterate (Minor): The character cannot read or write.

Impulsive (Major): The hero leaps before he looks.

Jealous (Minor/Major): The individual covets what others have.

Loyal (Minor): The hero is loyal to his friends and allies.

Mean (Minor): -1 to Persuasion rolls.

Mild Mannered (Minor): -2 to Intimidation rolls.

Mute (Major): The hero cannot speak.

Obese (Minor): Size +1, Pace -1 and running die of d4. Treat Str as one die type lower for Min Str.

Obligation (Minor/Major): The character has a weekly obligation of 20 (Minor) to 40 (Major) hours.

One Arm (Major): -4 to tasks (such as Athletics) that require two hands.

One Eye (Major): -2 to actions at 5" (10 yards) or more distance.

Outsider (Minor/Major): The character doesn't fit in to the local environment and subtracts 2 from Persuasion rolls. As a Major Hindrance she has no legal rights or other serious consequences.

Overconfident (Major): The hero believes she can do anything.

- Pacifist (Minor/Major):** Fights only in self-defense as a Minor Hindrance, won't fight at all as Major.
- Phobia (Minor/Major):** The character is afraid of something, and subtracts -1/-2 from all Trait rolls in its presence.
- Poverty (Minor):** Half starting funds and the character is always broke.
- Quirk (Minor):** The individual has some minor but persistent foible that often annoys others.
- Ruthless (Minor/Major):** The character does what it takes to get her way.
- Secret (Minor/Major):** The hero has a dark secret of some kind.
- Shamed (Minor/Major):** The individual is haunted by some tragic event from her past.
- Slow (Minor/Major):** Pace -1, reduce running die one step. As Major, Pace -2, -2 to Athletics and rolls to resist Athletics. Neither may take the Fleet-Footed Edge.
- Small (Minor):** Size and Toughness are reduced by 1. Size cannot be reduced below -1.
- Stubborn (Minor):** The character wants his way and rarely admits his mistakes.
- Suspicious (Minor/Major):** The individual is paranoid and subtracts 2 when Supporting allies.
- Thin Skinned (Minor/Major):** The character is particularly susceptible to personal attacks. As a Minor Hindrance, he subtracts two when resisting Taunt attacks. As a Major, he subtracts four.
- Tongue-Tied (Major):** The character often misspeaks or can't get her words out. -1 to Intimidation, Persuasion, and Taunt rolls.
- Ugly (Minor/Major):** The character is physically unattractive and subtracts 1 or 2 from Persuasion rolls.
- Vengeful (Minor/Major):** The adventurer seeks payback for slights against her. As a Major Hindrance, she'll cause physical harm to get it.
- Vow (Minor/Major):** The individual has pledged himself to some cause.
- Wanted (Minor/Major):** The character is wanted by the authorities.
- Yellow (Major):** -2 to Fear checks and resisting Intimidation.
- Young (Minor/Major):** Minor has 4 attribute points and 10 skill points, extra Benny per session. Major has 3 attribute points, 10 skill points, and two extra Bennies per session.



TRAIT SUMMARIES

ATTRIBUTES

Agility: Nimbleness, dexterity, and overall physical coordination of muscles and reflexes.

Smarts: Raw intellect, perception, and ability to sort and make use of complex information.

Spirit: Inner strength and willpower.

Strength: Raw muscle power.

Vigor: Endurance, health, and constitution.

SKILLS

Academics (Smarts): Knowledge of liberal arts, social sciences, literature, history, etc.

★ **Athletics (Agility):** Overall athletic coordination and ability. Climbing, jumping, balancing, wrestling, skiing, swimming, throwing, or catching.

Battle (Smarts): Strategy, tactics, and understanding military operations. A key skill in Mass Battles.

Boating (Agility): Ability to sail or pilot a boat, ship, or other watercraft.

★ **Common Knowledge (Smarts):** General knowledge of a character's world.

Driving (Agility): The ability to control, steer, and operate ground vehicles.

Electronics (Smarts): The use of electronic devices and systems.

Faith (Spirit): The arcane skill for Arcane Background (Miracles).

Fighting (Agility): Skill in armed and unarmed combat.

Focus (Spirit): The arcane skill for Arcane Background (Gifted).

Gambling (Smarts): Skill and familiarity with games of chance.

Hacking (Smarts): Coding, programming, and breaking into computer systems.

Healing (Smarts): The ability to treat and heal Wounds and diseases, and decipher forensic evidence.

Intimidation (Spirit): A character's ability to threaten others into doing what she wants.

Language (Smarts): Knowledge and fluency in a particular language.

★ **Notice (Smarts):** General awareness and perception.

Occult (Smarts): Knowledge of supernatural events, creatures, history, and ways.

Performance (Spirit): Singing, dancing, acting, or other forms of public expression.

★ **Persuasion (Spirit):** The ability to convince others to do what you want.

Piloting (Agility): Skill with maneuvering vehicles that operate in three dimensions, such as airplanes, helicopters, spaceships, etc.

Psionics (Smarts): The arcane skill for Arcane Background (Psionics).

Repair (Smarts): The ability to fix mechanical and electrical gadgets.

Research (Smarts): Finding written information from various sources.

Riding (Agility): A character's skill in mounting, controlling, and riding a tamed beast.

Science (Smarts): Knowledge of scientific fields such as biology, chemistry, geology, engineering, etc.

Shooting (Agility): Precision with any type of ranged weapon.

Spellcasting (Smarts): The arcane skill for Arcane Background (Magic).

★ **Stealth (Agility):** The ability to sneak and hide.

Survival (Smarts): How to find food, water, or shelter, and tracking.

Taunt (Smarts): Insulting or belittling another. Almost always done as a **Test** (page 108).

Thievery (Agility): Sleight of hand, pickpocketing, lockpicking, and other typically shady feats.

Weird Science (Smarts): The arcane skill for Arcane Background (Weird Science).

EDGE SUMMARIES

BACKGROUND EDGES

EDGE	REQUIREMENTS	SUMMARY
Alertness	N	+2 to Notice rolls.
Ambidextrous	N, A d8	Ignore -2 penalty when making Trait rolls with off-hand.
Arcane Background	N	Allows access to the Arcane Backgrounds listed in Chapter Five.
Arcane Resistance	N, Sp d8	+2 to Trait rolls to resist magical effects; magical damage is reduced by 2.
Improved Arcane Resistance	N, Arcane Resistance	+4 to Trait rolls to resist magical effects; magical damage is reduced by 4.
Aristocrat	N	+2 to Common Knowledge and networking with upper class.
Attractive	N, V.d6	+1 to Performance and Persuasion rolls.
Very Attractive	N, Attractive	+2 to Performance and Persuasion rolls.
Berserk	N	After being Shaken or Wounded, melee attacks must be Wild Attacks, +1 die type to Strength, +2 to Toughness, ignore one level of Wound penalties, Critical Failure on Fighting roll hits random target. Take Fatigue after every five consecutive rounds, may choose to end rage with Smarts roll -2.
Brave	N, Sp d6	+2 to Fear checks and -2 to rolls on the Fear Table .
Brawny	N, St d6, V d6	Size (and therefore Toughness) +1. Treat Strength as one die type higher for Encumbrance and Minimum Strength to use weapons, armor, or equipment.
Brute	N, St d6, V d6	Link Athletics to Strength instead of Agility (including resistance). Short Range of any thrown item increased by +1. Double that for the adjusted Medium Range, and double again for Long Range.
Charismatic	N, Sp d8	Free reroll when using Persuasion.
Elan	N, Sp d8	+2 when spending a Benny to reroll a Trait roll.
Fame	N	+1 Persuasion rolls when recognized (Common Knowledge), double usual fee for Performance.
Famous	S, Fame	+2 Persuasion when recognized, 5× or more usual fee for Performance.
Fast Healer	N, V d8	+2 Vigor when rolling for natural healing; check every 3 days.
Fleet-Footed	N, A d6	Pace +2, increase running die one step.
Linguist	N, Sm d6	Character has d6 in languages equal to half her Smarts die.
Luck	N	+1 Benny at the start of each session.
Great Luck	N, Luck	+2 Bennies at the start of each session.
Quick	N, A d8	The hero may discard and redraw Action Cards of 5 or lower.
Rich	N	Character starts with three times the starting funds and a \$150K annual salary.
Filthy Rich	N, Rich	Five times starting funds and \$500K average salary.

COMBAT EDGES

EDGE	REQUIREMENTS	SUMMARY
Block	S, Fighting d8	+1 Parry, ignore 1 point of Gang Up bonus.
Improved Block	V, Block	+2 Parry, ignore 2 points of Gang Up bonus.
Brawler	N, St d8, V d8	Toughness +1, add d4 to damage from fists; or increase it a die type if combined with Martial Artist, Claws, or similar abilities.
Bruiser	S, Brawler	Increase unarmed Strength damage a die type and Toughness another +1.
Calculating	N, Sm d8	Ignore up to 2 points of penalties on one action with an Action Card of Five or less.
Combat Reflexes	S	+2 Spirit to recover from being Shaken.
Counterattack	S, Fighting d8	Free attack against one foe per turn who failed a Fighting roll.
Improved Counterattack	V, Counterattack	As Counterattack, but against three foes per turn.
Dead Shot	WC, N, Athletics or Shooting d8	Once per turn, double damage from Athletics (throwing) or Shooting roll when dealt a Joker.
Dodge	S, A d8	-2 to be hit by ranged attacks.
Improved Dodge	S, Dodge	+2 to Evasion totals.
Double Tap	S, Shooting d6	+1 to hit and damage when firing no more than RoF 1 per action.
Extraction	N, A d8	One adjacent foe doesn't get a free attack when you withdraw from close combat.
Improved Extraction	S, Extraction	Three adjacent foes don't get free attacks when you withdraw from combat.
Feint	N, Fighting d8	You may choose to make foe resist with Smarts instead of Agility during a Fighting Test.
First Strike	N, A d8	Free Fighting attack once per round when foe moves within Reach.
Improved First Strike	H, First Strike	Free Fighting attack against up to three foes when they move within Reach.
Free Runner	N, A d8	Ignore Difficult Ground and add +2 to Athletics in foot chases.
Frenzy	S, Fighting d8	Roll a second Fighting die with one melee attack per turn.
Improved Frenzy	V, Frenzy	Roll a second Fighting die with up to two melee attacks per turn.
Giant Killer	V	+1d6 damage vs. creatures three Sizes larger or more.
Hard to Kill	N, Sp d8	Ignore Wound penalties when making Vigor rolls to avoid Bleeding Out.
Harder to Kill	V, Hard to Kill	Roll a die if the character perishes. Even if he's Incapacitated, he survives somehow.
Improvisational Fighter	S, Sm d6	Ignore -2 penalty when attacking with improvised weapons.
Iron Jaw	N, V d8	+2 to Soak and Vigor rolls to avoid Knockout Blows.
Killer Instinct	S	The hero gets a free reroll in any opposed Test he initiates.
Level Headed	S, Sm d8	Draw an additional Action Card each round and choose which one to use.
Improved Level Headed	S, Level Headed	Draw two additional Action Cards each round and choose which one to use.

Marksman	S, Athletics or Shooting d8	Ignore up to 2 points of Athletics (throwing) or Shooting penalties when not moving and firing no more than RoF 1 per action.
Martial Artist	N, Fighting d6	Unarmed Fighting +1, fists and feet count as Natural Weapons, add d4 damage die to unarmed Fighting attacks (or increase die a step if you already have it).
Martial Warrior	S, Martial Artist	Unarmed Fighting +2, increase damage die type a step.
Mighty Blow	WC, N, Fighting d8	Once per turn, double Fighting damage when dealt a Joker.
Nerves of Steel	N, V d8	Ignore one level of Wound penalties.
Improved Nerves of Steel	N, Nerves of Steel	Ignore up to two levels of Wound penalties.
No Mercy	S	+2 damage when spending a Benny to reroll damage.
Rapid Fire	S, Shooting d6	Increase RoF by 1 for one Shooting attack per turn.
Improved Rapid Fire	V, Rapid Fire	Increase RoF by 1 for up to two Shooting attacks per turn.
Rock and Roll!	S, Shooting d8	Ignore the Recoil penalty when firing weapons with a RoF of 2 or more.
Steady Hands	N, A d8	Ignore Unstable Platform penalty; reduce running penalty to -1.
Sweep	N, St d8, Fighting d8	Fighting roll at -2 to hit all targets in weapon's Reach, no more than once per turn.
Improved Sweep	V, Sweep	As above, but ignore the -2 penalty.
Trademark Weapon	N, d8 in related skill	+1 to Athletics (throwing), Fighting, or Shooting total with a specific weapon; +1 Parry while weapon is readied.
Imp. Trademark Weapon	S, Trademark Weapon	The attack and Parry bonus increases to +2.
Two-Fisted	N, A d8	Make one extra Fighting roll with a second melee weapon in the off-hand at no Multi-Action penalty.
Two-Gun Kid	N, A d8	Make one extra Shooting (or Athletics (throwing)) roll with a second ranged weapon in the off-hand at no Multi-Action penalty.

LEADERSHIP EDGES (COMMAND RANGE IS 5" OR 10 YARDS)

EDGE	REQUIREMENTS	SUMMARY
Command	N, Sm d6	+1 to Extras' Shaken recovery rolls in Command Range.
Command Presence	S, Command	Increase Command Range to 10" (20 yards)
Fervor	V, Sp d8, Command	+1 to Extras' Fighting rolls in Command Range.
Hold the Line	S, Sm d8, Command	+1 to Extras' Toughness in Command Range.
Inspire	S, Command	Once per turn, the hero may roll his Battle skill to Support one type of Trait roll, and apply it to everyone in Command Range
Natural Leader	S, Sp d8, Command	Leadership Edges now apply to Wild Cards.
Tactician	S, Sm d8, Command, Battle d6	Draw an extra Action Card each turn that may be assigned to any allied Extra in Command Range.
Master Tactician	V, Tactician	Draw and distribute two extra Action Cards instead of one.

POWER EDGES

("AB" IS ARCANE BACKGROUND)

EDGE	REQUIREMENTS	SUMMARY
Artificer	S, AB	Allows user to create Arcane Devices.
Channeling	S, AB	Reduce Power Point cost by 1 with a raise on the activation roll.
Concentration	S, AB	Shaken results don't cause Disruption (only Stun or Wounds).
Extra Effort	S, AB (Gifted), Focus d6	Increase Focus by +1 for 1 Power Point or +2 for 3 Power Points.
Gadgeteer	S, AB (Weird Science), Weird Science d6	Spend 3 Power Points to create a device that replicates another power.
Holy/Unholy Warrior	S, AB (Miracles), Faith d6	Add +1 to +4 to Soak rolls for each Power Point spent.
Mentalist	S, AB (Psionics), Psionics d6	+2 to opposed Psionics rolls.
New Powers	N, AB	Your character knows two new powers.
Power Points	N, AB	Gain 5 additional Power Points, no more than once per Rank.
Power Surge	WC, N, AB, arcane skill d8	Recover 10 Power Points when dealt a Joker in combat.
Rapid Recharge	S, Sp d6, AB	Recover 10 Power Points per hour.
Improved Rapid Recharge	V, Rapid Recharge	Recover 20 Power Points per hour.
Soul Drain	S, AB, arcane skill d10	Recover 5 Power Points for a level of Fatigue.
Wizard	S, AB (Magic), Spellcasting d6	Spend 1 extra Power Point to change a spell's Trapping.

PROFESSIONAL EDGES

EDGE	REQUIREMENTS	SUMMARY
Ace	N, A d8	Character may spend Bennies to Soak damage for his vehicle and ignores up to 2 points of penalties.
Acrobat	N, A d8, Athletics d8	Free reroll on acrobatic Athletics attempts.
Combat Acrobat	S, Acrobat	-1 to hit with ranged and melee attacks.
Assassin	N, A d8, Fighting d6, Stealth d8	+2 to damage foes when Vulnerable or assassin has The Drop.
Investigator	N, Sm d8, Research d8	+2 to Research and certain types of Notice rolls.
Jack-of-all-Trades	N, Sm d10	Gain d4 in a skill (or d6 with a raise) until replaced.
McGyver	N, Sm d6, Repair d6, Notice d8	Quickly create improvised devices from scraps.
Mr. Fix It	N, Repair d8	+2 to Repair rolls, half the time required with a raise.
Scholar	N, Research d8	+2 to any one "knowledge" skill.
Soldier	N, S d6, V d6	Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.
Thief	N, A d8, Stealth d6, Thievery d6	+1 Thievery, Athletics rolls made to climb, Stealth in urban environments.
Woodsman	N, Sp d6, Survival d8	+2 to Survival and Stealth in the wilds.

SOCIAL EDGES

EDGE	REQUIREMENTS	SUMMARY
Bolster	N, Sp d8	May remove Distracted or Vulnerable state after a Test.
Common Bond	WC, N, Sp d8	The hero may freely give her Bennies to others.
Connections	N	Contacts provide aid or other favors once per session.
Humiliate	N, Taunt d8	Free reroll when making Taunt rolls.
Menacing	N, See Text	+2 to Intimidation.
Provoke	N, Taunt d6	May "provoke" foes with a raise on a Taunt roll. See text.
Rabble-Rouser	S, Spirit d8	Once per turn, affect all foes in a Medium Blast Template with an Intimidation or Taunt Test.
Reliable	N, Sp d8	Free reroll when making Support rolls.
Retort	N, Taunt d6	A raise when resisting a Taunt or Intimidation attack makes the foe Distracted.
Streetwise	N, Sm d6	+2 to Common Knowledge and criminal networking.
Strong Willed	N, Sp d8	+2 to resist Smarts or Spirit-based Tests.
Iron Will	N, Strong Willed	+4 to resist Smarts or Spirit-based Tests.
Work the Room	N, Sp d8	Once per turn, roll a second die when Supporting via Performance or Persuasion and apply result to additional ally.
Work the Crowd	S, Work the Room	As above, but up to twice per turn.

WEIRD EDGES

EDGE	REQUIREMENTS	SUMMARY
Beast Bond	N	The hero may spend Bennies for animals under her control.
Beast Master	N, Sp d8	Animals like your hero and he has a pet of some sort. See text.
Champion	N, Sp d8, Fighting d6	+2 damage vs. supernaturally evil creatures.
Chi	V, Martial Warrior	Once per combat, reroll failed attack, make enemy reroll successful attack, or add +d6 to unarmed Fighting attack.
Danger Sense	N	Notice roll at +2 to sense ambushes or similar events.
Healer	N, Sp d8	+2 to Healing rolls, magical or otherwise.
Liquid Courage	N, V d8	Alcohol increases Vigor a die type and ignores one level of Wound penalty; -1 to Agility, Smarts, and related skills.
Scavenger	N, Luck	May find a needed item once per encounter.

LEGENDARY EDGES

EDGE	REQUIREMENTS	SUMMARY
Followers	WC, L	The hero has five followers.
Professional	L, d12 in Trait	The character's Trait and its limit increases one step.
Expert	L, Professional in Trait	The character's Trait and its limit increases one step.
Master	WC, L, Expert in Trait	The character's Wild Die is a d10 with a chosen Trait.
Sidekick	WC, L	The character gains a Wild Card sidekick.
Tough as Nails	L, V d8	The hero can take four Wounds before being Incapacitated.
Tougher than Nails	L, Tough as Nails, V d12	The hero can take five Wounds before being Incapacitated.
Weapon Master	L, Fighting d12	Parry increases by +1 and Fighting bonus damage die is d8.
Master of Arms	L, Weapon Master	Parry increases another +1 and Fighting bonus damage die is d10.