

IDENTITY

NAME / TAG

ROLE TROPE

DAY JOB AGE

CATCHPHRASE

FLAW

CREW

CREW

HOME SECTOR

REPUTATION (HEAT)

1 2 3 4 5 6 7 8 9 10 11 12

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Starts at the number of Heroes. 6 loads a Lethal Bullet. 9 gives Enemies a Feat Point. 12 does both, plus 1 Flow for the Crew.

ATTRIBUTES / SKILLS

Start 2 in every Attribute, 1 in every Skill, then add Role, Trope, and 2 free Skill points. Cap 3. Any Skill pairs with any Attribute.

BRAWN ☐ ☐ ☐	NERVES ☐ ☐ ☐	SMOOTH ☐ ☐ ☐	FOCUS ☐ ☐ ☐	CRIME ☐ ☐ ☐
Endure ☐ ☐ ☐	Cool ☐ ☐ ☐	Flirt ☐ ☐ ☐	Detect ☐ ☐ ☐	Awareness ☐ ☐ ☐
Fight ☐ ☐ ☐	Drive ☐ ☐ ☐	Leadership ☐ ☐ ☐	Fix ☐ ☐ ☐	Dexterity ☐ ☐ ☐
Force ☐ ☐ ☐	Shoot ☐ ☐ ☐	Speech ☐ ☐ ☐	Heal ☐ ☐ ☐	Stealth ☐ ☐ ☐
Stunt ☐ ☐ ☐	Survival ☐ ☐ ☐	Style ☐ ☐ ☐	Know ☐ ☐ ☐	Streetwise ☐ ☐ ☐

GRIT

1 2 3 4 5 6 7 8 9 10 11 12

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Bad Box (8): take a Condition. Hot Box (12): gain 2 Flow.

All boxes full, next last Grit sends you to the Death Roulette.

CONDITIONS

☐ Hurt (-1 Brawn) ☐ Scared (-1 Crime)

☐ Nervous (-1 Nerves) ☐ Tired (no penalty)

☐ Like a Fool (-1 Smooth) ☐ Broken (-1 to everything)

☐ Distracted (-1 Focus)

OTHER

Your 4th Condition is always Broken.

FLOW

☐ ☐ ☐ ☐ ☐ ☐

1 = +1 to a roll or fire a Feat. 6 = 1 Spotlight. Earn it with style, not gritted teeth.

SPOTLIGHTS ☐☐☐ CASH (start 1)

DEATH ROULETTE

LETHAL BULLETS

All Grit gone, you spin. A loaded chamber is lethal.

Start 1. Load another at Reputation 6 and 12. Old heroes start with 2.



SIGNATURES

Two moves that are only yours. One off your Role, one off your Trope. Spend them like you mean it.

ROLE SIGNATURE NAME WHAT IT DOES	TROPE SIGNATURE NAME WHAT IT DOES
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FEATS

1

2

3

Fire one for 1 Flow.

PLAN B

☐ **BLUFF**
Talk or fake your way out of it.

☐ **BACKUP**
The cavalry, or the crew, turns up.

☐ **TAG**
A massive piece you set up ahead of time and drop at the exact right second.

Tick it when you burn it.

GRAFFITI

Paint is pressure. Every can starts with 2, one of them loaded.

[illegible]

GEAR

RIDE

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graph TD; RIDE --- Box1[ ]; Box1 --- SPEED; Box1 --- ARMOR; Box1 --- Box2[ ]
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Chases run on Stunt, not Drive. BMX 2/2, Rollerblades 3/1, Skateboard 2/2, Scooter 1/3.

NOTES