

IDENTITY

NAME / TAG	TEMPO		
ROLE	The Boombox	TROPE	Stray
DAY JOB	Busker, rig builder	AGE	Adult
CATCHPHRASE	Everybody on the one.		
FLAW	Turns everything into a show.		

CREW

CREW	Meraki
HOME SECTOR	Center

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

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

SPOTLIGHTS	☒ ☐ ☐	CASH (start 1)	1
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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	Drop the Beat
WHAT IT DOES	Once per Scene, kick on a track. Until your next turn allies at Close range get a Free Re-roll on any roll made to the beat, and the music jams comms so no enemy calls backup.

TROPE SIGNATURE

NAME	New in Town
WHAT IT DOES	Once per Session, turn out to know a guy here: declare a minor contact, favour, or stashed can you set up before the Crew ever arrived, within reason. You have always just been around.

FEATS

Fire one for 1 Flow.

1	Signal Hijack
	Tap Talos comms and broadcast for one turn (2 Flow). Roll Nerves+Cool (Critical); on a success, all Talos become Distracted. Anthem instead: allies gain 1 Flow.
2	Trick Shot
	Land a Stunt roll and an Attack roll the same turn and combine the successes. A kickflip into a spray blast, a spin into a tag. Style is the weapon.
3	Momentum
	You get faster the longer you move. Every consecutive turn in motion gives a cumulative +1 to Stunt and Drive (max +3). Stop and it resets.

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.

Portable Speaker (+1 Speech or Leadership when playing music in a crowd).
BMX to carry the rig.

RIDE BMX

SPEED	2	ARMOR	2
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The buff engine who wandered in from another sector. Drop the Beat sets the tempo for everyone, so time it for the big push. Dance the fight, tag on the drop, and there is always a guy you know.