OUTTAGGED

ATHENS 2048

HERO SHEET

IDENTITY

NAME / TAG

ROLE: The Hype

TROPE: Neon Prophet

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 lost Grit sends you to the Death Roulette.

CONDITIONS

Your 4th Condition is always Broken.

- Hurt (-1 Brawn)
- Nervous (-1 Nerves)
- Like a Fool (-1 Smooth)
- Distracted (-1 Focus)
- Scared (-1 Crime)
- Tired (no penalty)
- Broken (-1 to everything)

OTHER

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: Bring the Crowd

WHAT IT DOES

Once per Scene, an ally's big trick pulls in a crowd for one turn: Partial Cover, enemies Distracted, and Talos cannot fire without a scene. Then it scatters with the heat.

TROPE SIGNATURE

NAME: The Word

WHAT IT DOES

Once per Scene, a mural or tag you make lands as gospel on any crowd that sees it. For one Scene they believe the message (panic, calm, look the wrong way), no roll. What they do with it is on them.

FEATS

Fire one for 1 Flow.

1. **Living Mural**
   Spend 1 Flow and paint a mural so vivid it seems to move. For one Scene it draws enemy attention and Talos waste a turn on it. An Extreme Style success makes it a landmark.
2. **Crowd Surfer**
   A crowd is terrain. While in a crowd, move as if you had Partial Cover and get a Free Re-roll on Stunt rolls. Talos cannot shoot into the crowd without causing a scene.
3. **Neon Trail**
   You leave a glowing paint trail as you move. Allies who follow your exact path get +1 to their next roll. The trail fades at end of turn.

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.

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GRAFFITI

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

CAN / PIECE	RANGE	EFFECT	PAINT
Paint Launcher	Close / Medium	+1 Close, +1 Medium, -2 Melee. Rapid Fire, Short Range.	2

GEAR

Megaphone (+1 Speech or Leadership to work a crowd or shout over the noise). Rollerblades.

RIDE

RIDE	Rollerblades		
SPEED	3	ARMOR	1

Chases run on Stunt, not Drive. BMX 2/2, Rollerblades 3/1, Skateboard 2/2, Scooter 1/3.

NOTES

Face of the Crew. Sell the trick, work the room, paint the message the sector wakes up believing. Squishy, so stay in the crowd.

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