

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 lost 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

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.

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

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