

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

Hot Box (12): gain 2 Flow.

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

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

The first time each Scene something would grab, tackle, or corner you, it simply does not. Describe the slip, end up at Medium range, no roll. They had you for exactly zero seconds.

TROPE SIGNATURE

NAME

WHAT IT DOES

Once per Scene, land a grind or wallride that has no business working (a wet ledge, a sagging wire, thin air) with no roll, and hold it for one glorious move. Physics files its complaint later.

FEATS

Fire one for 1 Flow.

1 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.

2 Rooftop Royalty

Free Re-roll on any roll made above street level: rooftops, scaffolding, overpasses, cranes, the tops of trains.

3 Wall Rider

Ride vertical surfaces for one full turn. Requires Gear. Free Re-roll on the Stunt roll to stay on the wall.

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.

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

CAN / PIECE	RANGE	EFFECT	PAINT
Dual Cans	Close / Medium	+1 Close, -1 Medium. Rapid Fire, Short Range.	2

Grapple Line (+1 Stunt to climb or swing). Rollerblades.

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RIDE	Rollerblades		
SPEED	3	ARMOR	1

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

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