OUTTAGGED

ATHENS 2048

HERO SHEET

IDENTITY

NAME / TAG: COMET

ROLE: The Legend

TROPE: Grindmaster

DAY JOB: Bike courier

AGE: Adult

CATCHPHRASE: Blink.

FLAW: Cannot resist showing off for a crowd.

CREW

CREW: Meraki

HOME SECTOR: East

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): 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: Never Caught

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: Gravity's Optional

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.

Unofficial fan-made hero sheet for Outgunned by Two Little Mice. Not affiliated with or endorsed by Two Little Mice.

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KIT / NOTES

GRAFFITI

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

GEAR

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

First to arrive, long gone before the report is filed. Keep moving to stack Momentum. The only weakness is an audience.

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