

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

☐ ☐ ☐ ☐ ☐ ☐

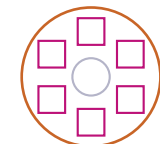
1 = +1 to a roll or fire a Feat. 6 = 1 Spotlight. Earn it with style, not gritted teeth.

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

Once per Scene, pull the exact gadget the moment needs from your bag (a smoke can, a lock bypass, a charge for that door), no roll. You planned ahead, like always. It works once, then falls apart.

TROPE SIGNATURE

NAME

WHAT IT DOES

Once per Scene, ask the DJ what the nearest machine, camera, or comm is saying now (what it sees, who it just pinged, what order it got) and get an honest answer. You do not break in, just listen.

FEATS

1 ☐ Paint Bomb

Lob a pressurised paint charge (1 Flow, 1 mag). All enemies in Close range are Distracted for 1 turn.

2 ☐ Chromatic Overload

Empty a can in one burst, painting a 10-metre radius. Partial Cover for 3 turns and enemies caught in it are Distracted. Uses 2 mags.

3 ☐ Frequency Bomb

Hijack a speaker, PA, or Talos helmet in Close (1 Flow). Roll Nerves+Cool (Critical); on a success, all enemies in Close gain Nervous. Music playing hits at +1.

Fire one for 1 Flow.

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
The Hydrant	Medium / Long	+2 Medium, +1 Long, -2 Melee. Rapid Fire, Slow Reload.	2

Toolkit (+1 Fix on Gear, locks, or electronics). Scooter, heavily modded.

RIDE	Scooter		
SPEED	1	ARMOR	3

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

The problem-solver. Jury Rig hands the Crew the exact tool the plan forgot. Between Scores, keep everyone's Gear and cans running.