OUTTAGGED

ATHENS 2048

HERO SHEET

IDENTITY

NAME / TAG: SPANNER

ROLE: The Mod

TROPE: Frequency Rider

DAY JOB: Scrapyard mechanic

AGE: Adult

CATCHPHRASE: I can fix that. I can definitely fix that.

FLAW: Improves things nobody asked to have touched.

CREW

CREW: Meraki

HOME SECTOR: West

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: Jury Rig

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: Open Channel

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

Fire one for 1 Flow.

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.

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

GEAR

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

RIDE

RIDE	Scooter		
SPEED	1	ARMOR	3

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

NOTES

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

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