

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

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

Tag something during a genuinely reckless moment and mark that spot. The Crew's Reputation in that sector climbs, and any ally who passes your piece later gets +1 to one roll off the sheer nerve of it.

TROPE SIGNATURE

NAME

WHAT IT DOES

Once per Scene, become someone you are not: a stolen uniform, a borrowed name, a face that fits. One enemy or gatekeeper buys it, no roll. It drops the moment you throw a punch or a tag.

FEATS

Fire one for 1 Flow.

1 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.

2 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.

3 Urban Camouflage

Quick Action to paint yourself into a surface. Invisible until you move, and Stealth rolls while camouflaged are one difficulty easier. Washes off when wet or on Grit damage.

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
Spray Can	Close / Medium	+1 Close, -2 Medium. Short Range.	2

Chameleon Caps (+1 Style when tagging, and fake any writer's hand or hide a coded message). Skateboard.

RIDE	Skateboard		
SPEED	2	ARMOR	2

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

The all-rounder and the getaway. Signature Piece grows the Crew's name, Quick Change gets you in anywhere. Say yes to the reckless spot.