

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 lost 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

TROPE SIGNATURE

NAME

WHAT IT DOES

FEATS

Fire one for 1 Flow.

1 ☐ Glass Ceiling

Crash through windows, skylights, and display cases without taking damage. A window entry is a Quick Action. Crash into combat and your first attack that turn gets +1.

2 ☐ Spray and Pray

Empty every mag in one apocalyptic burst. Attack at +3 but lose all mags. Extreme success makes the area Total Cover for 1 turn. Snake Eyes and paint yourself blind.

3 ☐ Kickflip to the Face

Pop your board into someone's jaw. Fighting unarmed with your Gear nearby, treat it as a weapon dealing +1 in Melee. A Critical also leaves the target Like a Fool.

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.

GRAFFITI

CAN / PIECE	RANGE	EFFECT	PAIN
Splatter Gun	Melee / Close	+1 Melee, +1 Close, -2 Medium. Short Range, Slow Reload.	2

GEAR

Pry Jaws (+1 Force to break or pry, 0 in Melee). Skateboard for the Kickflip.

RIDE

RIDE	Skateboard		
SPEED	2	ARMOR	2

NOTES

Front line and pack mule. Open the hole, hold the door, let the fast ones through. The board is a weapon as much as a ride.