OUTTAGGED

ATHENS 2048

HERO SHEET

IDENTITY

NAME / TAG

ROLE: The Weatherman

TROPE: Street Phantom

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.

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)

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: Called It

WHAT IT DOES

Once per Scene, name one detail about a location before the DJ describes it (a vent to crawl through, a fire escape, a guard who is always late) and it is there. You saw it coming, like always.

TROPE SIGNATURE

NAME: You Didn't See That

WHAT IT DOES

Once per Scene, undo the last thing that gave you away: the camera missed you, the guard did not quite turn, the alarm hiccups and resets. It happened, then it unhappens, and only you remember.

FEATS

Fire one for 1 Flow.

1. **Signal Hijack**
   Tap Talos comms and broadcast for one turn (2 Flow). Roll Nerves+Cool (Critical); on a success, all Talos become Distracted. Anthem instead: allies gain 1 Flow.
2. **Tag and Bag**
   Spray a tracking tag on an enemy or vehicle. For the rest of the Shot, all Detect and Awareness rolls to find the tagged target get +1.
3. **Ghost Grind**
   Your Gear makes no sound on any surface. Free Re-roll on all Stealth rolls while using Gear.

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.

GRAFFITI

Paint is pressure. Every can starts with 2, one of them loaded.

CAN / PIECE	RANGE	EFFECT	PAINT
Paint Sniper	Long	+2 Long, -1 Close. Accurate, Precision Shot, Slow Reload.	2
Spray Can	Close / Medium	+1 Close, -2 Medium. Short Range.	2

GEAR

Spoof Box (+1 Fix to jam or fake a signal, and pipe phantom orders, false alarms, or an airhorn through Talos comms). 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

The Crew's eyes and ears, and never on camera. Spend Called It to build the room in your favour, feed Talos comms whatever you like, and slip anything that clocks you. Fragile up close, so perch, tag from range, and roll before they trace the shot.

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