

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. Hot Box (12): gain 2 Flow.

All boxes full, next lost Grit sends you to the Death Roulette.

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 ☐ 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.

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

RIDE	Rollerblades		
SPEED	3	ARMOR	1

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