



Name: \_\_\_\_\_

Concept: \_\_\_\_\_

Appearance: \_\_\_\_\_



### AGILITY

4 6 8 10 12

- Boating
- Driving
- Fighting
- Lockpicking
- Piloting
- Riding
- Shooting
- Stealth
- Swimming
- Throwing

### SMARTS

4 6 8 10 12

- Gambling
- Healing
- Investigation
- Notice
- Repair
- Streetwise
- Survival
- Taunt
- Tracking

Kn: \_\_\_\_\_  
Kn: \_\_\_\_\_  
Kn: \_\_\_\_\_

### SPIRIT

4 6 8 10 12

- Guts
- Intimidation
- Persuasion

### STRENGTH

4 6 8 10 12

- Climbing

### VIGOR

4 6 8 10 12

- 
- 
- 

6

**PACE**

Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.

2

**PARRY**

What "they" need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus any Edges or Hindrances that modify it.

4

**TOUGHNESS**

The amount of damage needed to "shake" you in combat. Your Toughness is equal to half your Vigor die type +2, plus or minus armor and any Edges or Hindrances that modify it.

+0

**CHARISMA**

Your appearance, manner, and general likability. It's +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

### Hindrances

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### SPECIAL

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### STARTING EDGES

**Novice**

**Seasoned**

**Veteran**

**Heroic**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### LEGENDARY EDGES

XP:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### COMMON KNOWLEDGE AREAS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\$500

15

**PERSONAL FUNDS**      **REQUISITION POINTS**

### CARRY CAPACITY

Str x 5 **UNENCUMBERED**

Str x 10 **LIGHT (-1)**

Str x 15 **MEDIUM (-2)**

Str x 20 **HEAVY (-3)**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Wounds

You take a wound when the damage dealt to your hero surpasses your toughness by a raise. Each and every raise causes another wound. Wound penalties are applied to all Trait rolls.

You may attempt to not take this damage, by making a Soak Roll (spend a benny and roll your Vigor)

Healing attempts require 10 mins of work and must be made within the Golden Hour of receiving the wound.

Otherwise you make a Natural Healing rolls (Vigor) to recover. A roll can be made once every 5 days, unless you have Edges or Hindrances that modify that.

### INCAPACITATED

Make a Vigor roll to determine the results of being Incapacitated. You may simply be Shaken with a minor Injury and return to 3 wounds... or you could be dead!

Heat, cold, hunger, thirst, lack of sleep, and drowning are all sources of "Fatigue," a downward spiral that can lead to a character's death if he doesn't find a way to recover.

### Fatigue

**Aim** +2 Shooting/Throwing if character does not move | **Defend** +2 Parry; character may take no other actions | **Disarm** -2 attack; defender must make a Str roll vs. the damage or drop his weapon | **Double Tap/Three Round Burst** +1 attack and damage/+2 attack and damage | **The Drop** +4 attack and damage | **Finishing Move** Instant kill to helpless foe with lethal weapon | **Full Defense**: No movement or other actions to replace Parry with Fighting roll | **Ganging Up** +1 per additional attacker; maximum of +4 | **Grapple** Opposed Strength roll to grapple; raise causes Shaken | **Nonlethal Damage** Wounded characters are knocked out instead | **Suppressive Fire** On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | **Two Weapons** -2 attack; additional -2 for off-hand if not Ambidextrous | **Unarmed Defender** Armed attackers gain +2 Fighting | **Wild Attack** Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | **Withdrawing from Close Combat** Adjacent foes each get one free attack at retreating character.