| 1KILL'''  | Name:                                       |   |  | (  | ATCHPHRASE   |
|---|---|---|--|--|--|
| IRILLIN<br>ALES!                                    | Archetype:                                  |   |  |  |  |
| 7 ==  | Style:                                      |   |  |  |  |
| Agility   | Smarts                                      |   | Spirit   | Strength   | Vigor  |
| 4 6 8 10 12   | 4 6 8 10                                    | 12 (4)  | 6 8 10 12  | 4 6 8 10   | 12 4 6 8 10  |
| Boating ()  | Gambling (                                  | $\mathcal{T}$   | Guts CDDD  | Climbing   | $\Sigma$ — $C$   |
| Driving O   | Healing (                                   | Intir   | midation ()  |  | $\infty$ $\square$ $\alpha$  |
| Fighting ()   | Investigation (                             | Per   | suasion ()   | 000  | $\infty$ $\alpha$  |
| Lockpicking   | Notice (                                    | $\longrightarrow$                                     | $\longrightarrow \infty$   | 000  | $\infty$ $\alpha$  |
| Piloting ()   | Repair (                                    | m   |  |  |  |
| Riding C  | Streetwise                                  |   | 3/   | 4/   | +0/  |
| Shooting  | Survival (                                  | $\infty$  | > <  | <b>\</b>   | $\rangle$ $\langle$ $\rangle$  |
| Stealth ()  | Taunt (                                     | $\overline{m}$  |  | _/ \   |  |
| Swimming \( \)                                      | Tracking (                                  | $ \mathcal{W}  = \mathbf{b}'$                         |  | rry Though   | nness Charism  |
| Throwing ( ) ) )                                    | > Kn: ⟨∑                                    | >>>> Your base  | walking speed What "they   | " need to hit  | nage needed Your appearance, mann  |
|   |   | in a comba  | at round. You you in mele  |  | ombat. Your general likability. It's +0  |
|   | \(\sigma\) Kn: \(\sigma\)                   | may run (a  | add a d6) by Your Parry<br>2 penalty on any your Fight   | is equal to half ng die type + Vigor die type +2   | l to half your you have Edges or Hind plus or that modify it. Charisma   |
| Hindrances  | \(\sigma\) Kn: \(\sigma\)                   | may run (a<br>taking a -2                             | add a d6) by Your Parry  | is equal to half<br>ng die type +<br>edges Toughness is equa<br>Vigor die type +2,<br>minus armor and a<br>Hindrances that m   | It to half your you have Edges or Hind that modify it. Charisma to Persuasion and Stre   |
| Hindrances  | \(\sigma\) Kn: \(\sigma\)                   | may run (a  | add a d6) by Your Parry<br>2 penalty on any your Fight   | is equal to half ng die type + edges  Toughness is equa Vigor die type +2, minus armor and a Hindrances that m   | It to half your plus or my Edges or Hind that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries   |
| Hindrances  Tarting Edges                           | Kn:   | may run (a taking a -2 other action                   | add a d6) by penalty on any your Fight 2, plus any   | is equal to half ng die type + edges  Toughness is equa Vigor die type +2. minus armor and a Hindrances that m   | It to half your plus or my Edges or Hind that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries   |
| Hindrances  tarting Edges  Novice                   | \(\sigma\) Kn: \(\sigma\)                   | may run (a  | add a d6) by Your Parry<br>2 penalty on any your Fight   | Toughness is equal to half ng die type + edges  Toughness is equal Vigor die type +2. minus armor and a Hindrances that m  | il to half your plus or ny Edges or Hind that modify it. Charisma to Persuasion and Stre rolls  ermanent Injuries  Wounds  nen the damage delt   |
| tarting Edges  Novice                               | Seasoned                                    | may run (a taking a -2 other action                   | add a d6) by Your Parry your Fight 2, plus any   | Toughness is equal to half ng die type + edges  Toughness is equal Vigor die type +2. minus armor and a Hindrances that m  P  You take a wound w your hero surpasses raise, each and ever  | It to half your plus or my Edges or that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries  Wounds  The damage delt your toughness by a y raise causes an   |
| Hindrances  Tarting Edges  Novice                   | Seasoned                                    | way run (a taking a -2 other action)  Veteran  40  45 | Add a d6) by Pour Parry your Fight 2, plus any 2, plus any 2, plus any 4, plus | Toughness is equal to half ng die type + edges  Toughness is equal Vigor die type +2. minus armor and a Hindrances that m  P  You take a wound w your hero surpasses raise, each and ever  | It to half your plus or my Edges or Hind that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries  Wounds  The description of that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries |
| Hindrances  Tarting Edges                           | Kn: \( \tilde{\Omega} \)                    | may run (a taking a -2 other action)  Veteran         | your Parry your Fight 2, plus any Heroid   | Toughness is equal to half ng die type + edges  Toughness is equal to half ng die type + 2, minus armor and a Hindrances that m  P  You take a wound w your hero surpasses raise. each and ever other wound. Wound to all Trait rolls.  You may attempt to   | It to half your plus or my Edges or Hind that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries  Permanent Injuries   |
| Hindrances  Harting Edges  Novice                   | Kn:   | way run (a taking a -2 other action)  Veteran  40  45 | dadd a d6) by Pour Parry your Fight 2, plus any when the root of t | Toughness is equal to half ng die type + edges  Toughness is equal Vigor die type +2. minus armor and a Hindrances that m  Toughness is equal Vigor die type +2. minus armor and a Hindrances that m  P  You take a wound w your hero surpasses raise. each and ever other wound. Wound to all Trait rolls.  You may attempt to take this damage, by making a Soak Roll  | It to half your plus or my Edges or blind that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries  Permanent Injuries  |
| Hindrances  Harting Edges  Novice                   | Kn:   | way run (a taking a -2 other action)  Veteran  40  45 | dadd a d6) by Pour Parry your Fight 2, plus any when the root of t | roughness is equal to half ng die type + edges  Toughness is equal vigor die type +2, minus armor and a Hindrances that m  P  You take a wound w your hero surpasses raise. each and ever other wound. Wound to all Trait rolls.  You may attempt to take this damage, by  | It to half your plus or my Edges or blind that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries  Permanent Injuries  |
| Hindrances  Harting Edges  Novice  Segendary Edges  | Kn:   | way run (a taking a -2 other action)  Veteran  40  45 | dadd a d6) by Pour Parry your Fight 2, plus any when the root of t | Toughness is equal to half ng die type + edges  Toughness is equa Vigor die type +2, minus armor and a Hindrances that m  Toughness is equa vigor die type +2, minus armor and a Hindrances that m  P  You take a wound w your hero surpasses raise, each and ever other wound. Wound to all Trait rolls.  You may attempt to take this damage, by making a Soak Roll (spend a benny and your Vigor)  Healing attempts red   | It to half your plus or my Edges or Hind modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries  Permanent Injuries  Permanent Injuries  |
| Hindrances  Harting Edges  Novice                   | Kn:   | way run (a taking a -2 other action)  Veteran  40  45 | dadd a d6) by Pour Parry your Fight 2, plus any when the root of t | Toughness is equal to half ng die type + edges  Toughness is equa Vigor die type +2, minus armor and a Hindrances that m  Toughness is equa vigor die type +2, minus armor and a Hindrances that m  P  You take a wound w your hero surpasses raise. each and ever other wound. Wound to all Trait rolls.  You may attempt to take this damage, by making a Soak Roll (spend a benny and your Vigor)  Healing attempts red 10 mins of work and be made within the 4.   | It to half your plus or my Edges or Hind that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries  Permanent Injuries  Permanent Injuries   |
| Hindrances  Hindrances  Hovice  Regendary 80 90 100 | Seasoned  20 25 30 35  Contacts & Followers | Weferan  40 45 50                                     | penalty on any sins this round.  Your Parry your Fight 2, plus any 44 Peroid 60 65 70 75   | Toughness is equal to half ng die type + edges  Toughness is equal to half yigor die type +2, minus armor and a Hindrances that m  Toughness is equal yigor die type +2, minus armor and a Hindrances that m  You take a wound w your hero surpasses raise, each and ever other wound. Wount to all Trait rolls.  You may attempt to take this damage, by making a Soak Roll (spend a benny and your Vigor)  Healing attempts red 10 mins of work and be made within the thour of receiving the  | It to half your plus or my Edges or blind that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries  Permanent Injuries  Permanent Injuries  Permanent Injuries  |
| Hindrances  Farting Edges  Novice                   | Kn:   | Weferan  40 45 50                                     | penalty on any nons this round.  Your Parry your Fight 2, plus any 44 defended 46 by 42 defended 46 de | Toughness is equal to half ng die type + edges  Toughness is equal Vigor die type +2. minus armor and a Hindrances that m  Toughness is equal vigor die type +2. minus armor and a Hindrances that m  P  You take a wound w your hero surpasses raise. each and ever other wound. Wound to all Trait rolls.  You may attempt to take this damage, by making a Soak Roll (spend a benny and your Vigor)  Healing attempts red 10 mins of work and be made within the thour of receiving the Cotherwise you make rolls (Vigor) to recover. | It to half your plus or my Edges or blind that modify it. Charisma to Persuasion and Stre rolls  Permanent Injuries  Permanent Injuries  Permanent Injuries  Permanent Injuries  |

## FATIGUE

Area Protected

Range

Drain

Armor

 $P_{ower}$ 

Gear (WT)

PT

Effect

WT

WT Limit

Total

WT
5 Times Str Die. -1 Penalty
for every additional multiple
of your weight limit.

Duration

may be dying!

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.

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 | The Drop +4 attack and damage | The Drop +4 attack and damage | The Brop +4 attack and damage | The Brop