

NAME **POWER LEVEL**
 ..PLAYER..... **DICE BANK**

ARCHETYPE: ADVENTURER

Helping Hand

The Adventurer has seen and experienced many things and is always ready with a solution to a problem. A number of times per game equal to the Hero's KNO they may augment theirs or another's skill roll by a number of dice equal to twice their PER attribute.

Concept Penalty

The Adventurer adds 2D to the Aggravation Pool when she refuses to, or through inaction, allows a person in need or dire situation go unattended.

COO	KNO	PER	PHY	PRE	REF
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SKILL

ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES

FREQUENCY

	1 2 3
	1 2 3
	1 2 3
DISADVANTAGES	DICE
PERSONAL:	☐ ☐ ☐
INTERNAL:	☐ ☐ ☐
EXTERNAL:	☐ ☐ ☐

POWERS/NOTES

	Rnk	Cost
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STRESS POINTS (PHY +20)

CURRENT	
HERO POINTS (PREx2)	
CURRENT	
RENOWN	
PD (1/2 PHY attribute*)	
BDV	
PDV (1/2 REF attribute*)	
WEALTH	
TREASURE	

WEAPONS

	Acc	BDV	PD	S	M	L	EX	AMMO	RoF
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*Always round down

ARMOR

	AV	EV
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EQUIPMENT/NOTES

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NAME

..PLAYER.....

POWER LEVEL

DICE BANK

ARCHETYPE: AVENGER

Dark Justice

The Avenger is unrelenting in his quest for vengeance or what he believes to be just and adept at impressing his will upon others in pursuits. A number of times per game equal to the Heroes PER the Hero may double the Skill Level of any PRE+ Skill roll.

Concept Penalty

The Avenger adds 2D to the Aggravation Pool when she allows a grievous wrong to go unpunished.

COO	KNO	PER	PHY	PRE	REF

SKILL

ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES

FREQUENCY

	1 2 3
	1 2 3
	1 2 3
DISADVANTAGES	
DICE	
PERSONAL:	□ □ □
INTERNAL:	□ □ □
EXTERNAL:	□ □ □

POWERS/NOTES

Rnk Cost

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STRESS POINTS (PHY +20)

..CURRENT

HERO POINTS (PREx2)

..CURRENT

RENOWN

PD (½ PHY attribute*)

BDV

PDV (½ REF attribute*)

WEALTH

TREASURE

*Always round down

WEAPONS

Acc BDV PD S M L EX Ammo RoF

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ARMOR

AV EV

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EQUIPMENT/NOTES

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NAME **POWER LEVEL**

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ARCHETYPE: BRAVO

Reckless Abandon

Bravos are constantly in motion, moving from one outrageous activity to another. A number of times per game equal to the Heroes PER, the Hero may double the Skill Level of any REF+ skill roll.

Concept Penalty

The Bravo adds 2D to the Aggravation Pool when she plans or takes part in planning actions before taking them.

COO	KNO	PER	PHY	PRE	REF
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SKILL		
ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES	FREQUENCY
	1 2 3
	1 2 3
	1 2 3
DISADVANTAGES	DICE
PERSONAL:	☐ ☐ ☐
INTERNAL:	☐ ☐ ☐
EXTERNAL:	☐ ☐ ☐

POWERS/NOTES	Rnk	Cost
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STRESS POINTS (PHY +20)	
..CURRENT	
HERO POINTS (PREx2)	
..CURRENT	
RENOWN	
PD (1/2 PHY attribute*)	
BDV	
PDV (1/2 REF attribute*)	
WEALTH	
TREASURE	

WEAPONS	Acc	BDV	PD	S	M	L	EX	AMMO	RoF
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*Always round down

ARMOR	AV	EV
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EQUIPMENT/NOTES

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ARCHETYPE: ICON

Inspire

The Icons can inspire those that respect her times per game equal to her PRE. The Hero must spend an action inciting the others to greatness and rolls her PRE + Influence; everyone in the Icon's group receives a number of bonus successes to their next roll equal to one (1) plus the Effect Value of the roll.

Concept Penalty

The Icon adds 2D to the Aggravation Pool when she, through her actions, fails to live up to the lofty ideas she espouses.

COO	KNO	PER	PHY	PRE	REF
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SKILL

ATHLETICS.....	KNOW - HOW.....	RESISTANCE.....
EVASION.....	LANGUAGE.....	SCHOLAR.....
FIGHTING.....	MOVEMENT.....	SNEAK.....
INFLUENCE.....	PERFORM.....	TECHNICAL.....
INTUITION.....	PILOTING.....	THIEVERY.....
INVESTIGATION.....	RANGED FIGHTING.....	WILLPOWER.....
SPECIALIZATION.....	SPECIALIZATION.....	SPECIALIZATION.....

ADVANTAGES

FREQUENCY

.....	1 2 3
.....	1 2 3
.....	1 2 3

DISADVANTAGES

DICE

PERSONAL:.....	☐ ☐ ☐
INTERNAL:.....	☐ ☐ ☐
EXTERNAL:.....	☐ ☐ ☐

POWERS/NOTES

	Rnk	Cost
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STRESS POINTS (PHY +20)

CURRENT.....	
HERO POINTS (PREx2)	
CURRENT.....	
RENOWN	
PD (1/2 PHY attribute*)	
BDV	
PDV (1/2 REF attribute*)	
WEALTH	
TREASURE	

*Always round down

WEAPONS

	Acc	BDV	PD	S	M	L	EX	AMMO	RoF
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ARMOR

	AV	EV
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EQUIPMENT/NOTES

NAME **POWER LEVEL**
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ARCHETYPE: OUTSIDER

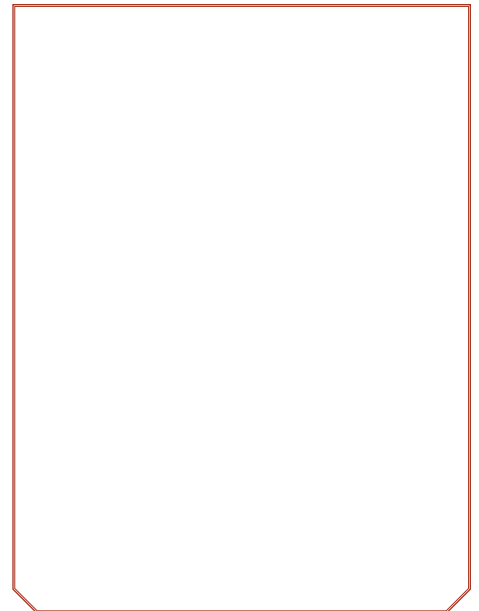
Savvy

Outsiders are excellent at reading a situation and known where the cards will fall. Because Outsiders place a high priority on self-reliance, they are also very adept at taking care of themselves. Several times per game equal to the Hero's PER, the Hero may double the Skill Level of any PER + skill.

Concept Penalty

The Outsider adds 2D to the Aggravation Pool when she allows herself to trust those in authority without checking all the facts and angles.

COO	KNO	PER	PHY	PRE	REF
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SKILL

ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES

FREQUENCY

	1 2 3
	1 2 3
	1 2 3

DISADVANTAGES

DICE

PERSONAL:	☐ ☐ ☐
INTERNAL:	☐ ☐ ☐
EXTERNAL:	☐ ☐ ☐

POWERS/NOTES

	Rnk	Cost
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STRESS POINTS (PHY +20)

CURRENT

HERO POINTS (PREx2)

CURRENT

RENOWN

PD (1/2 PHY attribute*)

BDV

PDV (1/2 REF attribute*)

WEALTH

TREASURE

*Always round down

WEAPONS

	Acc	BDV	PD	S	M	L	EX	AMMO	RoF
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ARMOR

	AV	EV
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EQUIPMENT/NOTES

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ARCHETYPE: PROTECTOR

Aegis

The protector may shield others equal to his REF from any attack (physical, mental, or social). The Hero must spend an action defending others and rolls her PER + willpower; everyone under the protector's defense reduces the number of successes of the attack directed at them by one (1) plus the Effect Value of the roll (for a single attack). The Hero may do this times equal to his PER attribute per game.

Concept Penalty

The Protector adds 2D to the Aggravation Pool when she refuses through action or the expressed action of those around them to protect someone/thing in his charge.

COO	KNO	PER	PHY	PRE	REF

SKILL

ATHLETICS.....	KNOW - HOW.....	RESISTANCE.....
EVASION.....	LANGUAGE.....	SCHOLAR.....
FIGHTING.....	MOVEMENT.....	SNEAK.....
INFLUENCE.....	PERFORM.....	TECHNICAL.....
INTUITION.....	PILOTING.....	THIEVERY.....
INVESTIGATION.....	RANGED FIGHTING.....	WILLPOWER.....
SPECIALIZATION.....	SPECIALIZATION.....	SPECIALIZATION.....

ADVANTAGES

FREQUENCY

.....	1 2 3
.....	1 2 3
.....	1 2 3

DISADVANTAGES

DICE

PERSONAL:	☐☐☐
INTERNAL:	☐☐☐
EXTERNAL:	☐☐☐

POWERS/NOTES

	Rnk	Cost
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STRESS POINTS (PHY +20)

CURRENT.....	
HERO POINTS (PREx2)	
CURRENT.....	
RENOWN	
PD (1/2 PHY attribute*)	
BDV	
PDV (1/2 REF attribute*)	
WEALTH	
TREASURE	

*Always round down

WEAPONS

	Acc	BDV	PD	S	M	L	EX	AMMO	RoF
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ARMOR

	AV	EV
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EQUIPMENT/NOTES

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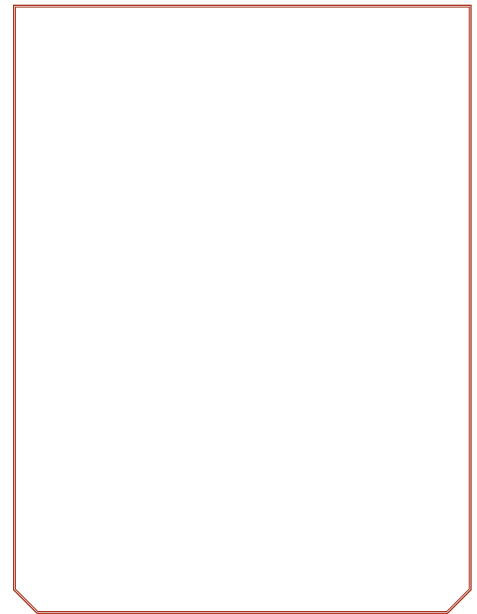
ARCHETYPE: ROGUE

Slick

The Hero is slippery and can usually find his way out of any problem. A number of times per game equal to his PER the Hero may add double his Skill Level in any COO + skill.

Concept Penalty

The Rogue adds 2D to the Aggravation Pool when she gives of herself without regard to personal gain or reward.



COO	KNO	PER	PHY	PRE	REF

SKILL

..ATHLETICS.....	..KNOW - HOW.....	..RESISTANCE.....
..EVASION.....	..LANGUAGE.....	..SCHOLAR.....
..FIGHTING.....	..MOVEMENT.....	..SNEAK.....
..INFLUENCE.....	..PERFORM.....	..TECHNICAL.....
..INTUITION.....	..PILOTING.....	..THIEVERY.....
..INVESTIGATION.....	..RANGED FIGHTING.....	..WILLPOWER.....
..SPECIALIZATION.....	..SPECIALIZATION.....	..SPECIALIZATION.....

ADVANTAGES

FREQUENCY

.....	1	2	3
.....	1	2	3
.....	1	2	3

DISADVANTAGES

DICE

..PERSONAL:.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
..INTERNAL:.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
..EXTERNAL:.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

POWERS/NOTES

Rnk Cost

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STRESS POINTS (PHY +20)

..CURRENT.....

HERO POINTS (PREx2)

..CURRENT.....

REOWN

PD (½ PHY attribute*)

BDV

PDV (½ REF attribute*)

WEALTH

TREASURE

*Always round down

WEAPONS

Acc BDV PD S M L EX Ammo RoF

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ARMOR

AV EV

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EQUIPMENT/NOTES

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ARCHETYPE: SCHOLAR

Deductive Reasoning

Scholars excel at making leaps of deduction or thinking creatively. The Hero can double the Skill Level in any KNO skill a number of times per game equal to her PER attribute.

Concept Penalty

The Scholar adds 2D to the Aggravation Pool when she fails to delve into the unknown or probe to uncover secrets.

COO	KNO	PER	PHY	PRE	REF

SKILL

ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES

FREQUENCY

.....	1 2 3
.....	1 2 3
.....	1 2 3

DISADVANTAGES

DICE

PERSONAL:	☐ ☐ ☐
INTERNAL:	☐ ☐ ☐
EXTERNAL:	☐ ☐ ☐

POWERS/NOTES

	Rnk	Cost
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STRESS POINTS (PHY +20)

CURRENT	
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HERO POINTS (PREx2)

CURRENT	
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RENOWN

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PD (1/2 PHY attribute*)

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BDV

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PDV (1/2 REF attribute*)

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WEALTH

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TREASURE

*Always round down

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WEAPONS

	Acc	BDV	PD	S	M	L	EX	Ammo	RoF
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ARMOR

	AV	EV
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EQUIPMENT/NOTES

NAME **POWER LEVEL**

PLAYER

DICE BANK

ARCHETYPE: WARRIOR

Signature Attack

The Warrior has perfected a single attack maneuver that he is known and feared for. The move can be performed a number of times per game equal to the Hero's KNO attribute. When the attack is executed, the Hero may double their Skill Level in a Fighting or Ranged Fighting skill (picked at character creation).

Concept Penalty

The Warrior adds 2D to the Aggravation Pool when they refuse to settle a dispute with action rather than reason and words.

COO	KNO	PER	PHY	PRE	REF

SKILL

ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES

FREQUENCY

	1 2 3
	1 2 3
	1 2 3
DISADVANTAGES	DICE
PERSONAL:	☐ ☐ ☐
INTERNAL:	☐ ☐ ☐
EXTERNAL:	☐ ☐ ☐

POWERS/NOTES

	Rnk	Cost

STRESS POINTS (PHY +20)

CURRENT	
HERO POINTS (PREx2)	
CURRENT	
RENOWN	
PD (½ PHY attribute*)	
BDV	
PDV (½ REF attribute*)	
WEALTH	
TREASURE	

WEAPONS

	Acc	BDV	PD	S	M	L	EX	Ammo	RoF

TREASURE

*Always round down

ARMOR

	AV	EV

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NAME

POWER LEVEL

..PLAYER.....

DICE BANK

ARCHETYPE:

COO	KNO	PER	PHY	PRE	REF
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SKILL

..ATHLETICS.....	..KNOW - HOW.....	..RESISTANCE.....
..EVASION.....	..LANGUAGE.....	..SCHOLAR.....
..FIGHTING.....	..MOVEMENT.....	..SNEAK.....
..INFLUENCE.....	..PERFORM.....	..TECHNICAL.....
..INTUITION.....	..PILOTING.....	..THIEVERY.....
..INVESTIGATION.....	..RANGED FIGHTING.....	..WILLPOWER.....
..SPECIALIZATION.....	..SPECIALIZATION.....	..SPECIALIZATION.....

ADVANTAGES

FREQUENCY

.....	1 2 3
.....	1 2 3
.....	1 2 3
DISADVANTAGES	
DICE	
..PERSONAL:.....	☐ ☐ ☐
..INTERNAL:.....	☐ ☐ ☐
..EXTERNAL:.....	☐ ☐ ☐

POWERS/NOTES

	Rnk	Cost
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STRESS POINTS (PHY +20)

..CURRENT.....	
HERO POINTS (PREx2)	
..CURRENT.....	
RENOWN	
PD (½ PHY attribute*)	
BDV	
PDV (½ REF attribute*)	
WEALTH	
TREASURE	

WEAPONS

	Acc	BDV	PD	S	M	L	EX	AMMO	RoF
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*Always round down

ARMOR

	AV	EV
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EQUIPMENT/NOTES

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