Name: Lee Charles Concept: The Charismatic Face

ST	11	HP	11
DX	13	Will	13
IQ	13	Per	13
HT	11	FP	11

Damage Resistance

Eyes		Arms	
Neck		Hands	1
Skull	2	Legs	
Face		Feet	2
Torso	8/2	Groin	8/2

Move: 6 Speed: 6 Sw/Thr: 1d+1/1d-1
Dodge: 10 Parry: 11 Block: -

Advantages

Attractive (+1 to social)
Combat Reflexes (+1 defenses)
Luck (1x hour)

Disadvantages

Overconfident

Skills

Name	Level	Name	Level
The Face!	12	Trained Agent!	11
Diplomacy	16	First Aid	13
Fast-Talk	16		
Detect Lies	15		
Karate	14		
Pistol	14		

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Knife	11	1d-1 cut	C, 1	-1
Punch	14	1d-2 cr	C	0
Kick	12	1d cr	C, 1	no

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Pistol	14	2d+2 pi	2	150/1.8k	3	15(3)	-2	2
Knife	11	1d-1 imp	0	9/16	1	T(1)	-2	

Possessions

Knife, Large
Pistol, 4 magazines
Body Armor (DR 8/2)
Boots (DR 2), Gloves (DR 1)

Comms
First Aid Kit

Character Creation (Heroic)

• Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")

• Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):
    "I am super _____ and really _____, but otherwise average." (One 15, one 13, two 10s)
    "I am very _____ and very _____, but otherwise average." (Two 14s, two 10s)
    "I am reasonably _____ and _____, and almost as _____ and _____." (Two 13s, two 11s)

• By default, **HP** = **ST**, **Will** and **Per** = **IQ**, and **FP** = **HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).

• Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky, "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)

• Choose a *wildcard* **Skill**. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)

• Choose five non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know two at DX+2 or IQ+2, and three at DX+1 or IQ+1 (again, with GM discussion.)

• Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ([HT+DX]/4), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.

• Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!
    A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.
    A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Name: Kal Sutter   Concept: The Strong Hitter

ST	14	HP	14
DX	13	Will	10
IQ	10	Per	10
HT	11	FP	11

Damage Resistance

Eyes		Arms	
Neck		Hands	1
Skull	2	Legs	
Face		Feet	2
Torso	8/2	Groin	8/2

Move: 6   Speed: 6   Sw/Thr: 2d/1d
Dodge: 10   Parry: 11   Block: -

Advantages

Combat Reflexes (+1 defenses)
High Pain Threshold (no shock)
Luck (1x hour)
Martial Artist (+1 unarmed skill
   +2 damage)

Disadvantages

Bully
Callous

Skills

Name	Level	Name	Level
The Hitter!	12	Trained Agent!	11
Karate	16	First Aid	10
Wrestling	16		
Knife	14		
Pistol	14		
Intimidation	11		

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Knife	14	1d cut	C, 1	-1
Punch	15	1d+2 cr	C	0
Kick	14	2d cr	C, 1	no

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Pistol	14	2d+2 pi	2	150/1.8k	3	15(3)	-2	2
Knife	14	1d imp	0	13/21	1	T(1)	-2	

Possessions

Knife, Large	Comms
Pistol, 4 magazines	First Aid Kit
Body Armor (DR 8/2)	
Boots (DR 2), Gloves (DR 1)	

Character Creation (Heroic)

• Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")

• Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):
   "I am super _____ and really _____, but otherwise average." (One 15, one 13, two 10s)
   "I am very _____ and very _____, but otherwise average." (Two 14s, two 10s)
   "I am reasonably _____ and _____, and almost as _____ and _____." (Two 13s, two 11s)

• By default, **HP** = **ST**, **Will** and **Per** = **IQ**, and **FP** = **HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).

• Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky, "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)

• Choose a *wildcard* **Skill**. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)

• Choose five non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know two at DX+2 or IQ+2, and three at DX+1 or IQ+1 (again, with GM discussion.)

• Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ([HT+DX]/4), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 +half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.

• Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!

A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.

A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Name: Marc Rifon **Concept:** The Sneaky Infiltrator

ST	10	HP	10	
DX	15	Will	13	
IQ	13	Per	13	
HT	10	FP	10	

Damage Resistance

Eyes		Arms	
Neck		Hands	1
Skull	2	Legs	
Face		Feet	2
Torso	8/2	Groin	8/2

Move: 6   Speed: 6.5   Sw/Thr: 1d/1d-2
Dodge: 10   Parry: 12   Block: -

Advantages

Acute Hearing (conditional +1)
Combat Reflexes (+1 defenses)
Luck (1x hour)

Disadvantages

Greedy

Skills

Name	Level	Name	Level
The Infiltrator!	14	Trained Agent!	11
Stealth	17	First Aid	13
Security Systems	15		
Forced Entry	16		
Karate	16		
Pistol	16		

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Knife	11	1d-2 cut	C, 1	-1
Punch	16	1d-2 cr	C	0
Kick	14	1d cr	C, 1	no

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Pistol	16	2d+2 pi	2	150/1.8k	3	15(3)	-2	2
Knife	11	1d-2 imp	0	8/15	1	T(1)	-2	

Possessions

Knife, Large	Comms
Pistol, 4 magazines	First Aid Kit
Body Armor (DR 8/2)	Lockpicks (+1)
Boots (DR 2), Gloves (DR 1)	

Character Creation (Heroic)

• Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")

• Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):
"I am super _____ and really _____, but otherwise average." (One 15, one 13, two 10s)
"I am very _____ and very _____, but otherwise average." (Two 14s, two 10s)
"I am reasonably _____ and _____, and almost as _____ and _____." (Two 13s, two 11s)

• By default, **HP** = **ST**, **Will** and **Per** = **IQ**, and **FP** = **HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).

• Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky, "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)

• Choose a *wildcard* **Skill**. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)

• Choose five non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know two at DX+2 or IQ+2, and three at DX+1 or IQ+1 (again, with GM discussion.)

• Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ([HT+DX]/4), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 +half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.

• Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!

A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.

A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Name: Rachel Grier Concept: The Accurate Shooter

ST	11	HP	11
DX	14	Will	12
IQ	12	Per	12
HT	11	FP	11

Damage Resistance

Eyes		Arms	
Neck		Hands	1
Skull	2	Legs	
Face		Feet	2
Torso	8/2	Groin	8/2

Move: 6   Speed: 6.5   Sw/Thr: 1d+1/1d-1
Dodge: 10   Parry: 11   Block: -

Advantages

Combat Reflexes (+1 defenses)
Gunslinger (Acc bonus w/o Aim,
   +1 guns, no Bulk penalty)
Luck (1x hour)

Disadvantages

Hearing Loss (conditional -1)

Skills

Name	Level	Name	Level
The Shooter!	13	Trained Agent!	11
Pistol	17	First Aid	12
SMG	17		
Fast Draw	15		
Karate	15		
Armoury (firearms)	13		

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Knife	11	1d-1 cut	C, 1	-1
Punch	15	1d-2 cr	C	0
Kick	13	1d cr	C, 1	no

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Pistol	17	3d pi	3	150/1.8k	3	15(3)	-2	2
SMG	17	4d pi-	3	200/2k	15	30(3)	-3	2

Possessions

Knife, Large	Boots (DR 2), Gloves (DR 1)
Pistol, 6 magazines	Comms
SMG, 4 magazines	First Aid Kit
Body Armor (DR 8/2)	Armoury Tool Kit

Character Creation (Heroic)

• Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")

• Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):
   "I am super _____ and really _____, but otherwise average." (One 15, one 13, two 10s)
   "I am very _____ and very _____, but otherwise average." (Two 14s, two 10s)
   "I am reasonably _____ and _____, and almost as _____ and _____." (Two 13s, two 11s)

• By default, **HP** = **ST**, **Will** and **Per** = **IQ**, and **FP** = **HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).

• Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky, "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)

• Choose a *wildcard* **Skill**. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)

• Choose five non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know two at DX+2 or IQ+2, and three at DX+1 or IQ+1 (again, with GM discussion.)

• Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ([HT+DX]/4), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 +half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.

• Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!

A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.

A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.