

THE URCHIN



ASSOCIATE RANK	SKILL POINTS	DICE UPGRADE PER TIER	STARTING RESOLVE	AGE	TEMPERMENT
ROOKIE	10			19	PROVOCATIVE
EXPERIENCED	15	UPGRADE TWO DICE	1	BACKGROUND	NATIONALITY
VETERAN	20	UPGRADE TWO DICE	2	URCHIN	France
LEGENDARY	25	UPGRADE TWO DICE	3	CAREER	LANGUAGES
					FRENCH

TRAITS

D4	MIGHT
D8	AGILITY
D6	HARDINESS
D10	PRECISION
D6	INTELLECT
D8	CHARISMA

MOVEMENT

10
RESOLVE
1
MAX. HP
6
CURRENT HP

TIP: MARK DOTS, FREE DOTS, AND BACKGROUND DOTS IN DIFFRENT COLORS

SKILLS

ACROBATICS	MEDICINE
ANIMAL HANDLING	MELEE
APPLIED SCIENCE	PERFORMANCE
ATHLETICS	PERSUASION
CONJURATION	PILOTING
CRAFTING	RANGED
INTIMIDATION	R&D
INVESTIGATION	SECURITY
LEADERSHIP	SUBTERFUGE
	SURVIVAL

PERKS Fencing, Rifleman, Rathunter, Climber, Locksmith, Forager, Pokerface, Shadowing, Seank, Sleight of Hand, Muscian (1), Marksman

FLAWS

ARMOR

BONUS

MODS AND NOTES

Armored vest

+1

Business Suit

+1

Lv WEAPON Mag

Range Notes

Knife

Lee Enfield 1 bullet

up 450 ft

ITEMS ON WEBBING

EX. drugs, grenades and items.

Lock picks

Rope

Monocular

Guitar

ASSOCIATE 321



ASSOCIATE RANK	SKILL POINTS	DICE UPGRADE PER TIER	STARTING RESOLVE	AGE	TEMPERMENT
ROOKIE	10			45	BRAVE
EXPERIENCED	15	UPGRADE TWO DICE	1	BACKGROUND	NATIONALITY
VETERAN	20	UPGRADE TWO DICE	2	PAUPER	U.S.A.
LEGENDARY	25	UPGRADE TWO DICE	3	CAREER	LANGUAGES
				SAILOR	ENGLISH

TRAITS

	MOVEMENT	
D8	MIGHT	9
D6	AGILITY	RESOLVE 1
D8	HARDINESS	MAX. HP
D6	PRECISION	8
D10	INTELLECT	CURRENT HP
D6	CHARISMA	

MOVEMENT

9

RESOLVE

1

MAX.
HP

8

CURRENT
HP

TIP: MARK DOTS, FREE DOTS, AND BACKGROUND DOTS IN DIFFRENT COLORS

SKILLS

ACROBATICS	MEDICINE	◆ ◆ ◆ ◆ ◆ ◆
ANIMAL HANDLING	MELEE	◆ ◆ ◆ ◆ ◆ ◆
APPLIED SCIENCE	PERFORMANCE	◆ ◆ ◆ ◆ ◆ ◆
ATHLETICS	PERSUASION	◆ ◆ ◆ ◆ ◆ ◆
CONJURATION	PILOTING	◆ ◆ ◆ ◆ ◆ ◆
CRAFTING	RANGED	◆ ◆ ◆ ◆ ◆ ◆
INTIMIDATION	R&D	◆ ◆ ◆ ◆ ◆ ◆
INVESTIGATION	SECURITY	◆ ◆ ◆ ◆ ◆ ◆
LEADERSHIP	SUBTERFUGE	◆ ◆ ◆ ◆ ◆ ◆
	SURVIVAL	◆ ◆ ◆ ◆ ◆ ◆

PERKS Deckhand, Helmsman, Cannoneer, Canne de Combat, Pugilism, Secretary, Sergaent, Interviewer, Green Thumbs Rugged, Interrogater, Deducer, Judge of Character, Explorer, Shadowing, Breacher, Brawler, Taunt.

FLAWS Bad leg: -1'movement

ARMOR	BONUS	MODS AND NOTES
Armored vest	+1	
Business Suit	+1	

ITEMS ON WEBBING

EX. drugs, grenades and items.

Cane

Smoke Bomb

Transmitter

Lv	WEAPON	Mag	Range	Notes
	Cane			
	Webley Revolver	6 bullets	up 350 ft	

THE CASKET GIRL



ASSOCIATE RANK	SKILL POINTS	DICE UPGRADE PER TIER	STARTING RESOLVE	AGE	TEMPERMENT
ROOKIE	10			23	JADED
EXPERIENCED	15	UPGRADE TWO DICE	1	BACKGROUND	NATIONALITY
VETERAN	20	UPGRADE TWO DICE	2	BLUE COLLAR	FRENCH
LEGENDARY	25	UPGRADE TWO DICE	3	CAREER	LANGUAGES
					FRENCH

TRAITS		MOVEMENT
D6	MIGHT	10
D10	AGILITY	RESOLVE 1
D8	HARDINESS	MAX. HP
D8	PRECISION	8
D4	INTELLECT	CURRENT HP
D6	CHARISMA	

TIP: MARK DOTS, FREE DOTS, AND BACKGROUND DOTS IN DIFFERENT COLORS

SKILLS

ACROBATICS	MEDICINE
ANIMAL HANDLING	MELEE
APPLIED SCIENCE	PERFORMANCE
ATHLETICS	PERSUASION
CONJURATION	PILOTING
CRAFTING	RANGED
INTIMIDATION	R&D
INVESTIGATION	SECURITY
LEADERSHIP	SUBTERFUGE
	SURVIVAL

PERKS Lisenced Driver, Traction Control, Casket Girls, Judge of Character, Forager, Future Trooper, Chamber Loader, Taunt, Savatte, Climber, Shank, Sleight of Hand, Percussive Engineering,

Street Fighter: +1 bonus on unarmed Combat Checks.

Well Trained: -1TN on Physical task,

Rugged: Reroll Hardiness Checks

FLAWS

ARMOR	BONUS	MODS AND NOTES
Armored vest	+1	
Padded Helmet	-	Sacrifice to reroll debacle on Defense Check

Lv	WEAPON	Mag	Range	Notes
	Knife			
	Brochart pistol	6 bullets	up to 200 ft	

ITEMS ON WEBBING
ex. drugs, grenades and items.

Flare Gun

Glue gun

Gasmask

Transmitter

Spare clips 3x

AIRBORNE DRAGOON



ASSOCIATE RANK	SKILL POINTS	DICE UPGRADE PER TIER	STARTING RESOLVE	AGE	TEMPERMENT
ROOKIE	10			25	BRAVE
EXPERIENCED	15	UPGRADE TWO DICE	1	BACKGROUND	NATIONALITY
VETERAN	20	UPGRADE TWO DICE	2	DEBUTANT	DUTCH
LEGENDARY	25	UPGRADE TWO DICE	3	CAREER	LANGUAGES
				SOLDIER	DUTCH
					ENGLISH

TRAITS

D10 MIGHT

D6 AGILITY

D8 HARDINESS

D8 PRECISION

D6 INTELLECT

D4 CHARISMA

MOVEMENT

10'
RESOLVE
1

MAX.
HP

8

CURRENT
HP

TIP: MARK DOTS, FREE DOTS, AND BACKGROUND DOTS IN DIFFERENT COLORS

SKILLS

ACROBATICS



MEDICINE



ANIMAL HANDLING



MELEE



APPLIED SCIENCE



PERFORMANCE



ATHLETICS



PERSUASION



CONJURATION



PILOTING



CRAFTING



RANGED



INTIMIDATION



R&D



INVESTIGATION



SECURITY



LEADERSHIP



SUBTERFUGE



PERKS Heavy Gunner, Rifleman, Future trooper, Savate, Wrestling, Taunt, Voice for radio, Singing (1), First Aid, Climber, Well-trained, Marathoner, Men-at-Arms, Licensed Driver, Percussive Engineering: Pass might check to fix malfunction,

Breacher: -1TN on Combat and defense Checks indoors

Bodyguard: Pass Defense check to redirect attack on ally.

FLAWS

ARMOR

BONUS

MODS AND NOTES

Dragoon Armor

+2

(+1 bonus from man-at-arms)

Dragoon Helmet

Gasmask,

Sacrifice to reroll debacle on Defense Check

Lv WEAPON

Mag

Range

Notes

Bayonet

Huot Rifle

30 bullets

up to 250 ft

Webley

6 bullets

up to 200 ft

ITEMS ON WEBBING

ex. drugs, grenades and items.

Smoke bomb

First aid kit

Spare filters

Transmitter

Drum Mag 1x

ASSOCIATE 247



ASSOCIATE RANK	SKILL POINTS	DICE UPGRADE PER TIER	STARTING RESOLVE	AGE	TEMPERMENT
ROOKIE	10			27	DILIGENT
EXPERIENCED	15	UPGRADE TWO DICE	1	BACKGROUND	NATIONALITY
VETERAN	20	UPGRADE TWO DICE	2	DEBUTANT	U.K.
LEGENDARY	25	UPGRADE TWO DICE	3	CAREER	LANGUAGES
				CELEBRITY	ENGLISH

TRAITS		MOVEMENT
D4	MIGHT	10
D8	AGILITY	RESOLVE 1
D6	HARDINESS	MAX. HP
D8	PRECISION	8
D6	INTELLECT	CURRENT HP
D10	CHARISMA	

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SKILLS

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LEADERSHIP	SUBTERFUGE
	SURVIVAL

PERKS Deducer, Forensics, Paleography, Judge of Character, Showman, Actress (4) Singer (1), Makeup Artist, Disguise, Master of Disguise, Shank, Snapshot, Sleight of Hand, Locksmith, Housekeeper, Gymnastics: -1TN to all Agility checks

FLAWS

ARMOR	BONUS	MODS AND NOTES
Armored vest	+1	
Bubiness Attire	+1	Fire Resistant
Associate mask		Gasmask

Lv	WEAPON	Mag	Range	Notes
	Dagger			
	Derringer	2 bullets	20 ft	holdout pistol

ITEMS ON WEBBING
ex. drugs, grenades and items.

Flare Gun

Glue gun

Gasmask

Transmitter

Spare rounds

DESIGNATION:



Associate Rank	Skill Points	Dice Upgrade Per Tier	Starting Resolve	Age	Temperment
Rookie	10			Background	Nationality
Experienced	15	Upgrade Two Dice	1		
Veteran	20	Upgrade Two Dice	2	Career	Languages
Legendary	25	Upgrade Two Dice	3		

TRAITS	MOVEMENT
MIGHT	RESOLVE
AGILITY	MAX. HP
HARDINESS	
PRECISION	
INTELLECT	CURRENT HP
CHARISMA	

TIP: MARK DOTS, FREE DOTS, AND BACKGROUND DOTS IN DIFFRENT COLORS

PERKS

FLAWS

ARMOR	BONUS	MODS AND NOTES

ITEMS ON WEBBING

Lv	WEAPON	Mag	Range	Notes



MIGHT AGILITY HARDINESS PERCEPTION INTELLECT CHARISMA ARMOR

TRUNK TRUNK DESCRIPTION:

VEHICLE

TYPE/NAME	CREW	HANDLING	ACCELERATION AND SPEED	TORQUE	BODY ARMOR	MAX HP	CURRENT HP
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MODIFICATIONS & MODULES

BOTCH JOBS