

# THE URCHIN



## ASSOCIATE RANK

ROOKIE

EXPERIENCED

VETERAN

LEGENDARY

SKILL  
POINTS

10

15

20

25

DICE UPGRADE  
PER TIER

UPGRADE TWO DICE

UPGRADE TWO DICE

UPGRADE TWO DICE

STARTING  
RESOLVE

1

2

3

AGE

19

BACKGROUND

URCHIN

CAREER

TEMPERMENT

PROVOCATIVE

NATIONALITY

France

LANGUAGES

French

## TRAITS

## MOVEMENT

D4 MIGHT

D8 AGILITY

D6 HARDINESS

D10 PRECISION

D6 INTELLECT

D8 CHARISMA

10'

RESOLVE

1

MAX.  
HP

6

CURRENT  
HP

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

## SKILLS

ACROBATICS

ANIMAL HANDLING

APPLIED SCIENCE

ATHLETICS

CONJURATION

CRAFTING

INTIMIDATION

INVESTIGATION

LEADERSHIP

MEDICINE

MELEE

PERFORMANCE

PERSUASION

PILOTING

RANGED

R&D

SECURITY

SUBTERFUGE

SURVIVAL

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

## FLAWS

## ARMOR

## BONUS

## MODS AND NOTES

Armored vest

+1

Business Suit

+1

## ITEMS ON WEBBING

ex. drugs, grenades and items.

Lock picks

Rope

Monocular

Guitar

Lv WEAPON

Mag

Range

Notes

Knife

Lee Enfield 1 bullet

up 450 ft



# ASSOCIATE 321



## ASSOCIATE RANK

ROOKIE  
EXPERIENCED  
VETERAN  
LEGENDARY

SKILL  
POINTS  
10

DICE UPGRADE  
PER TIER

STARTING  
RESOLVE

15 UPGRADE TWO DICE 1  
20 UPGRADE TWO DICE 2  
25 UPGRADE TWO DICE 3

## AGE

45

## BACKGROUND

PAUPER

## CAREER

SAILOR

## TEMPERMENT

BRAVE

## NATIONALITY

U.S.A.

## LANGUAGES

ENGLISH

## TRAITS

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

## MOVEMENT

9'  
RESOLVE

1

MAX.  
HP

8

CURRENT  
HP

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

## SKILLS

ACROBATICS  
ANIMAL HANDLING  
APPLIED SCIENCE  
ATHLETICS  
CONJURATION  
CRAFTING  
INTIMIDATION  
INVESTIGATION  
LEADERSHIP

## MEDICINE

MELEE

PERFORMANCE

PERSUASION

PILOTING

RANGED

R&D

SECURITY

SUBTERFUGE

SURVIVAL

10 dots each for all skills and attributes.

**PERKS** Deckhand, Helmsman, Cannoneer, Canne de Combat, Pugilism, Secratary, 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

## Lv WEAPON Mag Range Notes

Cane  
Webley Revolver 6 bullets up 350 ft

## ITEMS ON WEBBING

EX. drugs, grenades and items.

Cane  
Smoke Bomb  
Transmitter



# THE CASKET GIRL



## ASSOCIATE RANK

ROOKIE  
**EXPERIENCED**  
VETERAN  
LEGENDARY

SKILL  
POINTS  
10

15  
20  
25

DICE UPGRADE  
PER TIER

UPGRADE TWO DICE  
UPGRADE TWO DICE  
UPGRADE TWO DICE

STARTING  
RESOLVE

1  
2  
3

AGE

23

BACKGROUND

BLUE COLLAR  
CAREER

TEMPERMENT

JADED  
NATIONALITY

FRENCH  
LANGUAGES  
FRENCH

## TRAITS

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

## MOVEMENT

10  
RESOLVE  
1  
MAX.  
HP  
8  
CURRENT  
HP

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

## SKILLS

ACROBATICS  
ANIMAL HANDLING  
APPLIED SCIENCE  
ATHLETICS  
CONJURATION  
CRAFTING  
INTIMIDATION  
INVESTIGATION  
LEADERSHIP

## MEDICINE

MELEE  
PERFORMANCE  
PERSUASION  
PILOTING  
RANGED  
R&D  
SECURITY  
SUBTERFUGE  
SURVIVAL

**PERKS** Lisenced Driver, Traction Control, Casket Girls, Judge of Charac-  
ter, 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 -

Sacrife to reroll debacle on Defense Check

## ITEMS ON WEBBING

EX. drugs, grenades and items.

Flare Gun

Glue gun

Gasmask

Transmitter

Spare clips 3x

Lv WEAPON Mag Range Notes

Knife

Brochart pistol 6 bullets up to 200 ft



# AIRBORNE DRAGOON



## ASSOCIATE RANK

ROOKIE  
**EXPERIENCED**  
VETERAN  
LEGENDARY

SKILL  
POINTS  
10

15

20

25

DICE UPGRADE  
PER TIER

UPGRADE TWO DICE

UPGRADE TWO DICE

UPGRADE TWO DICE

STARTING  
RESOLVE

1

2

3

AGE

25

BACKGROUND

DEBUTANT

CAREER

SOLDIER DUTCH

TEMPERMENT

BRAVE  
NATIONALITY

DUTCH

LANGUAGES

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

ANIMAL HANDLING

APPLIED SCIENCE

ATHLETICS

CONJURATION

CRAFTING

INTIMIDATION

INVESTIGATION

LEADERSHIP

MEDICINE

MELEE

PERFORMANCE

PERSUASION

PILOTING

RANGED

R&D

SECURITY

SUBTERFUGE

SURVIVAL

**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

Dragoon Helmet

(+1 bonus from man-at-arms)

Gasmask,

Sacrifice to reroll debacle on Defense Check

## ITEMS ON WEBBING

EX. drugs, grenades and items.

Smoke bomb

First aid kit

Spare filters

Transmitter

Drum Mag 1x

## Lv WEAPON Mag Range Notes

Bayonet

Huot Rifle

30 bullets

up to 250 ft

Webley

6 bullets

up to 200 ft



# ASSOCIATE 247



## ASSOCIATE RANK

**ROOKIE**  
**EXPERIENCED**  
**VETERAN**  
**LEGENDARY**

**SKILL POINTS**  
10

**DICE UPGRADE PER TIER**

**STARTING RESOLVE**

15 UPGRADE TWO DICE 1  
20 UPGRADE TWO DICE 2  
25 UPGRADE TWO DICE 3

**AGE**

27

**BACKGROUND**

DEBUTANT

**CAREER**

CELEBRITY

**TEMPERMENT**

DILIGENT

**NATIONALITY**

U.K.

**LANGUAGES**

ENGLISH

## TRAITS

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

## MOVEMENT

10  
RESOLVE  
1  
MAX.  
HP  
8  
CURRENT  
HP

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

## SKILLS

ACROBATICS

ANIMAL HANDLING

APPLIED SCIENCE

ATHLETICS

CONJURATION

CRAFTING

INTIMIDATION

INVESTIGATION

LEADERSHIP

MEDICINE

MELEE

PERFORMANCE

PERSUASION

PILOTING

RANGED

R&D

SECURITY

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

Associate mask

Fire Resistant

Gasmask

## ITEMS ON WEBBING

EX. drugs, grenades and items.

Flare Gun

Glue gun

Gasmask

Transmitter

Spare rounds

## Lv WEAPON

Mag

Range

Notes

Dagger

Derringer

2 bullets

20 ft

holdout pistol



DESIGNATION:



ASSOCIATE RANK

ROOKIE  
EXPERIENCED  
VETERAN  
LEGENDARY

SKILL  
POINTS  
10

15  
20  
25

DICE UPGRADE  
PER TIER

UPGRADE TWO DICE  
UPGRADE TWO DICE  
UPGRADE TWO DICE

STARTING  
RESOLVE

1  
2  
3

AGE

BACKGROUND

CAREER

TEMPERMENT

NATIONALITY

LANGUAGES

TRAITS

☐

MIGHT

☐

AGILITY

☐

HARDINESS

☐

PRECISION

☐

INTELLECT

☐

CHARISMA

MOVEMENT

RESOLVE

MAX.  
HP

CURRENT  
HP

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

SKILLS

ACROBATICS



ANIMAL HANDLING



APPLIED SCIENCE



ATHLETICS



CONJURATION



CRAFTING



INTIMIDATION



INVESTIGATION



LEADERSHIP



MEDICINE



MELEE



PERFORMANCE



PERSUASION



PILOTING



RANGED



R&D



SECURITY



SUBTERFUGE



SURVIVAL



PERKS

FLAWS

ARMOR

BONUS

MODS AND NOTES

ITEMS ON WEBBING

EX. drugs, grenades and items.

Lv WEAPON Mag

Range Notes



