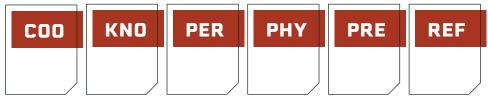
NAME Player	Power Level Dice Bank
ARCHETYPE: ADVENTURER Helping Hand The Adventurer has seen and experienced many things are problem. A number of times per game equal to the Hero's	

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.



FREQUENC	ADVANTAGES											KILL
123				NCE	ESISTA	R		· · · • · · · · · · · · · · · · · · · ·	O.W.	wH	Kno	ATHLETICS
123				R	CHOLA	S				GUAGE	LANG	EVASION
123					NEAK.	.Sı			Г	EMEN]	Mov	- IGHTING
DICE	DISADVANTAGES		· · · · · · · · · · · · · · · · · · ·	CAL	CHNIC	T.				-ORM	Peri	NFLUENCE
• • •	Personal:			Y	HEVER	Ti				TING	Pilo	NTUITION
• • •	INETRNAL:		.	WER	ILLPO	W		<u>Ģ</u>	IGHTIN	ged F	Ran	NVESTIGATION
• • • •	External:	······································		IZATION	PECIAL	S		•••••	TION	CIALIZA	Spec	SPECIALIZATION
	STRESS POINTS (PHY +20)	Соѕт	Rnk									Powers/ N otes
	Current											
	HERO POINTS (PREX2)											
	Current											
	RENOWN											
	PD (½ PHY attribute*)											
	BDV				•••••		• • • • • • • • •					
	PDV (½ REF attribute*)											
	WEALTH											
	Treasure	RoF	Аммо	EX	L	М	s	PD	BDV	Acc		V EAPONS
	*Always round down											VEAL GIVE
AV EV	ARMOR											
						1						781
												QUIPMENT/ N OTES

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ARCHETYPE: AVENGER

Dark Justice

NAME

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.



SKILL			ADVANTAGES	FREQUENCY
Athletics	Know - How	Resistance		123
Evasion	Language	Scholar		123
FIGHTING	Movement			
Influence	Perform	Technical	DISADVANTAGES	DICE
Intuition	Piloting	Thievery	Personal:	• • •
Investigation	Ranged Fighting	Willpower	INETRNAL:	• • • •
Specialization	Specialization	Specialization	External:	• • •
OL FAIRFIEWIN	OI EGIALIZATION	OI FOIAFIZATION	LATERINAL.	

Powers/Notes	RNK	Cost

STRESS POINTS (PHY +20)	
Current	
HERO POINTS (PREx2)	
Current	
Renown	
PD (½ PHY attribute*)	
BDV	
PDV (½ REF attribute*)	
W EALTH	
Treasure	
*Always round down	

W EAPONS	Acc	BDV	PD	S	M	L	EX	Аммо	RoF

Armor	AV	EV

=QUII	PMEN	IT/	No	TES

• • • • •	 																													
• • • • •	 																													

NAME		Power Level
	Player	DICE BANK

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.



SKILL			ADVANTAGES	FREQUENC
ATHLETICS	Know - How	Resistance		123
Evasion	Language	Scholar		123
	Movement			
Influence	Perform	Technical	DISADVANTAGES	DICE
Intuition	PILOTING	Thievery	Personal:	• • •
Investigation	Ranged Fighting	Willpower	INETRNAL:	• • •
Specialization	Specialization	Specialization	External:	• • • •
Powers/Notes		Rnk Cost	STRESS POINTS (PHY +20)	
			CURRENT	

I OVERIO I WOLLD	
L	

WEAPONS	Acc	BDV	PD	S	M	L	EX	Аммо	RoF

STRESS POINTS (PHY +20)	
Current	
HERO POINTS (PREx2)	
Current	
Renown	
PD (½ PHY attribute*)	
BDV	
PDV (½ REF attribute*)	
WEALTH	
Treasure	
*Always round down	

ARMOR	AV	EV

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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.



SKILL			ADVANTAGES	FREQUENCY
ATHLETICS	Know - How	RESISTANCE		123
Evasion	Language	Scholar	•••••	123
FIGHTING	Movement			
	Perform		DISADVANTAGES	DICE
Intuition	PILOTING	THIEVERY	Personal:	• • •
Investigation	Ranged Fighting	WILLPOWER		• • •
Specialization	Specialization	Specialization	External:	• • •

Powers/Notes	RNK	Cost

Current		
HERO POINTS (PREx2)		
Current		
RENOWN		
PD (½ PHY attribute*)		
BDV		
PDV (½ REF attribute*)		
WEALTH		
Treasure		
*Always round down		
ARMOR	AV	EV

STRESS POINTS (PHY +20)

WEAPONS	Acc	BDV	PD	S	М	L	EX	Аммо	RoF

ARMOR	AV	EV

EQUIPMENT/	NOTES

NAME		Power Level
	Player	DICE BANK

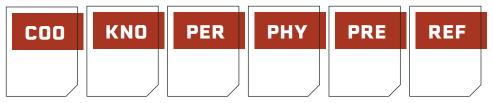
ARCHETYPE: OUTSIDER

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.



S KILL											ADVANTAGES	FREQU	JENC
ATHLETICS	Kno	wH	low			R	ESISTA	NCE	· · · · · · · · · · · · · · · · · · ·			1	2 3
Evasion	LAN	ĢUAGE	: :			S	CHOLA	<u>.R</u>	· · · · · · · · · · · · · · · · · · ·			1	2 3
Fighting			Ι									a (2 3
Influence							CHNI	ÇAL	· · · · · · · · · · · · · · · · · · ·		DISADVANTAGES	Dı	CE
Intuition	Pilo	TING				Te	HEVEF	RY			Personal:	•	•••
Investigation							İLLPO	WER			INETRNAL:	•	
Specialization	SPE	CIALIZ	ATION		· · · · · · · · ·	Si	PECIAL	IZATIO	N		External:	• •	••
Powers/Notes									Rnk	Соѕт	STRESS POINTS (PHY +20)		
											Current		
											HERO POINTS (PREx2)		
•••••	•••••										Current		
											RENOWN		
											PD (1/2 PHY attribute*)		
		• • • • • • • • • • • • • • • • • • • •									BDV		
											PDV (½ REF attribute*)		
		• • • • • • • • • • • • • • • • • • • •									Wealth		
		Acc	BDV	PD	s	М		EX	Аммо	RoF	Treasure		
WEAPONS		ACC	BDV	PD		IVI	_		AIVIIVIU	NUF	*Always round down		
	•••••••••••										Armor	AV	EV
•••••	••••••••••										••••••		

EQUIPMENT/NOTES

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ARCHETYPE: PROTECTOR

Aegis

NAME

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.



SKILL											ADVANTAGES	FREQU	ENCY
ATHLETICS	K _N	ow - F	How			R	ESISTA	NCE				1 2	2 3
Evasion	Lar	NGUAGI	<u> </u>										2 3
FIGHTING	Mo	VEMEN	Ţ		· · · · · · · · · · · · · · · · · · ·	Sı	NEAK.					1 2	2 3
Influence	Per	RFORM.				T.E	CHNI	Ç <u>A</u> L			DISADVANTAGES	Did	CE
Intuition	PIL	OTING.			· · · · · · · · · · · ·	T.	HEVER	?Y			Personal:	•	••
Investigation	Rai	nged F	IGHTIN	<u>IĢ</u>		W	ILLPO	WER			INETRNAL:	•	•
Specialization	Spr	ECIALIZ	ATION		· · · · · · · · ·	SF	PECIAL	_IZATIC	N		External:	• •	• •
Powers/Notes									Rnk	Соѕт	STRESS POINTS (PHY +20)		
											Current		
											HERO POINTS (PREX2) CURRENT		
											RENOWN		
											PD (½ PHY attribute*)		
											BDV		
										-	PDV (½ REF attribute*)		
											WEALTH		
		Acc	BDV	PD	s	М	L	EX	Аммо	RoF	Treasure		
WEAPONS		ACC			J	141	_		AWWO		*Always round down		
											Армор	AV	EV
		-									ARMOR		
			II I										11

			M	YTHIC 1
NAME		Power Level		
Player		DICE BANK		
equal to his PER the Hero r Concept Penalty	n usually find his way out of any prol nay add double his Skill Level in any aggravation Pool when she gives of h	C00 + skill.		
COOKN			Advantages	FREQUENCY
ATHLETICS	Know - How	Resistance		
	Language			
Fighting	Movement			
Influence				DICE
	Piloting			
Investigation	Ranged Fighting	Willpower	INETRNAL:	
Specialization	Specialization	Specialization	External:	• • •
Powers/Notes		RNK	COST STRESS POINTS (PHY +2 CURRENT HERO POINTS (PREx2) CURRENT RENOWN PD (½ PHY attribute*) BDV PDV (½ REF attribute*) WEALTH	
			- TREASURE	

WEAPONS	Acc	BDV	PD	s	М	L	EX	Аммо	RoF

*Always round down		
Armor	AV	EV

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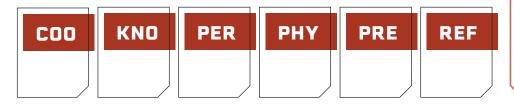
ARCHETYPE: SCHOLAR

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 delves into the unknown or probe to uncover secrets.



SKILL			ADVANTAGES	FREQUENCY
ATHLETICS	Know - How	Resistance		123
Evasion	Language	Scholar		123
FIGHTING	Movement	Sneak		
Influence	Perform	Technical		DICE
Intuition	PILOTING	Thievery	Personal:	• • •
Investigation	Ranged Fighting	Willpower	INETRNAL:	• • •
Specialization	Specialization	Specialization	External:	• • •

POWERS/INOTES	HINK	CUSI

Current		
HERO POINTS (PREX2)		
Current		
RENOWN		
PD (½ PHY attribute*)		
BDV		
PDV (1/2 REF attribute*)		
WEALTH		
Treasure		
*Always round down		
_		
ARMOR	AV	EV
•••••		

STRESS POINTS (PHY +20)

WEAPONS	Acc	BDV	PD	S	М	L	EX	Аммо	RoF
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.



	/		/	
Skill			ADVANTAGES	FREQUENCY
ATHLETICS	Know - How	Resistance		123
Evasion	Language	Scholar		123
FIGHTING	Movement	Sneak		123
	Perform			DICE
Intuition	Piloting	Thievery	Personal:	• • •
Investigation	Ranged Fighting	Willpower	Inetrnal:	• • •
Specialization	Specialization	Specialization	External:	• • • •
Powers/Notes		Rnk	COST STRESS POINTS (PHY +2	20)
			Current	
			HERO POINTS (PREX2)	
			CURRENT	

Weapons	Acc	BDV	PD	S	м	L	EX	Аммо	RoF	TREASURE *Always round down
										PDV (½ REF attribute*
										PD (½ PHY attribute*) BDV
										RENOWN
										CURRENT

TIVEASUIVE		
*Always round down		
Armor	AV	EV

EQUIPMENT/NOTES											S																								



NAME				Power Lev			
Pı	LAYER			DICE BANK			
ARCHETYPE:							
COO	KNO	PER	PHY	PRE	REF		
600	KNU	PER	PINY	PKE	KEF		
							4

												/		
Skill										ADVANTAGES	FREQU	JENCY		
ATHLETICS	Know - H	How			R	ESISTA	NCE				123			
Evasion	Languagi	<u> </u>										2 3		
Fighting	Movemen	IT		· · · · · · · · · · · · · · · · · · ·	S	NEAK.		· · · · · · · · · · · · · · · · · · ·			1 2	123		
Influence	Perform					CHNI	CAL			DISADVANTAGES	DICE			
Intuition	PILOTING			· · · · · · · · · · · · · · · · · · ·	T.t	HEVER	RY	· · · · · · · · · · · · · · · · · · ·		Personal:	• •	. •.		
Investigation	RANGED F	- IGHTIN	<u>IĢ</u>		W	ILLPO	WER			Inetrnal:	• •	. •.		
Specialization	SPECIALIZ	ATION		· · · · · · · · ·	.Sr	PECIAL	.IZATIO	N		External:	• •	•		
Powers/Notes								RNK	Соѕт	STRESS POINTS (PHY +20)				
										Current				
										HERO POINTS (PREX2)				
										Current		\vdash		
										RENOWN		\vdash		
										PD (½ PHY attribute*)				
•••••				• • • • • • • • •		• • • • • • • • • • • • • • • • • • • •				BDV				
		•••••	• • • • • • • • • • • • • • • • • • • •							PDV (½ REF attribute*)				
										WEALTH				
WEAPONS	Acc	BDV	PD	S	М	L	EX	Аммо	RoF	TREASURE *Always round down				
										'Atways round down				
										ARMOR	AV	EV		
EQUIPMENT/NOTES														