

THE PUNK

1d8 Damage 6+CON Hit Points

STR ____ () INT ____ ()

DEX ____ () WIS ____ ()

CON ____ () CHA ____ ()

Drive

[] Taste for Violence – Take glee in hurting somebody regardless of whether they deserve it.

[] Brotherly Nature – Prevent somebody weaker than yourself from coming to harm by putting yourself in danger.

[] Thirst for Recognition – Be recognized for your actions. Your friends recognition is nice but not enough of what you're after.

Upbringing

[] Survivor – You can take care of yourself. You deal +2 damage when you are outnumbered or unarmed.

[] Street Gang – You have an extensive knowledge of gang signs, colors, and politics. You take +1 when Spouting Lore about gangs, and +1 ongoing while dealing with them without violence.

[] Organized Crime – You are owed a favor by someone in high places. Name them. After you call in your favor, they owe you nothing, but you get +1 ongoing to dealing with them socially in the future, as good will is everything in the Family.

---Starting Moves---

Artful Dodger - When you run to close the gap between you and an opponent, choose one.

*You easily slide over, under, or through an obstacle in your way.

*You use your momentum to add Forceful to your attack.

The Ol' Charm - When you turn the ol' charm, roll +CHA.

10+: The other party finds you likeable enough to not immediately shut you down, and they will help you out if you do something helpful for them first.

7-9: Whoever stops you from harassing the other party gets +1 Forward to dealing with them.

6-: In addition to whatever else happens, you are completely shot down and it is completely humiliating.

The Hand is Quicker than the Eye – Any one-handed weapon you wield has Precise.

Choose One:

[] Free Running - When you take the fastest and most direct path between two points regardless of structural safety or sanity, roll +DEX.

10+ You make it across safely. 7-9: You make it across, but you won't be able to make it back the same way.

[] Street Rules - When you pull a degenerate, violent tactic against somebody who doesn't expect you fight like an animal, take +1 forward.

---Level 2-5 Advances---

[] I Want It All – If you took Free Running, you gain Street Rules. If you took Street Rules, you gain Free Running.

[] Hey I'm Talkin To You - When you taunt or insult a foe with the intent of facing him one-on-one, roll +CHA.

10+: You draw his attention away over to you, causing him to ignore whoever had his attention previously. As long as you're only attacking him, you get +1d6 forward to damage, and you keep his attention. Lets hope this was a good idea.

7-9: As 10+, but that's not the only attention you have drawn. Maybe this wasn't such a good idea.

[] Close Call – When you would take either 1 or 3 damage before adjusting for +armor or +damage, you dodge instead. The attack merely grazes you, doing no damage.

[] No Regrets - When you do something unexpected, without thinking it through or planning with your allies, take +1 Forward.

[] Call of the Void - When you leap from a dangerous place, you always find something to grab and swing on.

[] School of Hard Knocks - You may take a move from a playbook that no other players are using. If it doesn't make you faster or more intimidating, you take it as if you were a level lower.

[] Old Friends - You know a group of useful people from way, way back. Describe them. When you get ahold of your old friends and ask them for a favor, roll +CHA. Take +1 forward if you've done something for them lately.

10+: They'll help you out, but you owe them one, buddy.

7-9: They'd love to help you out, but first you need to do this one little thing for them.

[] Lets Roll – Whereas other heroes have a mere mount, you have a Ride, an animal or vehicle that comes when you call. Name it and describe it. When you whistle for your Ride, roll +CHA.

10+: Your Ride arrives in a dramatic, memorable fashion. You have a few seconds of shock and awe to take advantage of if you're quick about it.

7-9: Your Ride arrives in a serviceable (although not particularly notable) fashion.

[] Fight or Flight - Whenever you roll Discern Realities, you may either ask "what is our biggest threat right now" or "how can we leave our immediate area?" for free.

[] A Problem With Authority – During End of Session, the GM asks "Did you create a situation with or harass an authority figure for no reason?" If you did, mark EXP.

[] Make Way for the Bad Guy – When your reputation as a hard criminal precedes you, you take +1 to Outstanding Warrants.

---Level 6-10 Advances---

[] The Boys – You've attracted the admiration of a group of like-minded individuals who look up to you. Name your gang. When you are among your gang after you've been gone for a while, gain 3 Anarchy. When you leave your gang for adventure, spend your Anarchy 1 for 1 on the following options.

* You tell your boys what you want acquired and they will do their best to acquire it or something similar by the time you come back.

* You tell your boys who you want harassed. When you deal with somebody being harassed, you may use "we will leave you alone if you do as we say" as Leverage for Parley.

* Up to two of your best boys come with you. Name them. Treat each as a Hireling with Warrior 1, Burglar 1, and Loyalty 2. Their cost is "Be allowed to be angry, impulsive teens."

[] Do You Like To Hurt People? - When you deal your damage to an enemy you take +1 Forward to your next Hack and Slash roll and +1d6 damage forward.

[] Fade Into Violence - After you roll 10+ on Hack and Slash, you can use Artful Dodger to rush forward and attack another enemy within Near range before they can react.

[] Now Its My Turn – When you spit blood and acknowledge that was a pretty good hit for the first time in a fight, gain 2d6 hit points and take a Debility you don't have.

[] Lion Kills Dog – When you brutally end an unworthy enemy's life in full view of their allies, they gain an intense fear of you and you take +1 ongoing to intimidate or attack them.

[] People Like You Need Me (Replaces Make Way for the Bad Guy) – You no longer roll Outstanding Warrants. Everyone knows what you've done by now, and the authorities won't try to start trouble with you in the hopes that you won't start trouble with them.

[] Who The Hell Do You Think I Am? - When you loudly announce your presence to people who do not expect you, you and your allies take +1 Forward and +1d6 Damage Forward to your next aggressive actions.

---Gear---

You start with dungeon rations and a seemingly endless supply of a cheap but illegal substance for your personal use.

Choose two:

[] Dented Bat (Close, 1 weight)

[] Switchblade (Hand, Concealable, 0 weight)

[] Length of Chain (Close, Reach, 1 weight)

[] Beat-up leather jacket (1 Armor, 1 weight)

Death Move - Punk Rock Isn't Dead

Your passing ignites a fire in the hearts of those you have left behind. Name a cause you believed in. Whenever your friends act in the name of your cause, they take +1 forward. As time goes on, your allies may notice sympathizers, protests, and even riots devoted to your cause. Your passing was too soon, though what you believed in will live on forever.