

**Character Name**

Doctor Funebryss Barr

# MYRIAD SONG

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**Player's Name**

Personality *Curious* Legacy *Elver*  
 Upbringing *Space-Faring Career* *Scientist*

New Skill Mark = -4 points Re-train Mark = +2 points Unspent Experience  
 New Gift = -10 points Retrain Gift = +5 points

## Goals

1. *Make a scientific discovery*
- 2.
- 3.



**Personal Motto**

"A solution to every problem."

## Traits

**Body**  d 4    **Speed**  d 6  
**Mind**  d10\*    **Will**  d 8  
**Legacy**  d 6    **Career**  d 6

One Mark = d4    Two Marks = d6    Three Marks = d8    Four Marks = d10    Five Marks = d12    Six Marks = d12, d4 etc.

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
astrophysics	/	Academics	d4	d6	d6
swimming	/	Athletics	d4	d6	
electronics		Craft			d6
		Deceit			
		Endurance			
		Evasion			
		Fighting			
with academic types	//	Negotiation	d6		
in or around water		Observation		d6	d6
resisting Scares	/	Presence	d4		
		Psyche			
with academic types	//	Questioning	d6		
		Shooting			
Rallying others	//	Tactics	d6		
		Transport			

Ranges: Close = 1m    Near = 3m    Short = 10m (d8)    Medium = 30m (d12)    Long = 100m (2d12)    Very Long = 300m (3d12)    Far = 1,000m (4d12)    Extreme = 3,000m (5d12)    Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
<b>Combat Save</b> (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying) Rest	<input type="checkbox"/>
<b>Personality: Curious</b> (X to claim a bonus d12 on one appropriate roll) Rest	<input type="checkbox"/>
<b>Upbringing Free Fall</b> (bonus d12 in zero gravity)	<input type="checkbox"/>
<b>Upbringing Space-Farer Loadout</b> (stuff!) Chapter	<input type="checkbox"/>
<b>Legacy Elver Body</b> (extra Stand Up action, no #Smother)	<input type="checkbox"/>
<b>Legacy Swimming</b> (bonus d12 to swim)	<input type="checkbox"/>
<b>Career Research</b> (bonus d12 to use libraries, etc.)	<input type="checkbox"/>
<b>Career Team Player</b> (assist bonus d12, not d8, botches don't ruin)	<input type="checkbox"/>
<b>Elver Electric</b> (electromagnetics) Action	<input type="checkbox"/>
<b>*Improved Mind</b> (raise Mind Trait by one die size)	<input type="checkbox"/>
<b>Pacifist</b> (bonus d12 to dodge, but X if you attack) Special	<input type="checkbox"/>

Name	Cost or Recharge?
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

<b>Damage:</b> any hit = <input type="checkbox"/> Reeling d8 concealment penalty, next action is Recover	1 hit = <input type="checkbox"/> Hurt +1 future Damage on you	2 hits = <input type="checkbox"/> Panicked can't Attack or Rally	3 hits = <input type="checkbox"/> Injured +1 future Damage on you (Healing ____%)	4 hits = <input type="checkbox"/> Dying get first aid!	5 hits = <input type="checkbox"/> Dead Do you have a Combat Save?	6 hits = <input type="checkbox"/> Overkilled Allies Near you are Panicked
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## Battle Array

Initialive	Stride	Dash	Scramble	Run	Dodge	Attack	Threat	Strike	Dice	Effect	Notes
d10, d6	1m	3m	2d6	15m	d6 (Pacifist d12)	Elver Electric	-	Close	2d6	Penetrating Dmg +1, Confused	X: Action
Speed Dice & Mind Dice	One	½ Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice	Raygun Pistol	Short	Medium	d10, d6	Slaying Dmg +1	Cool-down d6
<b>Soak</b> d6 Body Dice	<b>Outfit (and Bonus)</b> Spacesuit (Armor d6, FreeFall d8, Survey d8, Airtight, Fireproof)				<b>Rally</b> d8, d6 Will Dice & Tactics Dice	Laser Torch	Close	Close	d10, d6, d4	Dmg +0 #Critical #Finish #Scorch	Cool-down d6
						Holdout Shotgun	Near	Medium	d8, d6, d4	Dmg +0 #Nearby	Cap: Low

Notes PACIFIST: IF you attack, exhaust your Pacifist gift and lose the d12 bonus to dodge. You must go 24 hours without attacking or otherwise being violent to recharge the gift.

**Focus and Wait ... or Take Two Different Actions** — Aim for bonus d8 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d8 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

## Character Name

Captain Diprova Brugabi

Personality *Professional Legacy Human*

Upbringing *Space-Faring Career Pilot*

## Player's Name

# MYRIAD SONG

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New Skill Mark = -4 points  
New Gift = -10 points

Re-train Mark = +2 points  
Retrain Gift = +5 points

Unspent Experience



## Personal Motto

"Don't salute.

I work for a living."

## Traits

Body **d 8**

Speed **d 8**

Mind **d 8\***

Will **d 8\***

Legacy **d 6\***

Career **d 6**

## Goals

1. Have an incident-free trip.

2.

3.

One Mark = d4

Two Marks = d6

Three Marks = d8

Four Marks = d10

Five Marks = d12

Six Marks = d12, d4 etc.

### Favorite Use

### Marks

### Skills

### Dice from Marks

### Dice from Legacy

### Dice from Career

medicine /

Free-Fall maneuvering /

electronics /

vs. "dirt-siders" /

space travel

stealth /

with Laser Torch /

with spacefaring types

when in space

when in space /

Syndic lore /

vs. "dirt-siders"

with Magnum Pistol /

Rallying others

spacecraft

Academics d4

Athletics d4

Craft d4

Deceit d4

Endurance

d6

Evasion d4

Fighting d4

Negotiation

d6

Observation

d6

Presence d4

Psyche d4

Questioning

d6

Shooting d4

Tactics

d6

Transport

d6

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
<b>Combat Save</b> (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying) Rest <input type="checkbox"/>	
<b>Personality: Professional</b> (X to claim a bonus d12 on one appropriate roll) Rest <input type="checkbox"/>	
<b>Upbringing Free Fall</b> (bonus d12 in zero gravity) <input type="checkbox"/>	
<b>Upbringing Space-Farer Loadout</b> (stuff!) Chapter <input type="checkbox"/>	
<b>Legacy Leadership</b> (bonus d12 to Rally) <input type="checkbox"/>	
<b>Legacy Low Profile</b> (bonus d12 to blend in with a crowd) <input type="checkbox"/>	
<b>Career Navigation</b> (bonus d12 to get directions, plot paths) <input type="checkbox"/>	
<b>Career Pilot</b> (bonus d12 with Flying vehicles) <input type="checkbox"/>	
*Improved Trait: Legacy (increase Legacy one size) <input type="checkbox"/>	
*Improved Trait: Mind (increase Mind one size) <input type="checkbox"/>	
*Improved Trait: Will (increase Will one size) <input type="checkbox"/>	

Name	Cost or Recharge?
	<input type="checkbox"/>
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	<input type="checkbox"/>
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	<input type="checkbox"/>

Damage: any hit =  Reeling | 1 hit =  Hurt | 2 hits =  Panicked | 3 hits =  Injured | 4 hits =  Dying | 5 hits =  Dead | 6 hits =  Overkilled  
d8 concealment penalty, next action is Recover | +1 future Damage on you | can't Attack or Rally | +1 future Damage on you (Healing \_\_\_\_%) | get first aid! | Do you have a Combat Save? | Allies Near you are Panicked

## Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge	Money	Attack	Threat	Strike	Dice	Effect	Notes
2d8	1m	4m	2d8	20m	d8, d4	d6	Raygun Pistol	Short	Medium	2d8, d4	Slaying Dmg +1	Cool-down d6
Speed Dice & Mind Dice	One	1/2 Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice		Laser Torch	Close	Close	3d8, d4	Dmg +0 #Critical #Finish #Scorch	Cool-down d6
Soak	Outfit (and Bonus)	Rally					Holdout Shotgun	Near	Medium	3d8, d4	Dmg +0 #Nearby	Cap: Low
d8	Spacesuit (Armor d6, FreeFall d8, Survey d8, Airtight, Fireproof)	d12, d8, d6										
Body Dice		Will Dice & Tactics Dice										
Notes												

**Focus and Wait ... or Take Two Different Actions** — Aim for bonus d8 vs. one target • **Attack** • **Control** a device • **Dash** to Close, Near, Short Range • **Equip** a weapon or a reload • **Guard** for bonus d8 vs. all attacks • **Rally** a friend using Will & Tactics Dice • **Recharge** an Action Gift • **Recover** from Reeling • **Scramble** a random distance • **Stand up** • **Stride** one pace • perform a **Stunt** and end your turn, Reeling

Character Name

Jonguil Carmintarsus

# MYRIAD SONG

Player's Name

Personality *Violent* Legacy *Troodon*

Upbringing *Underworld* Career *Soldier*



Personal Motto

"Paint the night with battle cries."

## Traits

Body **d 8** Speed **d 8**

Mind **d 6** Will **d 6**

Legacy **d 4** Career **d 6**

## Goals

1. Defeat a worthy foe
- 2.
- 3.

One Mark = d4    Two Marks = d6    Three Marks = d8    Four Marks = d10    Five Marks = d12    Six Marks = d12, d4 etc.

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
throwing		Academics			
		Athletics		d4	
		Craft			
		Deceit			
		Endurance			
vs. Shooting	/	Evasion	d4		
with Knife	/	Fighting	d4	d4	d6
		Negotiation			
		Observation			
when screaming	/	Presence	d4		
		Psyche			
		Questioning			
with Shotgun	///	Shooting	d8		d6
with Flanking	///	Tactics	d8	d4	d6
		Transport			

Ranges: Close = 1m    Near = 3m    Short = 10m (d8)    Medium = 30m (d12)    Long = 100m (2d12)    Very Long = 300m (3d12)    Far = 1,000m (4d12)    Extreme = 3,000m (5d12)    Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
<b>Combat Save</b> (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying) Rest	<input type="checkbox"/>
<b>Personality: Violent</b> (X to claim a bonus d12 on one appropriate roll) Rest	<input type="checkbox"/>
<b>Upbringing</b> Bullet Conservation (Shoot For Flat damage, no ammo)	<input type="checkbox"/>
<b>Upbringing</b> Paramilitary Loadout (stuff!) Chapter	<input type="checkbox"/>
<b>Legacy</b> Frenzy (X For Enraged, bonus 2d6 Soak) Focus	<input type="checkbox"/>
<b>Legacy</b> Rushing Attack (Stunt: run 20m, Attack, go Reeling)	<input type="checkbox"/>
<b>Career</b> Counter-Tactics (attacker using Tactics? bonus d12)	<input type="checkbox"/>
<b>Career</b> Danger Sense (bonus d12 to blend in with a crowd)	<input type="checkbox"/>
<b>Frenzied Pace</b> (Enraged? bonus move and dodge*)	<input type="checkbox"/>
<b>±Troodon Scales</b> (X For -1 Damage) Action	<input type="checkbox"/>
<b>Troodon Scream</b> (Enraged? extra Recharge action)	<input type="checkbox"/>

Name	Cost or Recharge?
	<input type="checkbox"/>
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Damage: any hit =  Reeling    1 hit =  Hurt    2 hits =  Panicked    3 hits =  Injured    4 hits =  Dying    5 hits =  Dead    6 hits =  Overkilled  
d8 concealment penalty, next action is Recover    +1 future Damage on you    can't Attack or Rally    +1 future Damage on you (Healing \_\_\_\_\_%)    get first aid!    Do you have a Combat Save?    Allies Near you are Panicked

## Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge	Money	Attack	Threat	Strike	Dice	Effect	Notes
d12, d8, d6	1m*	4m*	2d8*	20m*	d8, d4*	d6	Military Shotgun	Near	Medium	3d8, d6	Dmg +1 #Nearby, Sweep Short	
Speed Dice & Mind Dice	One	½ Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice		" Bullet Conservation				Dmg Flat 1 #Nearby (No ammo loss)	
Soak	Outfit (and Bonus)			Rally			Frag Grenade	-	Medium	2d8, d4	Blast: Near Damage Flat 3	
d8±	Paramilitary (Armor d6, Climb d8, Survival d8, Survey d8)			d8, 2d6, d4			Knife	Close	Close	2d8, d6, 2d4	Damage +0	Thrown
Body Dice				Will Dice & Tactics Dice			Holdout Pistol	Short	Medium	2d8, 3d6	Dmg +0	Ammo: Low
							" Bullet Conservation				Dmg Flat zero (No ammo loss)	

Notes \*Are you Enraged? FRENZIED PACE! Stride 2m, Dash 6m, Scramble 3d8, Run 28m, Dodge d12, d8, d4.

TROODON SCREAM: Extra "recharge my Troodon Scales" action

Holdout Pistol reloads x3. Military Shotgun reloads x3. Frag Grenades x3.

### Focus and Wait ... or Take Two Different Actions

— Aim for bonus d8 vs. one target · Attack · Control a device · Dash to Close, Near, Short Range · Equip a weapon or a reload · Guard for bonus d8 vs. all attacks · Rally a friend using Will & Tactics Dice · Recharge an Action Gift · Recover from Reeling · Scramble a random distance · Stand up · Stride one pace · perform a Stunt and end your turn, Reeling

Character Name **Dame Brisdersell Chyteuthia**

# MYRIAD SONG

Player's Name

Personality **Bossy** Legacy **Ishato**

Upbringing **Aristocrat** Career **Technocrat**

New Skill Mark = -4 points New Gift = -10 points Re-train Mark = +2 points Retrain Gift = +5 points Unspent Experience

## Goals

- Make a big score.
- 
- 

One Mark = d4 Two Marks = d6 Three Marks = d8 Four Marks = d10 Five Marks = d12 Six Marks = d12, d4 etc.



## Personal Motto

"Everything balances, eventually."

## Traits

**Body** d6 **Speed** d6  
**Mind** d6 **Will** d8  
**Legacy** d4 **Career** d8

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
history	//	Academics	d6		d8
		Athletics			
		Craft			
		Deceit			
vs. Fatigue and sleep		Endurance		d4	
stealth		Evasion		d4	
when outnumbered		Fighting		d4	
with aristocratic types	//	Negotiation	d6		
in urban areas		Observation			d8
vs. poor people	/	Presence	d4		
		Psyche			
with aristocratic types		Questioning			d8
with Xenharmonic Pistol	//	Shooting	d6		
Rallying others	//	Tactics	d6		
		Transport			

Ranges: Close = 1m Near = 3m Short = 10m (d8) Medium = 30m (d12) Long = 100m (2d12) Very Long = 300m (3d12) Far = 1,000m (4d12) Extreme = 3,000m (5d12) Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
<b>Combat Save</b> (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying) Rest <input type="checkbox"/>	
<b>Personality: Bossy</b> (X to claim a bonus d12 on one appropriate roll) Rest <input type="checkbox"/>	
<b>Upbringing Aristocrat Loadout</b> (stuff!) Chapter <input type="checkbox"/>	
<b>Upbringing Xenharmonic Finishing</b> (-1 Damage, add #Finish)	<input type="checkbox"/>
<b>Legacy Extra Pair of Arms</b> (extra 2 hands, X For -1 Damage) Rest <input type="checkbox"/>	
<b>Legacy Stealth</b> (bonus d12 to hide and to sneak)	<input type="checkbox"/>
<b>Career Administration</b> (bonus d12 For business issues)	<input type="checkbox"/>
<b>Career Research</b> (bonus d12 to use libraries, etc.)	<input type="checkbox"/>
<b>Coward</b> (X to Panic. Bonus move, dodge w/Panicked) Rest <input type="checkbox"/>	
<b>Leadership</b> (bonus d12 to Rally)	<input type="checkbox"/>
<b>Comic Relief</b> (can still Rally others when Panicked)	<input type="checkbox"/>

Name	Cost or Recharge?
	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>
	<input type="checkbox"/>

Damage: any hit =  Reeling d8 concealment penalty, next action is Recover  
 1 hit =  Hurt +1 future Damage on you  
 2 hits =  Panicked can't Attack or Rally  
 3 hits =  Injured +1 future Damage on you (Healing \_\_\_\_\_%)  
 4 hits =  Dying get first aid!  
 5 hits =  Dead Do you have a Combat Save?  
 6 hits =  Overkilled Allies Near you are Panicked

## Battle Array

Initialive	Stride	Dash	Scramble	Run	Dodge	Attack	Threat	Strike	Dice	Effect	Notes
2d6	1m*	3m*	2d6*	15m*	d6, d4*	Xenharmonic Pistol	Short	Medium	3d6	Omg Flat 0 #Finish #Warp, Vuln.	
						Xenharmonic Blade	Close	Near	2d6, d4	Omg Flat 1 #Finish #Warp, Vuln.	
						Xenharmonic Whip	Short	Medium	2d6, d4	Omg Flat 0 #Finish #Warp, Vuln.	
Soak	Outfit (and Bonus)			Rally							
d6	Mezzoforte (Armor d6, Psyche d8)			d12, d8, d6							
Body Dice				Will Dice & Tactics Dice							

Notes COWARD: Are you Panicked? Stride 2m; Dash 5m; Scramble d8 2d6; Run 23m; Dodge d12 d6 d4.

Exhaust this gift to become Panicked and to claim bonuses instantly.

COMIC RELIEF: You can still use the "Rally" action when Panicked. (Characters without this Gift cannot Rally when Panicked.)

Focus and Wait ... or Take Two Different Actions — Aim for bonus d8 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d8 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

Shersey Dellaportia

Personality *Laconic* Legacy *Rhax*

Upbringing *Paramilitary Career Stormtrooper*

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New Skill Mark = -4 points  
New Gift = -10 points

Re-train Mark = +2 points  
Retrain Gift = +5 points

Unspent Experience



**Personal Motto**

"Go quiet, then go loud."

**Traits**

Body d 6 Speed d 8

Mind d 6 Will d 6

Legacy d 4 Career d 8

**Goals**

1. Win a duel of Fire-arms.
- 2.
- 3.

One Mark = d4    Two Marks = d6    Three Marks = d8    Four Marks = d10    Five Marks = d12    Six Marks = d12, d4 etc.

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
with throwing sabotage	//	Academics			
		Athletics	d6	d4	
		Craft		d4	
		Deceit			
		Endurance			
stealth when outnumbered	///	Evasion			d8
		Fighting	d8		
From above when outnumbered	/	Negotiation			
		Observation	d4		
		Presence		d4	
		Psyche			
with Military Carbine when outnumbered	///	Questioning			
		Shooting	d8		d8
		Tactics			d8
		Transport			

Ranges: Close = 1m    Near = 3m    Short = 10m (d8)    Medium = 30m (d12)    Long = 100m (2d12)    Very Long = 300m (3d12)    Far = 1,000m (4d12)    Extreme = 3,000m (5d12)    Horizon = 10,000m (6d12)

**Gifts**

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest <input type="checkbox"/>
Personality: <i>Laconic</i> (X to claim a bonus d12 on one appropriate roll)	Rest <input type="checkbox"/>
Upbringing <i>Bullet Conservation</i> (Shoot For Flat damage, no ammo)	<input type="checkbox"/>
Upbringing <i>Paramilitary Loadout</i> (stuff!)	Chapter <input type="checkbox"/>
Legacy <i>Extra Pair of Arms</i> (extra 2 hands, X For -1 Damage)	Rest <input type="checkbox"/>
Legacy <i>Rhax Clinging</i> (X to cling to vertical surface)	Action <input type="checkbox"/>
Career <i>Danger Sense</i> (bonus d12 to initiative, traps, ambushes)	<input type="checkbox"/>
Career <i>Rapid Fire Replay</i> (Spend ammo to re-roll Firearm attack)	<input type="checkbox"/>
<i>Insider with Malmignatti Cluster</i> (bonus d12)	<input type="checkbox"/>
<i>Portia Dual-Attack</i> (X For two attacks)	Focus <input type="checkbox"/>
<i>Malmignatti Secrets</i> (X to claim bonus d12 For Athletics, Craft, or Presence)	Rest <input type="checkbox"/>

Name	Cost or Recharge?
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>
	<input type="checkbox"/>

Damage:	any hit = <input type="checkbox"/> Reeling d8 concealment penalty, next action is Recover	1 hit = <input type="checkbox"/> Hurt +1 future Damage on you	2 hits = <input type="checkbox"/> Panicked can't Attack or Rally	3 hits = <input type="checkbox"/> Injured +1 future Damage on you (Healing _____%)	4 hits = <input type="checkbox"/> Dying get first aid!	5 hits = <input type="checkbox"/> Dead Do you have a Combat Save?	6 hits = <input type="checkbox"/> Overkilled Allies Near you are Panicked
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**Battle Array**

Initiative	Stride	Dash	Scramble	Run	Dodge	Money	Attack	Threat	Strike	Dice	Effect	Notes
d12, d8, d6	1m	4m	d8, d6	18m	2d8	8	Military Carbine	Medium	Long	3d8, d6	OmG +2, Sweep Short	Cap: High
Speed Dice & Mind Dice	One	1/2 Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice		" Bullet Conservation				OmG Flat 2	(Cap does not drop)
							Military Carbine	Medium	Long	3d8, d6	OmG +2, Sweep Short	Cap: High
							" Bullet Conservation				OmG Flat 2	(Cap does not drop)
							Frag Grenade	-	Medium	d8, 2d6, d4	Blast: Near Damage Flat 3	x3
							Concussion Grenade	-	Medium	d8, 2d6, d4	Blast: Near Damage Flat 1	
											Confused, Vulnerable	x3
Soak	Outfit (and Bonus)				Rally		Knife	Close	Close	2d8, d6	Damage +0	Thrown
d6	Paramilitary (Armor d6, Climb d8, Survival d8, Survey d8)				d8, d6							
Body Dice					Will Dice & Tactics Dice							

Notes EXTRA PAIR OF ARMS: You have Four arms. (You usually hold two Military Carbines.) You may exhaust this Gift to take -1 Damage, but you will lose the ability to use two arms and your Portia Dual Attack.

PORTIA DUAL-ATTACK: Exhaust this gift to attack with both Military Carbines. All Four arms must be working. To recharge, you must spend Focus. (You can get Focus by taking a Focus turn.)

**Focus and Wait ... or Take Two Different Actions** — Aim for bonus d8 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d8 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

**Character Name**

Hzirilupiedu "Ezril" Dubusym

# MYRIAD SONG

**Player's Name**

Personality *Cocky* Legacy *Human*  
Upbringing *Paramilitary* Career *Mercenary*

New Skill Mark = -4 points    Re-train Mark = +2 points    Unspent Experience  
New Gift = -10 points    Retrain Gift = +5 points



**Personal Motto**

"Never kill for free."

**Goals**

- 1. Get a big score.
- 2.
- 3.

One Mark = d4    Two Marks = d6    Three Marks = d8    Four Marks = d10    Five Marks = d12    Six Marks = d12, d4 etc.

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
medicine	/	Academics	d4		
jumping	/	Athletics	d4		
		Craft			
		Deceit			
		Endurance			
vs. Shooting with Knife	///	Evasion	d8		
Haggling over price	/	Fighting			d12
		Negotiation	d4	d6	
		Observation			
		Presence			
		Psyche			
with paramilitary types		Questioning		d6	
with Magnum Pistol	///	Shooting	d8		d12
Rallying others		Tactics		d6	d12
		Transport			

**Traits**

Body **d 8**    Speed **d 6**  
Mind **d 4**    Will **d 6**  
Legacy **d 6**    Career **d12\***

Ranges: Close = 1m    Near = 3m    Short = 10m (d8)    Medium = 30m (d12)    Long = 100m (2d12)    Very Long = 300m (3d12)    Far = 1,000m (4d12)    Extreme = 3,000m (5d12)    Horizon = 10,000m (6d12)

**Gifts**

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest <input type="checkbox"/>
Personality: Cocky (X to claim a bonus d12 on one appropriate roll)	Rest <input type="checkbox"/>
Upbringing Bullet Conservation (Shoot for Flat damage, no ammo)	<input type="checkbox"/>
Upbringing Paramilitary Loadout (stuff!)	Chapter <input type="checkbox"/>
Legacy Leadership (bonus d12 to Rally)	<input type="checkbox"/>
Legacy Low Profile (bonus d12 to blend in with a crowd)	<input type="checkbox"/>
Career Danger Sense (bonus d12 to initiative, traps, ambushes)	<input type="checkbox"/>
Career Haggling (bonus d12 to negotiate prices, better resales)	<input type="checkbox"/>
Dexterity (All hands good, threaten targets with off-hand)	<input type="checkbox"/>
*Improved Trait: Career (increase Career one die size...)	<input type="checkbox"/>
*Improved Trait: Career (... and increase it again!)	<input type="checkbox"/>

Name	Cost or Recharge?
	<input type="checkbox"/>
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Damage: any hit =  Reeling    1 hit =  Hurt    2 hits =  Panicked    3 hits =  Injured    4 hits =  Dying    5 hits =  Dead    6 hits =  Overkilled  
d8 concealment penalty, next action is Recover    +1 future Damage on you    can't Attack or Rally    +1 future Damage on you (Healing \_\_\_\_%)    get first aid!    Do you have a Combat Save?    Allies Near you are Panicked

**Battle Array**

Initiative	Stride	Dash	Scramble	Run	Dodge
d12, d6, d4	1m	3m	d8, d6	17m	d8, d6
Speed Dice & Mind Dice	One	1/2 Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash + Body + Speed	Speed Dice & Evasion Dice
Soak	Outfit (and Bonus)		Rally		
d8	Paramilitary (Armor d6, Climb d8, Survival d8, Survey d8)		2d12, 2d6		
Body Dice			Will Dice & Tactics Dice		

Attack	Threat	Strike	Dice	Effect	Notes
Magnum Pistol	Short	Medium	d12, 2d8, d6*	Dmg +2 #Critical	Cap: Low
" w/ Bullet Conservation				Dmg Flat 2 #Critical (no Cap loss)	
Magnum Pistol	Short	Medium	d12, 2d8, d6*	Dmg +2 #Critical	Cap: Low
" w/ Bullet Conservation				Dmg Flat 2 #Critical (no Cap loss)	
Knife	Close	Close	d12, d8, d6	Damage +0	Thrown
Frag Grenade	-	Medium	d8, d6, d4	Blast: Near Damage Flat 3	x3
Military Rifle	-	Very Long	d12, d8, d6, d4	Dmg +2 #Critical, Sweep	Medium
					Cap: High

Notes \*DEXTERITY: When attacking at Short range, you may claim d12 d6 Tactics bonus from your off hand weapon.  
BULLET CONSERVATION: Do Flat Damage and don't lose ammo capacity.

Focus and Wait ... or Take Two Different Actions — Aim for bonus d8 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d8 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

Character Name

Dal Diun Frequenza

# MYRIAD SONG

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Player's Name

Personality *Morose* Legacy *Human*  
 Upbringing *Cross-Cultural Career Conductor*

New Skill Mark = -4 points New Gift = -10 points  
 Re-train Mark = +2 points Retrain Gift = +5 points  
 Unspent Experience



Personal Motto

"We can make it, together."

Traits

Body **d 6** Speed **d 6**  
 Mind **d 6** Will **d 4**  
 Legacy **d 8** Career **d 8**

Ranges: Close = 1m Near = 3m Short = 10m (d8) Medium = 30m (d12) Long = 100m (2d12) Very Long = 300m (3d12) Far = 1,000m (4d12) Extreme = 3,000m (5d12) Horizon = 10,000m (6d12)

Gifts

Name \_\_\_\_\_ Cost or Recharge? \_\_\_\_\_  
**Combat Save** (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying) Rest   
**Personality: Morose** (X to claim a bonus d12 on one appropriate roll) Rest   
**Upbringing** *Cosmopolitan* (bonus d12 to gossip, no culture barriers)   
**Upbringing** *Gossip* (bonus d12 to gather information)   
**Legacy** *Leadership* (bonus d12 to Rally)   
**Legacy** *Low Profile* (bonus d12 to blend in with a crowd)   
**Career** *Conductor Legacy* (immune to #Warp conditional damage)   
**Career** *Navigation* (bonus d12 to get directions, plot paths)   
 Ally: *Lita, Human Performer* (a friendly character!)   
 Luck (X to roll one die twice more) Chapter   
 Performance: *Keytar* (bonus d12 with keytars)

Name	Cost or Recharge?
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	<input type="checkbox"/>

**Damage:** any hit =  Reeling (d8 concealment penalty, next action is Recover) | 1 hit =  Hurt (+1 future Damage on you) | 2 hits =  Panicked (can't Attack or Rally) | 3 hits =  Injured (+1 future Damage on you (Healing \_\_\_\_%)) | 4 hits =  Dying (get first aid!) | 5 hits =  Dead (Do you have a Combat Save?) | 6 hits =  Overkilled (Allies Near you are Panicked)

Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge	Money	Attack	Threat	Strike	Dice	Effect	Notes
2d6	1m	3m	2d6	15m	2d6*	8	Improvised Keytar	Close	Close	d6	Weak Damage +3	
Speed Dice & Mind Dice	One	½ Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice							
Soak	Outfit (and Bonus)		Rally									
d6	Aramid (Armor d6)		d12, 2d4									
Body Dice						Will Dice & Tactics Dice						

Notes ALLY: LITA RAGAZZA = Body d6, Speed d6, Mind d6, Will d6, Human d6, Performer d6  
 Deceit d6, Negotiation d6, Observation d6, Presence d6, Questioning d6, Tactics d6  
 Leadership, Low Profile, Performance: Singing, Team Player

**Focus and Wait ... or Take Two Different Actions** — Aim for bonus d8 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d8 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

Goals

- Solve the mystery of the Golden Chord.
- 
- 

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
music		Academics			d8
		Athletics			
		Craft			
		Deceit			
long-distance running	/	Endurance	d4		
while escaping	//	Evasion	d6		
		Fighting			
getting paid for gigs	/	Negotiation	d4	d8	
		Observation			
stage performance	///	Presence	d8		
golden chords	/	Psyche	d4		d8
gossiping	/	Questioning	d4	d8	
		Shooting			
Rallying others		Tactics		d8	
spacecraft		Transport			d8

Character Name

# MYRIAD SONG

Player's Name

Frithunaths

Personality *Wanderlust* Legacy *Human*  
 Upbringing *Rural* Career *Refugee*

New Skill Mark = -4 points New Gift = -10 points  
 Re-train Mark = +2 points Retrain Gift = +5 points  
 Unspent Experience



## Goals

- Go someplace new, and see something strange.
- 
- 

One Mark = d4   Two Marks = d6   Three Marks = d8   Four Marks = d10   Five Marks = d12   Six Marks = d12, d4 etc.

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		Academics			
		Athletics			
		Craft			
		Deceit			
hiking long distances	/	Endurance	d4		d6
with Bayonet	//	Evasion			
with rural types		Fighting	d6		
in rural areas	///	Negotiation		d4	
		Observation	d8		d6
		Presence			
		Psyche			
with rural types		Questioning		d4	
with Semi-Auto Rifle	///	Shooting	d8		
Rallying others		Tactics		d4	
		Transport			d6

## Personal Motto

"Failure doesn't mean anything, it just means changing paths."

## Traits

Body d6   Speed d8  
 Mind d8   Will d6  
 Legacy d4   Career d6

Ranges: Close = 1m   Near = 3m   Short = 10m (d8)   Medium = 30m (d12)   Long = 100m (2d12)   Very Long = 300m (3d12)   Far = 1,000m (4d12)   Extreme = 3,000m (5d12)   Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest <input type="checkbox"/>
Personality: Wanderlust (X to claim a bonus d12 on one appropriate roll)	Rest <input type="checkbox"/>
Upbringing Animal Handling (bonus d12 work with no-Mind creatures)	<input type="checkbox"/>
Upbringing Survival (bonus d12 to survive in the wilderness)	<input type="checkbox"/>
Legacy Leadership (bonus d12 to Rally)	<input type="checkbox"/>
Legacy Low Profile (bonus d12 to blend in with a crowd)	<input type="checkbox"/>
Career Danger Sense (bonus d12 to initiative, traps, ambushes)	<input type="checkbox"/>
Career Diplomacy (bonus d12 on negotiations longer than 5 minutes)	<input type="checkbox"/>
Desperate Attack* (declare for bonus d12)	Rest <input type="checkbox"/>
Sniper Shot (X to negate Range Dice penalty)	Rest <input type="checkbox"/>
Veteran (Aim & Guard bonuses are d12, not d8)	<input type="checkbox"/>

Name	Cost or Recharge?
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Damage: any hit =  Reeling   1 hit =  Hurt   2 hits =  Panicked   3 hits =  Injured   4 hits =  Dying   5 hits =  Dead   6 hits =  Overkilled  
 d8 concealment penalty, next action is Recover   +1 future Damage on you   can't Attack or Rally   +1 future Damage on you (Healing \_\_\_\_\_%)   get first aid!   Do you have a Combat Save?   Allies Near you are Panicked

## Battle Array

Initialive	Stride	Dash	Scramble	Run	Dodge	Money	Attack	Threat	Strike	Dice	Effect	Notes
d12, 2d8	1m	4m	d8, d6	18m	d8	2	Semi-Auto Rifle	-	Very Long	3d8	Dmg +2 #Critical	Ammo: High
Speed Dice & Mind Dice	One	1/2 Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash + Body + Speed	Speed Dice & Evasion Dice		Bayonet	Close	Near	3d6	Dmg +0 #Critical	
Soak	Outfit (and Bonus)		Rally				Semi-Auto Pistol	Short	Medium	3d8	Dmg +2	Ammo: High
d6	Aramid (Armor d6)		d12, 2d6, d4				Knife	Close	Close	d8, 2d6	Dmg +0	Thrown
Body Dice			Will Dice & Tactics Dice									

Notes DESPERATE ATTACK = Declare your Attack action will be "desperate." Roll a bonus d12.

Did you hit? Exhaust the gift. (Recharge with a rest)

Did you miss? Don't exhaust the gift. You may declare it again in the same Fight.

Focus and Wait ... or Take Two Different Actions — Aim for bonus d12 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d12 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling



**Character Name**

Vergan Keegsley

# MYRIAD SONG

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**Player's Name**

Personality *Gothic* Legacy *Human*  
 Upbringing *Derelict* Career *Scavenger*

New Skill Mark = -4 points New Gift = -10 points  
 Re-train Mark = +2 points Retrain Gift = +5 points  
 Unspent Experience

## Goals

1. Have an incident-free trip.
- 2.
- 3.

One Mark = d4    Two Marks = d6    Three Marks = d8    Four Marks = d10    Five Marks = d12    Six Marks = d12, d4 etc.

**Favorite Use**

**Marks**

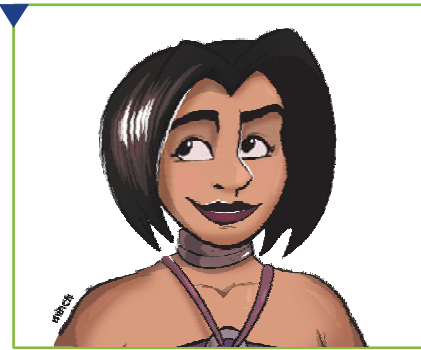
### Skills

Dice from Marks

Dice from Legacy

Dice from Career

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		<b>Academics</b>			
		<b>Athletics</b>			
Scrounged gear	///	<b>Craft</b>	d8		
		<b>Deceit</b>			
Finding Scrounged Loot		<b>Endurance</b>			d8
Stealth	///	<b>Evasion</b>	d8		
		<b>Fighting</b>			
with derelict types		<b>Negotiation</b>		d6	
in derelict areas		<b>Observation</b>			d8
		<b>Presence</b>			
with derelict types		<b>Psyche</b>			
		<b>Questioning</b>		d6	
Rallying others		<b>Shooting</b>			
Exoskeleton	///	<b>Tactics</b>		d6	
		<b>Transport</b>	d8		d8



## Personal Motto

"Of course it's not safe.  
 Then it wouldn't be Fun."

## Traits

**Body** d6    **Speed** d4  
**Mind** d8    **Will** d6  
**Legacy** d6    **Career** d8

Ranges: Close = 1m    Near = 3m    Short = 10m (d8)    Medium = 30m (d12)    Long = 100m (2d12)    Very Long = 300m (3d12)    Far = 1,000m (4d12)    Extreme = 3,000m (5d12)    Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
<b>Combat Save</b> (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest <input type="checkbox"/>
<b>Personality: Gothic</b> (X to claim a bonus d12 on one appropriate roll)	Rest <input type="checkbox"/>
<b>Upbringing Improved Breakdown</b> (Breakdown dice size increase)	<input type="checkbox"/>
<b>Upbringing Scrounged Loot</b> (stuff!)	Special <input type="checkbox"/>
<b>Legacy Leadership</b> (bonus d12 to Rally)	<input type="checkbox"/>
<b>Legacy Low Profile</b> (bonus d12 to blend in with a crowd)	<input type="checkbox"/>
<b>Career Danger Sense</b> (bonus d12 to initiative, traps, ambushes)	<input type="checkbox"/>
<b>Career Team Player</b> (assist bonus is d12, botches don't ruin)	<input type="checkbox"/>
<b>Scrounge Fix</b> (Control action to fix broken Scrounge gear)	<input type="checkbox"/>
<b>Scrounge Overload</b> (2x Breakdown dice, increase Dmg)	<input type="checkbox"/>
<b>Exoskeleton Load-Out</b> (stuff!)	Special <input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Name	Cost or Recharge?
	<input type="checkbox"/>
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**Damage:** any hit =  Reeling    1 hit =  Hurt    2 hits =  Panicked    3 hits =  Injured    4 hits =  Dying    5 hits =  Dead    6 hits =  Overkilled  
 d8 concealment penalty, next action is Recover    +1 future Damage on you    can't Attack or Rally    +1 future Damage on you (Healing \_\_\_\_%)    get first aid!    Do you have a Combat Save?    Allies Near you are Panicked

## Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge
d12, d8, d4	1m	zero m*	d6, d4	10m	d8, d4
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice
<b>Soak</b>	<b>Outfit (and Bonus)</b>			<b>Rally</b>	
d6	Amplifier (*Burden, Armor d6, Repair d8, Sabotage d8, Survey d8)			d12, 2d6	
Body Dice				Will Dice & Tactics Dice	

Attack	Threat	Strike	Dice	Effect	Notes
Waldo Armature	Close	Close	2d8, d6, d4	Damage +0	
Waldo Man Opener	Close	Close	d6, d4, Breakdown d8		Damage Flat 2 #Finish
" (w/ Overload)	Close	Close	d6, d4, Breakdown 2d8		Damage +2 #Finish
Holdout Pistol	Short	Medium	d8, d6, d4	Damage +0	Cap: Low
Knife	Close	Close	d6, d4	Damage +0	Thrown

Notes Exoskeleton's Waldo Turret is loaded with Man Opener.  
 3 reloads For Holdout Pistol.

**Focus and Wait ... or Take Two Different Actions** — Aim for bonus d8 vs. one target • **Attack** • **Control** a device • **Dash** to Close, Near, Short Range • **Equip** a weapon or a reload • **Guard** for bonus d8 vs. all attacks • **Rally** a friend using Will & Tactics Dice • **Recharge** an Action Gift • **Recover** from Reeling • **Scramble** a random distance • **Stand up** • **Stride** one pace • perform a **Stunt** and end your turn, Reeling

# Character Name

Doctor Myri-Perotto



# Player's Name

Personality *Friendly* Legacy *Ldum-Rabo*  
 Upbringing *Primitive* Career *Physician*

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New Skill Mark = -4 points Re-train Mark = +2 points  
 New Gift = -10 points Retrain Gift = +5 points Unspent Experience

## Goals

1. Save a life
- 2.
- 3.



## Personal Motto

"Repair, redeem, resurrection."

## Traits

**Body** d6 **Speed** d6  
**Mind** d8 **Will** d4  
**Legacy** Ldum d8 Rabo d4 **Career** d6

One Mark = d4 Two Marks = d6 Three Marks = d8 Four Marks = d10 Five Marks = d12 Six Marks = d12, d4 etc.

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
Medicine climbing	/	Academics	d4	d8	d6
		Athletics		d4	
		Craft			
		Deceit			
Foraging For Food in primitive places	//	Endurance		d4	
with Primitive Club	//	Evasion	d6		
		Fighting	d6		
		Negotiation			
in primitive places resisting Scares	/	Observation		d4	d6
		Presence	d4	d8	
		Psyche			
with primitive types		Questioning		d8	d6
with Primitive Flatbow	///	Shooting	d8		
		Tactics			
		Transport			

Ranges: Close = 1m Near = 3m Short = 10m (d8) Medium = 30m (d12) Long = 100m (2d12) Very Long = 300m (3d12) Far = 1,000m (4d12) Extreme = 3,000m (5d12) Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
<b>Combat Save</b> (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest <input type="checkbox"/>
<b>Personality: Friendly</b> (X to claim a bonus d12 on one appropriate roll)	Rest <input type="checkbox"/>
<b>Upbringing Primitive Loot</b> (Mind & Craft vs. 3 For stuff!)	Special <input type="checkbox"/>
<b>Upbringing Survival</b> (bonus d12 for hunting, gathering)	<input type="checkbox"/>
<b>Legacy Ldum Medicine</b> (d12, 2d8, d6, d4 vs. 3)	Rest <input type="checkbox"/>
<b>Legacy Ldum-Rabo Symbiosis</b> (extra Legacy Trait)	<input type="checkbox"/>
<b>Career Doctor</b> (d12, 2d8, d6, d4 vs. 3)	<input type="checkbox"/>
<b>Career First Aid</b> (action: d12, 2d8, d6, d4 vs. 3)	<input type="checkbox"/>
Archery (Aim? Reload your bow, too)	<input type="checkbox"/>
Honor (X to declare task, others suffer d12 to stop you)	<input type="checkbox"/>
Primitive Replay (X to re-roll Primitive attack)	Action <input type="checkbox"/>

Name	Cost or Recharge?
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**Damage:** any hit =  Reeling (d8 concealment penalty, next action is Recover) | 1 hit =  Hurt (+1 future Damage on you) | 2 hits =  Panicked (can't Attack or Rally) | 3 hits =  Injured (+1 future Damage on you (Healing \_\_\_\_\_%)) | 4 hits =  Dying (get first aid!) | 5 hits =  Dead (Do you have a Combat Save?) | 6 hits =  Overkilled (Allies Near you are Panicked)

## Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge	Money	Attack	Threat	Strike	Dice	Effect	Notes
d8, d6	1m	zero m*	2d6	12m*	2d6	d6	Primitive Flatbow	-	Medium	d8, 2d6	Weak Damage +3	1 shot
Speed Dice & Mind Dice	One	½ Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice		Primitive Club	Close	Close	2d6, d4	Weak Damage +2	
Soak	Outfit (and Bonus)		Rally									
d6	Hides (Armor d6, *Burden)		d6									
Body Dice			Will Dice & Tactics Dice									

Notes Primitive Flatbow reloads x20.

**Focus and Wait ... or Take Two Different Actions** — Aim for bonus d8 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d8 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

# Character Name

Lancet Palmar

# MYRIAD SONG

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# Player's Name

Personality *Unsettling* Legacy *Adhilian*

Upbringing *Underworld* Career *Pusher*

New Skill Mark = -4 points  
New Gift = -10 points

Re-train Mark = +2 points  
Retrain Gift = +5 points

Unspent Experience



## Personal Motto

"Let's see what's on the inside."

## Traits

Body **d 6** Speed **d 6**

Mind **d 8** Will **d 4**

Legacy **d 6** Career **d 8**

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

Name	Cost or Recharge?
<b>Combat Save</b> (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest <input type="checkbox"/>
<b>Personality: Unsettling</b> (X to claim a bonus d12 on one appropriate roll)	Rest <input type="checkbox"/>
<b>Upbringing Black Marketer</b> (buy and sell Proscribed items)	<input type="checkbox"/>
<b>Upbringing Streetwise</b> (bonus d12 for dealing with criminals)	<input type="checkbox"/>
<b>Legacy Adhilian Tails</b> (three good hands)	<input type="checkbox"/>
<b>Legacy Winged Flight</b> (Run to Fly, X For -1 Damage)	Rest <input type="checkbox"/>
<b>Career Bad Medicine</b> (stunt: 5d8 vs. 3)	<input type="checkbox"/>
<b>Career First Aid</b> (action: d12, 3d8 vs. 3)	<input type="checkbox"/>
* <b>Adhilian Observer</b> (include Observation with Dodge)	<input type="checkbox"/>
<b>Frightening</b> (bonus d12 to Scare stunts)	<input type="checkbox"/>
<b>Veteran</b> (Aim & Guard bonuses are d12, not d8)	<input type="checkbox"/>

Name	Cost or Recharge?
	<input type="checkbox"/>
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**Damage:** any hit =  Reeling | 1 hit =  Hurt | 2 hits =  Panicked | 3 hits =  Injured | 4 hits =  Dying | 5 hits =  Dead | 6 hits =  Overkilled  
d8 concealment penalty, next action is Recover | +1 future Damage on you | can't Attack or Rally | +1 future Damage on you (Healing \_\_\_\_\_%) | get first aid! | Do you have a Combat Save? | Allies Near you are Panicked

## Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge
d8, d6	1m	zero ± m	2d6	12m	d8, 2d6, d4*
Speed Dice & Mind Dice	One	½ Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice
Soak	Outfit (and Bonus)			Rally	
d6	Organlegger (Armor 2d6, Scare d8, Medicine d8, ±Burden)			d4	
Body Dice				Will Dice & Tactics Dice	

Attack	Threat	Strike	Dice	Effect	Notes
Axe	Close	Close	d8, 2d6	Damage +2 #Critical	
Semi-Auto Pistol	Short	Medium	d8, d6	Damage +2	Cap: High

Notes **WINGED FLIGHT:** Run stunt lets you Fly. (Spend 2m of movement to climb 1m up.)

**SCARE (STUNT):** Roll d12, d8, 2d4 vs. target's Body, Will, Presence.

**Focus and Wait ... or Take Two Different Actions** — Aim for bonus d12 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d12 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

Character Name

MQ-34006 "ThreeFer"

# MYRIAD SONG

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Player's Name

Personality *Harsh* Legacy *Synth*

Upbringing *Manufacture Career Vanguard*

New Skill Mark = -4 points  
New Gift = -10 points

Re-train Mark = +2 points  
Retrain Gift = +5 points

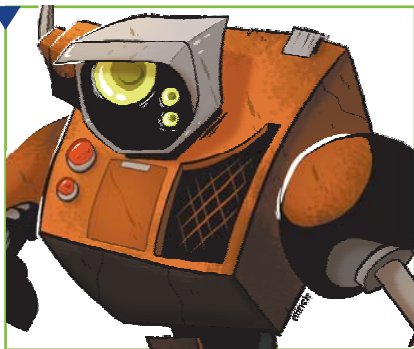
Unspent Experience

## Goals

1. Crush, kill, destroy

2.

3.



## Personal Motto

"Let us deal harshly with them."

## Traits

Body d 8

Speed d 8

Mind d 6

Will d 6

Legacy d 6

Career d 4

Ranges: Close = 1m | Near = 3m | Short = 10m (d8) | Medium = 30m (d12) | Long = 100m (2d12) | Very Long = 300m (3d12) | Far = 1,000m (4d12) | Extreme = 3,000m (5d12) | Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest <input type="checkbox"/>
Personality: Harsh (X to claim a bonus d12 on one appropriate roll)	Rest <input type="checkbox"/>
Upbringing Gossip (bonus d12 to gather information from crowds)	<input type="checkbox"/>
Upbringing Manufacturing Loadout (stuff!)	Chapter <input type="checkbox"/>
Legacy Cybernetic Body (X for -1 Damage)	Fix <input type="checkbox"/>
Legacy Cybernetic Brain (X for -1 Damage)	Fix <input type="checkbox"/>
Career Charging Strike (move 4m or 2d8m and attack)	<input type="checkbox"/>
Career Serpentine (bonus d12 to dodge past Short Range)	<input type="checkbox"/>
Cybernetic Armor (d6 armor, X for -1 Damage)	Fix <input type="checkbox"/>
Cybernetic Weapon (chainsaw, X for -1 Damage)	Fix <input type="checkbox"/>
Fast Mover (+1 Stride, +2 Dash, +d8 Scramble, +6 Run)	<input type="checkbox"/>

Name	Cost or Recharge?
	<input type="checkbox"/>
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	<input type="checkbox"/>

Damage: any hit = <input type="checkbox"/> Reeling d8 concealment penalty, next action is Recover	1 hit = <input type="checkbox"/> Hurt +1 future Damage on you	2 hits = <input type="checkbox"/> Panicked can't Attack or Rally	3 hits = <input type="checkbox"/> Injured +1 future Damage on you (Healing _____%)	4 hits = <input type="checkbox"/> Dying get first aid!	5 hits = <input type="checkbox"/> Dead Do you have a Combat Save?	6 hits = <input type="checkbox"/> Overkilled Allies Near you are Panicked
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## Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge	Money	Attack	Threat	Strike	Dice	Effect	Notes
d8, d6	2m	6m	3d8	28m	d8 (d12 past Short)	d4	Cyber Chainsaw	Close	Close	3d8, d6, d4	Damage +1 #Finish	
Speed Dice & Mind Dice	One	1/2 Speed, +1 if Body > Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice		Vibro-Knife	Close	Close	3d8, d6, d4	Damage +0 #Finish	Thrown
							Magnum Pistol	Short	Medium	2d8	Om +2 #Critical	Cap: Low
Soak	Outfit (and Bonus)					Rally						
d8	Engineer (Armor d6, Repair d8, Sabotage d8) + Cybernetics (Armor d6)					d6, 2d4						
Body Dice						Will Dice & Tactics Dice						

Notes CYBERNETIC BRAIN provides Airtight & Fireproof until exhausted. CYBERNETIC BRAIN provides enhanced senses until exhausted. CYBERNETIC WEAPON: You may take an extra "Equip Cyber-Chainsaw" action each round. IF exhausted, you cannot use chainsaw. 3 Reloads For Magnum Pistol.

Focus and Wait ... or Take Two Different Actions — Aim for bonus d8 vs. one target · Attack · Control a device · Dash to Close, Near, Short Range · Equip a weapon or a reload · Guard for bonus d8 vs. all attacks · Rally a friend using Will & Tactics Dice · Recharge an Action Gift · Recover from Reeling · Scramble a random distance · Stand up · Stride one pace · perform a Stunt and end your turn, Reeling

### Character Name

Kashel Scalenedral

# MYRIAD SONG

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### Player's Name

Personality *Reckless* Legacy *Towser*  
Upbringing *Primitive* Career *Laborer*

New Skill Mark = -4 points    Re-train Mark = +2 points    Unspent Experience   
New Gift = -10 points    Retrain Gift = +5 points

## Goals

1. Fix an un-fixable machine
- 2.
- 3.



## Personal Motto

"Power to the People!"

## Traits

Body  d 8    Speed  d 8

Mind  d 6    Will  d 6

Legacy  d 4    Career  d 6

One Mark = d4    Two Marks = d6    Three Marks = d8    Four Marks = d10    Five Marks = d12    Six Marks = d12, d4 etc.

Favorite Use	Marks	Skills	Dice from Marks	Dice from Legacy	Dice from Career
		<b>Academics</b>			
Climbing	/	<b>Athletics</b>	d4	d4	
Primitive technology	/	<b>Craft</b>	d4		d6
		<b>Deceit</b>			
Hiking long distances	/	<b>Endurance</b>	d4	d4	d6
vs. Shooting attacks	//	<b>Evasion</b>	d6		
with Primitive Knife	//	<b>Fighting</b>	d6		
		<b>Negotiation</b>			
Sense of smell	/	<b>Observation</b>	d4		d6
		<b>Presence</b>			
		<b>Psyche</b>			
		<b>Questioning</b>			
		<b>Shooting</b>			
when outnumbered	/	<b>Tactics</b>	d4	d4	
		<b>Transport</b>			

Ranges: Close = 1m    Near = 3m    Short = 10m (d8)    Medium = 30m (d12)    Long = 100m (2d12)    Very Long = 300m (3d12)    Far = 1,000m (4d12)    Extreme = 3,000m (5d12)    Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
<b>Combat Save</b> (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying) Rest <input type="checkbox"/>	
<b>Personality: Reckless</b> (X to claim a bonus d12 on one appropriate roll) Rest <input type="checkbox"/>	
<b>Upbringing Primitive Loot</b> (Mind & Craft vs. 3 For stuff!) Special <input type="checkbox"/>	
<b>Upbringing Survival</b> (bonus d12 for hunting, gathering) <input type="checkbox"/>	
<b>Legacy Towser All-Fours</b> (bonus movement & dodge on all Fours) <input type="checkbox"/>	
<b>Legacy Towser Density</b> (immune to #Poison, -1 Push) <input type="checkbox"/>	
<b>Career ±Strength</b> (bonus d8 for Fighting attacks, carry more) <input type="checkbox"/>	
<b>Career Team Player</b> (assist bonus is d12, botches don't ruin jobs) <input type="checkbox"/>	
Electronics (bonus d12 to craft or to repair electronics) <input type="checkbox"/>	
Towser Magnetics (walk on metal, boosts Brawling) <input type="checkbox"/>	
Towser Scent (bonus d12 to smell, identify minerals) <input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

Name	Cost or Recharge?
	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>
	<input type="checkbox"/>
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Damage: any hit =  Reeling    1 hit =  Hurt    2 hits =  Panicked    3 hits =  Injured    4 hits =  Dying    5 hits =  Dead    6 hits =  Overkilled  
d8 concealment penalty, next action is Recover    +1 future Damage on you    can't Attack or Rally    +1 future Damage on you (Healing \_\_\_\_\_%)    get first aid!    Do you have a Combat Save?    Allies Near you are Panicked

## Battle Array

Initialive	Stride	Dash	Scramble	Run	Dodge	Attack	Threat	Strike	Dice	Effect	Notes
d8, d6	3m*	6m*	3d8*	28m*	2d8, d6*	Magnetic Brutalize	-	Close	3d8±, 2d6	Weak Penetrating Dmg +2, Knockdown, Vulnerable	
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice	Primitive Knife	Close	Close	3d8±, 2d6	Weak Damage +2	Thrown
Soak	Outfit (and Bonus)		Rally			Primitive Sling	-	Short	d8, d6	Weak Damage +2	1 shot (Reloads effectively unlimited)
d8	Handy (Repair d8, Sabotage d8)		2d6, d4								
Body Dice			Will Dice & Tactics Dice								

Notes \*These numbers are on TOWSER ALL FOURS. (Can't equip weapons when on all Fours.)

On two Feet: Stride 1m, Dash 4m, Scramble 2d6, Run 16m, Dodge 2d6

TOWSER MAGNETICS = hear radio waves, walk on magnetic surfaces, enhance brawling attacks with Knockdown, Vulnerable

TOWSER SCENT = ignore concealment @ Near

**Focus and Wait ... or Take Two Different Actions** — Aim for bonus d8 vs. one target • Attack • Control a device • Dash to Close, Near, Short Range • Equip a weapon or a reload • Guard for bonus d8 vs. all attacks • Rally a friend using Will & Tactics Dice • Recharge an Action Gift • Recover from Reeling • Scramble a random distance • Stand up • Stride one pace • perform a Stunt and end your turn, Reeling

## Character Name

Skigg Zelaco

## Player's Name

Personality *Intense* Legacy *Human*  
 Upbringing *Underworld* Career *Investigator*

# MYRIAD SONG

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New Skill Mark = -4 points Re-train Mark = +2 points  
 New Gift = -10 points Retrain Gift = +5 points Unspent Experience



## Personal Motto

"Tell me more."

## Traits

Body **d 6** Speed **d 6**

Mind **d 6** Will **d 4**

Legacy **d 8** Career **d 8**

Ranges: Close = 1m Near = 3m Short = 10m (d8) Medium = 30m (d12) Long = 100m (2d12) Very Long = 300m (3d12) Far = 1,000m (4d12) Extreme = 3,000m (5d12) Horizon = 10,000m (6d12)

## Gifts

Name	Cost or Recharge?
<b>Combat Save</b> (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying)	Rest <input type="checkbox"/>
<b>Personality: Intense</b> (X to claim a bonus d12 on one appropriate roll)	Rest <input type="checkbox"/>
<b>Upbringing Black Marketer</b> (buy and sell Proscribed items)	<input type="checkbox"/>
<b>Upbringing Streetwise</b> (bonus d12 For dealing with criminals)	<input type="checkbox"/>
<b>Legacy Leadership</b> (bonus d12 to Rally)	<input type="checkbox"/>
<b>Legacy Low Profile</b> (bonus d12 to blend in with a crowd)	<input type="checkbox"/>
<b>Career Danger Sense</b> (bonus d12 to initiative, traps, ambushes)	<input type="checkbox"/>
<b>Career Shadowing</b> (bonus d12 to Follow others, ditch Followers)	<input type="checkbox"/>
<b>Empathic Pet</b> (assists Observation, Questioning For d8)	<input type="checkbox"/>
<b>Luck</b> (X to roll one die twice more)	Chapter <input type="checkbox"/>
<b>Quick Draw</b> (extra Equip action to draw weapons)	<input type="checkbox"/>

Name	Cost or Recharge?
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<b>Damage:</b> any hit = <input type="checkbox"/> Reeling d8 concealment penalty, next action is Recover	1 hit = <input type="checkbox"/> Hurt +1 future Damage on you	2 hits = <input type="checkbox"/> Panicked can't Attack or Rally	3 hits = <input type="checkbox"/> Injured +1 future Damage on you (Healing _____%)	4 hits = <input type="checkbox"/> Dying get first aid!	5 hits = <input type="checkbox"/> Dead Do you have a Combat Save?	6 hits = <input type="checkbox"/> Overkilled Allies Near you are Panicked
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## Battle Array

Initiative	Stride	Dash	Scramble	Run	Dodge	Money	Attack	Threat	Strike	Dice	Effect	Notes
d12, 2d6	1m	3m	2d6	15m	d6, d4	8	Magnum Pistol	Short	Medium	d8, 2d6	Penetrating* Dmg +1	#Critical Cap: Low
Speed Dice & Mind Dice	One	½ Speed, +1 if Body>Speed	Body Dice & Speed Dice	Dash+Body +Speed	Speed Dice & Evasion Dice		Punch	-	Close	2d6, d4	Weak Damage +1	
							Knockout	-	Close	2d6, d4	Weak Subdual Damage +0	
							Holdout Pistol	Short	Medium	d8, 2d6, d4	Damage +0	Cap: Low
<b>Soak</b> d6 Body Dice	<b>Outfit (and Bonus)</b> Security (Armor d6, Policing d8, Survey d8)					<b>Rally</b> d12, d8, d4 Will Dice & Tactics Dice						

Notes \* Loaded with Armor-Piercing bullets. Magnum Pistol reloads x 3. Holdout Pistol reloads x 3.

**Focus and Wait ... or Take Two Different Actions** — Aim for bonus d8 vs. one target • **Attack** • **Control** a device • **Dash** to Close, Near, Short Range • **Equip** a weapon or a reload • **Guard** for bonus d8 vs. all attacks • **Rally** a friend using Will & Tactics Dice • **Recharge** an Action Gift • **Recover** from Reeling • **Scramble** a random distance • **Stand up** • **Stride** one pace • perform a **Stunt** and end your turn, Reeling

Character Name



Player's Name

Personality Legacy
Upbringing Career

New Skill Mark = -4 points
New Gift = -10 points
Re-train Mark = +2 points
Retrain Gift = +5 points
Unspent Experience

Goals

- 1.
2.
3.

One Mark = d4 Two Marks = d6 Three Marks = d8 Four Marks = d10 Five Marks = d12 Six Marks = d12, d4 etc.

Favorite Use

Marks

Skills

Dice from Marks

Dice from Legacy

Dice from Career

- Academics
Athletics
Craft
Deceit
Endurance
Evasion
Fighting
Negotiation
Observation
Presence
Psyche
Questioning
Shooting
Tactics
Transport

Personal Motto

Traits

Body d Speed d
Mind d Will d
Legacy d Career d

Ranges: Close = 1m Near = 3m Short = 10m (d8) Medium = 30m (d12) Long = 100m (2d12) Very Long = 300m (3d12) Far = 1,000m (4d12) Extreme = 3,000m (5d12) Horizon = 10,000m (6d12)

Gifts

Name Cost or Recharge?
Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying) Rest
Personality: (X to claim a bonus d12 on one appropriate roll) Rest
Upbringing
Upbringing
Legacy
Legacy
Career
Career

Table with columns for Name and Cost or Recharge? containing checkboxes for each gift.

Damage: any hit = Reeling d8 concealment penalty, next action is Recover
1 hit = Hurt +1 future Damage on you
2 hits = Panicked can't Attack or Rally
3 hits = Injured +1 future Damage on you (Healing %%)
4 hits = Dying get first aid!
5 hits = Dead Do you have a Combat Save?
6 hits = Overkilled Allies Near you are Panicked

Battle Array

Table for Battle Array with columns: Money, Attack, Threat, Strike, Dice, Effect, Notes. Rows include Initiative, Stride, Dash, Scramble, Run, Dodge, Soak, Outfit (and Bonus), Rally, and Notes.

Focus and Wait ... or Take Two Different Actions - Aim for bonus d8 vs. one target - Attack - Control a device - Dash to Close, Near, Short Range - Equip a weapon or a reload - Guard for bonus d8 vs. all attacks - Rally a friend using Will & Tactics Dice - Recharge an Action Gift - Recover from Reeling - Scramble a random distance - Stand up - Stride one pace - perform a Stunt and end your turn, Reeling