1. Make a scientific discovery 2. 3. One Mark=d4 Two Marks=d6 Three Marks=d8 Four Marks=d10 F	0	Poctor Funebryss Bar	r		<u>)</u>	4		יע					
Debringing Space-Faring Career Scientist Coals	ersonality	Curious Legacy Elver					Now 6	Phill Man	la desista l	Do Austin Admili	. 2 saista		
1. Make a scientific discovery 2. 3. One Mark=44 Two Marks=66 Three Marks=88 Four Marks=610 Favorite Use ## Personal Motto Favorite Use	•	• •	w _G		Production	ns. All rights reserved.	1 wen	Yew Gift	: = -4 points i	Retrain Mark	+2 points E	Unspe xperienc	nt v ce
Compared Mind Compared Mind Consider Searce Consider	6				. مالم								
S. One Mark=44 Two Marks=46 Three Marks=48 Four Marks=410 Presented Secretary Contents of the Compact Secretary Compact Search (Sonus diz in zero gravity) Displace of the Compact Search (Sonus diz in zero gravity) Personal Motto Favorite Use Marks Academics Swimming / Athletics electronics Craft Deceit Endurance Evasion Fighting with academic types // Negotiation in or around water Observation resisting Scares / Presence Psyche with academic types // Questioning Rallying others // Tactics Transport Ranges: Close=1m Rear=3m Short=10m(8) Medium=30m(d12) Long=100m(d12) Personality: Curious (X to daim a bonus d12 on one appropriate roll) Rest Iphringing Free Fall (bonus diz in zero gravity) Chapter Elect Fody (extra Stand Up action, no #Smother) Egacy Swimming (bonus diz to use libraries, etc.) Elect Electric (electromagnetics) *Improved Mind (raise Mind Trait by one die size)				e a scientific	0150	covery							
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Swimming / Athletics electronics	~		Favoi	rite Use		Marks	₩S	Skil	ls	Marks	Lega		Career
Swimming / Athletics electronics			astro	pohusics		/	A	Academ	nics	<i>d</i> 4	<i>d</i> 6		<i>d</i> 6
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** Personal Motto Endurance Evasion Fighting with academic types // Negotiation in or around water Observation Personce Body d 4 Speed d 6 Mind d 10* Will d 8 Legacy d 6 Career d 6 Ranges: Close=1m Near=3m Short=10m (d8) Medium=30m (d12) Long=100m (2d12) Very Long=300m (3d12) Far=1,000m (dd12) Ext Name Cost or Recharge? Cost or Recharge? Combat Save (X to negate Dying, Dead, Unconscious or reduce Overkilled to Dying) Rest Personality: Curious (X to daim a bonus d12 on one appropriate roll) Rest Upbringing Free Fall (bonus d12 in zero gravity) Chapter Legacy Elver Body (extra Stand Up action, no #Smother) Legacy Swimming (bonus d12 to use libraries, etc.) Larger Cleectrom (electromagnetics) Action *Improved Mind (raise Mind Trait by one die size)								Craft	L				d6
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## A solution to every problem." Fighting with academic types // Negotiation in or around water Observation resisting Scares Presence	`	Y 1 CI SOMAI 1 TOCCO					E						
with academic types // Megotiation in or around water Observation resisting Scares / Presence Psyche with academic types // Questioning Shooting Rallying others // Tactics Transport Ranges: Close=1m Near=3m Short=10m(8) Medium=30m(d12) Long=100m(2d12) Very Long=300m(3d12) Far=1,000m(4d12) Ext Name Combat Save (X to negate Dying, Dead, Unconscious or reduce Overkilled to Dying) Rest Personality: Curious (X to daim a bonus d12 on one appropriate roll) Rest Upbringing Free Fall (bonus d12 in zero gravity) Upbringing Space-Farer Loadout (stuff!) Chapter egacy Elver Body (extra Stand Up action, no #Smother) egacy Swimming (bonus d12 to swim) areer Research (bonus d12 to use libraries, etc.) areer Team Player (assist bonus d12, not d8, botches don't ruin) Elver Electric (electromagnetics) *Improved Mind (raise Mind Trait by one die size)	"A s	olution to every oroblem."											
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Elver Electric (electromagnetics) *Improved Mind (raise Mind Trait by one die size)					H								
*Improved Mind (raise Mind Trait by one die size)					H								
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Damage: any hit = Reeling 1 hit = Hurt 2 hits = Panicked 3 hits = Injured 4 hits = Dying	Damage:	any hit = Reeling 1h	it= Hurt	2 hits = Panicked	3 hit:	s= Injured			4 hits = D	ing 5 hits=	Dead	6 hits =	Overkilled

Money **Battle Array** 206 Elver Electric Close Penetrating Omg +1, Confused 16 X: Action Initiative Stride Dash Scramble Run Dodge Cool-down d6 Raygun Pistol Short Medium d10, d6 Slaying Dmg +1 d10, d6 1m 3m206 15m d6 (Pacifist d12) Omg +0 #Critical #Finish #Scorch Laser Torch Close Close d10, d6, d4 ½ Speed, +1 Body Dice & Dash+Body if Body>Speed Speed Dice +Speed Speed Dice & Mind Dice Speed Dice & One Cool-down d6 **Evasion Dice** Holdout Shotgun Medium d8, d6, d4 Omg +0 #Nearby Cap: Low Near Outfit (and Bonus) Soak Rally d8, d6 *d*6 Spacesuit (Armor d6, Freefall d8, Survey d8, Airtight, Fireproof) **Body Dice** Will Dice & Tactics Dice

Attack

Threat

Strike

Dice

Effect

Notes

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.

Character Name
Captain Diprova Brugabi
sonality Professional Legacy Human
de de Cara Espira Como Pilat



₩Goals

2. 3.

1. Have an incident-free trip.

₩ Player's Name

New Skill Mark = -4 points Re-train Mark = +2 points New Gift = 10 points

Unspent

Upbringing Space-Faring Career Pilot

Personal Motto "Don't salute. I work for a living."

₩ Traits

Body d 8 Speed d 8 Career d 6

W Battle Array

½ Speed, +1

Outfit (and Bonus)

if Body>Speed Speed Dice

Survey d8, Airtight, Fireproof)

Spacesuit (Armor d6, FreeFall d8,

Scramble

208

Run

Body Dice & Dash+Body

20m

Stride Dash

1m

One

Initiative

208

Speed Dice

& Mind Dice

Body Dice

Notes

d8

Soak

One Mark=d4 Two Marks = d6 Three Marks=d8 Four Marks = d10 Five Marks = d12 Six Marks = d12, d4 etc. Dice from Dice from Dice from ₩Skills Marks Marks Legacy **Favorite Use** *d*4 Academics medicine Free-Fall maneuverina **Athletics** *d*4 *d*4 electronics Craft vs. "dirt-siders" Deceit d4 space travel **Endurance** *d6 d*4 stealth **Evasion** with Laser Torch **Fighting** d4 with spacefaring types **Negotiation** 06 *d6* when in space **Observation** *d*4 **Presence** when in space d4 Syndic lore **Psyche** vs. "dirt-siders" Questioning 06 d4 with Magnum Pistol Shooting **Tactics** *d6* Rallying others spacecraft **Transport** *d6*

Ranges:	Close=1m	Near=3m	Short = 10	(d8) Medium	= 30m (d12)	Long=100m	2012)	Very Long = 300m (3d12)	Far	= 1,000m (4d12)	Extre	: me = 3,000m (5d12)	Horizon = 10,000m (6d12)
			VV C	CL_				Name					Cost or Recharge?
Name			₩ G	IILS	Co	st or Recha	ge?						
Combat	Save (X to	negate Dying	g, Dead, Uncons	cious or reduce Ov	erkilled to [<mark>)ying)</mark> Rest					10000000000		
Persona	lity: Prol	Fessiona	∌/ (X to clain	a bonus d12 on one	appropriat	eroll) Rest							
Upbringing	Free Fa	ll (bonus d	d12 in zero	gravity)									
Upbringing	Space-F	arer Lo	adout (tuff!)		Chapter							
Legacy	Leaders	ship (boni	us d12 to f	ally)		•							
Legacy	Low Pro	File (bon	us d12 to l	lend in with a	crowd)								
Career	Navigati	ion (bonu	s d12 to g	et directions,	plot pat	hs)							
Career	Pilot (bor	nus d12 wit	th Flying ve	hicles)									
	*Improv	ed Trait	: Legac	j (increase Le	gacy or	ne size)							
	*Improv	ed Trait	: Mind (ii	crease Mind	one size)							
	*Improv	ed Trait	: Will (inc	rease Will one	size)								
	•												
Damage:	any hit = 🔲 f	Reeling		1 hit = Hurt	2 hits =	Panicked	3 hit	s= Injured		4 hits = Dy	ing !	5 hits = Dead	6 hits = Overkilled
	_	_	ction is Recover	+1 future Damage on v	ou can't Att	ack or Rally	+1 fu	ture Damage on you (Healing	%)	get first aid!		Do vou have a Combat Save	? Allies Near you are Panicked

Attack

Raygun Pistol

Laser Torch

Holdout Shotgun

Threat

Short

Close

Near

Strike

Medium

Close

Medium

Dice

208, 04

308,04

308,04

Effect

Slaying Dmg +1

Omg +0 #Nearby

Omg +O #Critical #Finish #Scorch

Notes

Cool-down d6

Cool-down d6

Cap: Low

Money

Dodge

Rally

d8, d4

Speed Dice &

d12, d8, d6

Will Dice & Tactics Dice

Evasion Dice

16

Songlil Cermintersus Specific	W Cha	racter Na	me		A	AN		C			~	Player	r's Na	me	
Departing Independent Departing Department Departme	Jonquil	l Carminta	rsus			411)			DY	·				
Care Content Care Solider Content Care Solider Care Ca	ersonality Violent	Legacy Trood	on		7	0-11-5	0.1.1		Now S	Skill Mark	1 noints Ro-t	rain Mark	- +2 noints	Unna	
Continue Country Country Country Country Continue Country	pbringing Underwork	ld Career Soldie	r	W G	\oa		2 Production	ns. All rights reserved.	N	lew Gift = -1				Experie	nce
Personal Motto Foundation		_					Coe								
Second Personal Motto Four Marks Fou					DI 001	G worring	100								
Tracits Trace Marks - 60 Three Marks - 60 Five Marks - 612 Six Marks - 612 Ac ademics Three Marks - 60 Five Marks - 612 Six Marks - 612 Ac ademics Three Marks T	-00-	- 1													
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Favorite Use Marks Skills Dice from Place from Place from Marks Legacy Dice from Marks Dice from Dice from Marks Dice from Dice				One M	ark=d4	Two Marks	s=d6	Three Mar	rks=d8	Four Mari	ks = d10	Five Mark	5=d12	Six Mar	ks=d12.d4 etc
Personal Motto Traits Body d 8 Speed d 8 Will d 6 Will	411		F								7				- F
Traits We resonal Motto "Peint the night with battle cries." "Peint the night with battle cries." "Ye find the night with battle cries." "When screening / Fighting dH d4 d6. Regard d 8 "When screening / Presence d4 Preyche Questioning dB d6. Questioning dB d6. "Anages: Gose In Near 3a Short Inn(8) Predum 3m (81) Long 100m (812) Inn 100m (81 miles house 12 are appropriate in 10 higher presence of the cries." "We fifts Cost or Recharge or Short Inn (8) Predum 3m (812) Long 100m (812) Inn 100m (81 miles house 12 are appropriate in 10 higher presence of the cries." "We preduce of the cries. "We preduce of the cries." "We preduce of the cries." "We preduce of the cries." "We preduce of the cries. "We preduce of the cri				Fav	orite	Use		Marks	₩ S	Kills					Career
Personal Motto Deceit									A	cademics					
Personal Motto Deceth Dec				thr	owing					Athletics			dı	1	
Personal Motto **Peint the night with bettle cries." **Va. Shooting / Evasion dy description of the night with bettle cries." **Variets **Body d 8 Speed d 8 when screening / Presence dy Pres										Craft					
Paint the night with battle cries." **V Traits **Body d 8 Speed d 8 Nien screaming / Fresence d Psyche **Questioning d 8 General d 6 **Mind d 6 Will d 6 With Shotgun /// Shooting d 8 d6 **Pages: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Medium son (12) Long-10m (21) **Longes: Close sin Mear sin Short sin (8) Longes: Close sin (8) **Longes: Close sin Mear sin Short sin (8) Longes: Close sin (8) **Longes: Close sin Mear sin (8) Longes: Close sin (8) **Longes: Close sin Mear sin (8) Longes: Close sin (8) **Longes: Close sin Mear sin (8) Longes: Close sin (8) **Longes: Close sin Mear sin (8) Longes: Close sin (8) **Longes: Close sin Mear sin (8) Longes: Close sin (8) **Longes: Close sin Mear sin (8) Longes: Close sin (8) **Longes: Close sin Mear sin (8) Longes: Close sin (Perso	onal Mott	•							Deceit					
Traits With Knife / Fighting	♥ 1 C15 (onai Moti													
Negotiation Observation	"Paint the nich	t with hattle	aniae "												
Body d 8 Speed d 8 when screaming / Presence	1 8mi me nigni	i wiin doine	Cries.	_ wit	h Knife	2						84	dı	1	
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Will d 6 Will d 6 Will d 6 Will d 6 With Shotgun	Podu d 0	Speed	10	wne	en scr	eaming		/				09			
Mind d 6 Will d 6 Will d 6 With Shotgun With Shotgun With Flanking /// Tactics d8 d4 d6 d6 d6 d6 d6 d6 d6	Body d o	_ Speed	0 0						0		7				
Legacy d 4 Career d 6 with Flanking /// Tactics d8 d4 d6 Transport Cost or Recharge? Co	Mind d 6	Will	116	wit	h Shot	aun		///			•	d8			d6
Contact Cont		╡ ,											dı	1	
Troodon Scream (Enraged? bonus move and dodge?) Troodon Scream (Enraged? extra Recharge action) Troodon Scream (Enraged? extra Recharge en you (acti Attack really action to the property of the prope	Legacy d 4	Career	d 6						1	Fransport					
Battle Array Money Description Dodge Military Shotgun Near Medium Sd8, d6 Omg +1 #Nearby, Sweep Shown Ammo: High	pbringing Bullet Co pbringing Paramilitiegacy Frenzy (X egacy Rushing A areer Counter- areer Danger S Frenzied ‡Troodon	nservation (ary Loadou For Enraged, Attack (Stunt: Tactics (atta Bense (bonus Pace (Enraga n Scales (X Fo Scream (Enr	Shoot Fo t (stupp!) bonus 20 run 20m ocker usii d12 to bl ed? bonu or -1 0an aged? e:	r Flat da 16 Soak) 1, Attack ng Tactic end in wi 13 move a 13ge) ktra Recl	mage, , go Rei s? boni th a cro and dod	no ammo) Chapter Focus eling) us d12) bwd) ge*) Action		s= Injured		4 hit	ts = Dying	5 hits =	Dead	6 hits:	
Battle Array Dodge Military Shotgun Near Medium Sd8, d6 Omg +1 #Nearby, Sweep Short	d8 concealment p	oenalty, next action is Rec	cover +1 futu	re Damage on	you can't A	ttack or Rally	+1 fut	ure Damage on you	(Healing	%) get f	irst aid!	Do you have	a Combat Sav	e? Allies I	lear you are Panicke
Ammo: High Dodge Wallet Conservation Dodge Wallet Conservation Dodge Wallet Conservation	VV ID _ 4	L11_ X =													Note
Initiative Stride Dash Scramble Run Dodge "Bullet Conservation Omg Flat 1 #Nearby (No ammo loss) 12, d8, d6	¥ bat	ltie Ar	ray		16		Militai	ry Shotgun	Near	Medium	308, 06				Sweep Shor
Speed Dice 1/2 Speed, +1 Body Speed Dice 4-Speed Speed Dice 4-Speed Dice Speed Dice 4-Speed	nitiative Stride C	Dash Scra	amble F	lun	Dodge		W 2	at Caucai	ntion						241
peed Dice wif Body>Speed, +1 if Body>Speed Dice & Dash+Body Speed Dice & Evasion	12, d8, d6 1m*				_	1 4*	Dull	ei conserva	SIION				H.Π.		<i>'</i> y
Soak Outfit (and Bonus) ## Paramilitary (Armor d6, Climb d8, d8, 2d6, d4 ## Will Dice & Tarcius Dice **Are you Enraged? FRENZIEO PACE! Stride 2m, Dash 6m, Scramble 3d8, Run 28m, Dodge d12, d8, d4. ### Knife Close Close 2d8, d6, 2d4 Damage +O Throw 2d8, 3d6 Dmg +O Ammo: Log 1/2 Bullet Conservation ### Will Close Close 2d8, d6, 2d4 Damage +O Throw 2d8, 3d6 Dmg +O Ammo: Log 1/2 Bullet Conservation ### Will Close Close 2d8, d6, 2d4 Damage +O Throw 2d8, 3d6 Dmg +O Ammo: Log 1/2 Bullet Conservation ### Will Close Close 2d8, d6, 2d4 Damage +O Throw 2d8, 3d6 Dmg +O Ammo: Log 1/2 Bullet Conservation #### Will Close Close Close 2d8, d6, 2d4 Damage +O Throw 2d8, 3d6 Dmg +O Ammo: Log 1/2 Bullet Conservation ###################################		2 Speed, +1 Body	Dice & D	ash+Body	Speed D	ice &	Fran	Grenado		Medium	2d8 du				ge Clat X
d8‡ Paramilitary (Armor d6, Climb d8, d8, 2d6, d4 Holdout Pistol Short Medium 2d8, 3d6 Dmg +O Ammo: Lc Body Dice Survival d8, Survey d8) WIIIDice & Tactics Dice "Bullet Conservation Dmg Plat zero (No ammo los 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			ed DICE -	->peed				-, -,,,,,,,	Close						ge FIOT S Throw
Body Dice Survival d8, Survey d8) Will Dice & Tactics Dice "Bullet Conservation Dmg Plat zero (No ammo los 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		•	na de all.	a dO				ut Pistol						11111111111	Ammo: Lo
Notes *Are you Enraged? FRENZIEO PACE! Stride 2m, Oash 6m, Scramble 3d8, Run 28m, Oodge d12, d8, d4. TROODON SCREAM: Extra "recharge my Troodon Scales" action						0,07								ero (N	
TROODON SCREAM: Extra "recharge my Troodon Scales" action			_							28m Dad	ne dio d				
	Are you en	-									80 012, 0	U, U-1.			
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	·									Transp							_
Ranges:	Close = 1m	Near=3m	Short=10m	(d8) Medium	1 = 30m (d12	Long=100r	m (2d12)	Very Long	= 300m (3d1	(2) Far=	1,000m (4d12	e) Extr	reme = 3,000	Om (5d12) 1		on = 10,000m (6d1) or Recharge	•
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Damage:	any hit = 🔲	_		Lhit= Hurt		Panicke		its = Injured			4 hits =	Dying	5 hits = [= Overkille	
	d8 concealme	nt penalty, next a	ction is Recover	-1 future Damage on	you can't A	tack or Rally	+1 f	uture Damage on you	u (Healing	%)	get first aid!		Do you have a	Combat Save?	Allies	Near you are Panicke	ed
v	V P ~	441	A 2424	W	Money		Attac		Threat				Effe			Note	s
•	v Da	ille	Arra	Ly	18			armonic Pist armonic Bla				5 5, d4				#Warp, Vuln.	
Initiative		Dash	Scramble	Run	Dodge			armonic Biai armonic Whi _l				5, 04 5, 04				Warp, Vuln. #Warp, Vuln.	
2d6	1m*	3m*	2d6*	15m*		, 04*							7 112	,	Tinlinn		
Speed Dice & Mind Dic	e One e	½ Speed, +1 if Body>Spee	Body Dice Speed Dice	& Dash+Body e +Speed	Speed Di Evasion [ce & Dice											
Soak	Ou	itfit (and Bo	onus)		Rally												

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

d12, d8, d6

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.

Will Dice & Tactics Dice

MezzoForte (Armor d6, Psyche d8)

*d*6

Body Dice

Shersey Dellaportia

~	Player's	Name
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Personality Laconic Legacy Rhax

Upbringing Paramilitary Career Stormtrooper

₩Goals

New Gift = -10 points

Skill Mark = -4 points Re-train Mark = +2 points Retrain Gift =+5 points

Unspent



Personal Motto

"Go quiet, then go loud."

₩Traits

Speed d 8

Career d 8

Will d 6

Body d 6

Mind d 6

Legacy d 4

1. Win a duel of fire-a	arms.
-------------------------	-------

2.

3.

One Mark=d4 Two Marks=d6	Three M	arks=d8 Four Marks=d10	Five Marks	=d12 Six Ma	rks=d12,d4 etc.
Favorite Use	Marks	₩Skills	Dice from Marks	Dice from Legacy	Dice from Career
		Academics			
with throwing	//	Athletics	d6	<i>d</i> 4	
sabotage		Craft		<i>d</i> 4	
		Deceit			
		Endurance			
stealth		Evasion			d8
when outnumbered	///	Fighting	d8		
		Negotiation			
From above	/	Observation	<i>d</i> 4		
when outnumbered		Presence		<i>d</i> 4	
		Psyche			
		Questioning			
with Military Carbine	///	Shooting	<i>d</i> 8		<i>d</i> 8
when outnumbered		Tactics			<i>d</i> 8
		Transport			

Very Long=300m (3d12) Far=1,000m (4d12) Extreme=3,000m (5d12) Horizon =10,000m (6d12) Name Cost or Recharge? Name Cost or Recharge? Combat Save (X to negate Dying, Dead, Unconscious... or reduce Overkilled to Dying) (X to claim a bonus d12 on one appropriate roll) Personality: Laconic Upbringing Bullet Conservation (Shoot For Flat damage, no ammo) Upbringing Paramilitary Loadout (stuff!) Chapter Legacy Extra Pair of Arms (extra 2 hands, X for -1 Damage) Rest Legacy Rhax Clinging (X to cling to vertical surface) Danger Sense (bonus d12 to initiative, traps, ambushes) Career Rapid Fire Replay (Spend ammo to re-roll Firearm attack) Insider with Malmignatti Cluster (bonus d12) Portia Dual-Attack (X For two attacks) Focus Malmignatti Secrets (X to claim bonus d12 For Rest Athletics, Craft, or Presence) 1 hit = Hurt 2 hits = Panicked 3 hits = Injured 5 hits = Dead 6 hits = Overkilled Damage: any hit = Reeling 4 hits = Dying d8 concealment penalty, next action is Recover +1 future Damage on you can't Attack or Rally

+1 future Damage on you (Healing

Battle Array

Initiative Stride Dash Scramble Run d12, d8, d6 d8, d6 18m Speed Dice ½ Speed, +1 Body Dice & Dash+Body & Mind Dice if Body>Speed Speed Dice Outfit (and Bonus) Soak d6 Paramilitary (Armor d6, Climb d8, Survival d8, Survey d8) Body Dice

Money ₽8 Dodge 208

Speed Dice &

Evasion Dice

Rally d8. d6 Will Dice & Tactics Dice

Attack	Threat	Strike	Dice	Effect	Notes
Military Carbine	Medium	Long	308, 06	Omg +2, Sweep Short	Сар: High
" Bullet Conservation	1			Omg flat 2 (Cap does n	ot drop)
Military Carbine	Medium	Long	308, 06	Omg +2, Sweep Short	Cap: High
" Bullet Conservation	1			Omg flat 2 (Cap does n	ot drop)
Frag Grenade	-	Medium	d8, 2d6, d4	Blast: Near Damage Flat 3	x x3
Concussion Grenade	-	Medium	d8, 2d6, d4	Blast: Near Damage Flat 1	
				Confused, Vulnerable	хЗ
KniCa	Class	Class	246 46	Damaga +0	Thuasuu

Do you have a Combat Save?

Allies Near you are Panicked

get first aid!

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.)

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Personality		Legacy H				©2013 Sangui	ine Productions	s. All rights reserved.			-4 points Re-	train Mark	= +2 points	Unspe	nt
Ipbringing _	Paramilitarı	∡ Career ∧	Mercenər	'y 😽 G	oal	S			١	lew Gift =	-10 points R	etrain Gift	=+5 points E	xperien	ce
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	1	36		3.											
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	1 (0)		Y	One M	ark=d4	Two Mari	ks=d6	Three Ma	rks=d8	Four Ma	rks = d10	Five Marks	s=d12 Si	x Marks	= d12, d4 etc
				Fav	orite U	se		Marks	WS.	kill	S	Dice from Marks	Dice fro		Dice from Career
	N K			me	dicine			/	Α	cademic	:S	<i>d</i> 4			
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	"Never ki	II For F	ree."		Shooti 1 Knife	ng		///		Evasion Fighting		<i>d</i> 8			<i>d</i> 12
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Mir	1 d 4	\	Will d			um Pisto) 	///		Shooting 	J	<i>d</i> 8	14		d12
l ega	cy d 6	Car	eer d	19* Kal	lying o	rners				Tactics Transpor			<i>d</i> 6		<i>d</i> 12
						· · · · · · · · · · · · · · · · · · ·									
Ranges:	Close=1m N	lear=3m		_	= 30m (d12)	Long=100	m (2d12)	Very Long	= 300m (3d12	2) Far = 1,0	00m (4d12) E	xtreme = 3,00	00m (5d12) I		= 10,000m (6d12 r Recharge?
Name			A. C	ifts	Co	st or Rech	arge?							Cose o	- recentinger
Combat	Save (X to n	egate Dying,	Dead, Uncons	scious or reduce O	erkilled to D	ying) Re	st 🔲	/////////							
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	*Improve	d Trait:	: Caree	r (and incre	ease it a	gain!)									
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vamage:	any hit = Re d8 concealment po		tion is Recover	1 hit = Hurt +1 future Damage on		Panicke ack or Rally		= Injured ure Damage on you	(Healing		hits = Dyin t first aid!		a Combat Save?	`	Overkilled ar you are Panicked
		4 =	_		Money		Attack		Threat	Strike	Dice	Eff	fect		Notes
¥	Bat	tle	Arra	ay	12 ≥		Magnun	n Pistol	Short	Mediu	n d12, 2d8		ıg +2 #Criti		Cap: Low
Initiative	Stride D		Scrambl	_	Dodge			ullet Conser							no Cap loss)
	Juide D	4311	Jambi	C Huri	Douge		Magnun	n Pistol	Short	Mediui	n d12, 2d8	3, d6* Om	g +2 #Criti	cal	Cap: Low

" w/ Bullet Conservation Omg Flat 2 #Critical (no Cap loss) Speed Dice One ½ Speed, +1 Body Dice & Dash+Body Speed Dice & Knife Close Close d12, d8, d6 Damage +0 Thrown & Mind Dice if Body>Speed Speed Dice +Speed Evasion Dice Frag Grenade Medium d8, d6, d4 Blast: Near Damage Flat 3 Outfit (and Bonus) Soak Rally Military Rifle Very Long d12, d8, d6, d4 Omg +2 #Critical, Sweep Medium Paramilitary (Armor d6, Climb d8, 2012, 206 *d*8 Cap: High Survival d8, Survey d8) **Body Dice** Will Dice & Tactics Dice

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.

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Upbringing C	ross-Cult	ural Career	Conducto	r 🐯 (ìoa		Productio	ns. All rights reserved.	N	lew Gif	t = -10 poir	its Ret	rain Gift =	+5 points E	Unspe Experien	ice
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				2.												
				3.												
	16															
	00	100		One f	1ark=d4	Two Marks	= d6	Three Mark	s=d 8	Four	Marks =	d10 F	ive Marks	= d12 S	ix Mark	s=d12,d4 etc.
	10			Fa	vorite	Use		Marks	₩S	kil	lls		ce from Marks	Dice fr Lega		Dice from Career
				ти	sic					caden Athlet						<i>d</i> 8
	111									Craf	t					
W.	Pers	onal N	Totto							Dece						
•						ance runn	ing	//	Е	ndura			d4			
"We	can ma	ske it, to	gether	" Wn	ile esc	aping		//		Evasion Fighting			<i>d</i> 6			
					ttina o	aid for gi	as	/		egotia			<i>d</i> 4	<i>d</i> 8		
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Bod	y d	5 Sp	eed d		lden cl					Psych			<i>d</i> 4			<i>d</i> 8
AA!				go	ssiping					uestio			d4	<i>d</i> 8		
Min	d d	2 \	Will		م میزیرال	ntle 0 11 0				Shooti Tactio				<i>d</i> 8		
Legac	v d a	3 Car	eer d		llying o acecra				1	ransp				00		d8
	-						/- I\					\		. (-1)		
Ranges: C	.lose=1m	Mear = 3m			n = 30m (d12	2) Long=100m	(2012)	Very Long=3	00m (3d12	z) Far=	= 1,000m (4	012) EXT	reme = 3,00	om (5012) 1		=10,000m (6d12 or Recharge?
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	erforn	ionce. In	eyrar (b	onus d12 with	keylars		Ħ			***************************************						
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Damage: a			tion is Recover	1 hit = Hurt +1 future Damage or		= Panicked ttack or Rally		s = Injured ture Damage on you (H	lealing	%)	4 hits = [get first a	Dying	5 hits = Do you have	Dead a Combat Save?		Overkilled ar you are Panicked
					Money	-	Attac	k	Threat	Str	ike D	ice	Eff	ect		Notes
W.	Ba	ttle	Arra	ay	⊅8]	Impro	ovised Keytar	Close	e Clo	ose d	6	We	ak Damag	je +3	
Initiative	Stride		Scramb	_	Dodge											
266	1m	3m	206	15m	_	2d6*										
Speed Dice	One	½ Speed, +1		e & Dash+Body	Speed D	ice &										
& Mind Dice		if Body>Spee	ed Speed Di		Evasion	Dice										
Soak <i>d6</i>		tfit (and Bo 'Əmid (Armo	•		Rally di2, 2	du										
Body Dice	AV	OMIU (AM	ur uo)			2 Tactics Dice										
	LY: LITA	RAGAZZ	5A = Boo	ly d6, Spee			d6,	Human d6, f	Perfor	mer o	16					
				-				on d6, Prés				ing d6,	Tactics	d6		
			Lea	dership, Loi	v Profil	e, Perform	ance	e: Singing, To	eam P	ləyer						

	Char	acter	Name	2	M	MBi	AF	\ C/				₩ I	Player	's Na	ame	
Y	Fri	thunat	hs			711)].	72		U						
Personality V	Vənderlust	Legacy H	uman		7	©2012 Sanguing	Draductio	ns. All rights reserved.	New	Skill Ma	rk = -41	points Re-tr	ain Mark :	= +2 noints	Une	pent
Upbringing 5	Rural	Career Re	eFugee	_ \	ioa		Troductio	ns. All rights reserved.		New Gi	ft = -10	points Ret	train Gift :	+5 points	Experie	ence
Y	1					eplace ne	w, a	nd see so	omethi	ina sti	range	e.				
				2.												
Į				3.												
· · · · ·				2000						20000000		V - 201-2011				
				One M	ark=d4	Two Mark	s =d6	Three Ma	rks=d8	Four	r Marks		Five Marks			rks=d12,d4 etc
		3	ÿ	Fav	orite (Use		Marks	₩.	Ski	lls	Di	ce from Marks	Dice Leg		Dice from Career
	TIM									Acade						
	R									Athle						
	1									Cra	ft					
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Perso	nal M	otto		,					Dece			14.4			14
"Fəilur	re doesn	't mean	anythir	1g, NIKI	ng lon	g distanc	es	/		Endura Evasi			<i>d</i> 4			<i>d</i> 6
it jus	t means d	changin	ig paths	s." wit	h Bayo	onet		//		Fight			<i>d</i> 6			
						types			1	Negoti				d	4	
	$\mathbf{\nabla}\mathbf{T}$	rait	S	in r	'ural a	reas		///	(Observ			<i>d</i> 8			d6
D a d		٦ .								Prese						
ROG	ly d 6	_ >pe	ed d	8 wit	h nunal	types				Psyc Questic				d	ч	
Min	d d 8	V	Vill d	6 wit		-Auto Rifi	le	///		Shoot			<i>d</i> 8			
		╡		Rai	lying c	others				Tacti	ics			d	4	<i>d</i> 6
Legac	y 4	Card	eer d	6						Trans	port					
Personali Upbringing & Upbringing & Legacy & Legacy & Career & Career & C G G V	ity: Wande Animal Ha Burvival (b Leadershi Low Profi Panger So Piplomacy Pesperat Bniper Sh	erlust ndling (I onus d12 p (bonus le (bonus ense (bo I (bonus a e Attac ot (X to Aim ∉ Gua	(X to claim bonus di2 to survive di2 to Residi2 to bonus di2 to di2 on negote Residue)	cious or reduce 0 a bonus d12 on on work with no e in the wilde ally) lend in with a to initiative, t gotiations loo are for bonus ange Dice pe es are d12, r	e appropria e-Mind c rness) crowd) rraps, a nger that d (2) nalty) not d8)	iteroll) Res reatures) mbushes)		s= Injured			4 hits	= Dying	5 hits =	Dead	6 hits	= Overkilled
_	-	_		+1 future Damage on		ttack or Rally		ture Damage on yo		%			Do you have			Near you are Panicked
					Money		Attacl	k	Threa	at St	rike	Dice	Eff	ect		Notes
¥	Bat	tle .	Arra	ly	♪2		Semi-	Auto Rifle	-	Very	y Long	308	Om	ıg +2 #c	Critical	Ammo: High
Initiative	Stride Da	sh	Scramble	Run	Dodge		Вауо		Close		ear 	306		ig +0 #	Critical	
d12, 2d8	1m	4m	d8, d6		_	40	Semi- Knife	Auto Pistol	Shor Close		dium lose	3d8 d8, 2d6		ig +2		Ammo: High Thrown
Speed Dice & Mind Dice	One ½			& Dash+Body	Speed D Evasion I	ice &	MIFE		C1056	e ci	056	00, 200	Un	ig +0		Inrow
Soak		(and Bor	•	e +Speed	Rally											
<i>d</i> 6		nid (Armo	•		d12, 20	d6, d4										
Body Dice						Tactics Dice										
Notes DE	SPERATE	ATTACK		re your Att						bonus d	d12.					
				ou hit? Exha ou miss? Do		-	_			it agai	n in th	he same l	Fight.			

•	V C	naracte	er Name	е	A	MB		0		C	V	Player	's Na	me	
	Ve	rgan Ke	egsley			711) L	776	ALL	D Y					
Personality	Gothic	Legacy	Human		7	©2012 Sanguino	Draduction	ns. All rights reserved.	New S	ikill Mark = -	Looints Re-t	rain Mark :	+2 points	Uner	pent
Upbringing .	Oerelic:	Career	Scavenge	er WG	\oa		rioductioi	is. All rights reserved.	N	lew Gift = -10	points Re	train Gift	+5 points	Experie	ence
Y						n incident-	Cree	e trio							
					012 0	n incident	7700	, IVIP.							
				2.											
		6		3.											
		00		One M	ark=d4	Two Marks	= d6	Three Ma	rks=d8	Four Mari	ks = d10	Five Marks	=d12 S	ix Mar	ks=d12,d4 etc
	Alle	>		Sile (W111-01	10011011	- 00	111100111			7	ice from			Dice from
		Á		Fav	vorite	Use		Marks	W S	kills	5	Marks	Lega		Career
									Δ	cademics					
s 2		1								Athletics					
E				Sci	rouna	ed gear		///		Craft		<i>d</i> 8			
~	Vn-		NV - 44 -		· · · · · · · · · · · ·	900,				Deceit					
	-	rsonal		Fin	ding s	Bcrounged	Loo	†	Е	indurance					d8
		<u>rse it's n</u>			ealth			///		Evasion		d8			
T/	nen it	wouldn't b	be Fun."							Fighting					
						elict types			N	egotiation	1		<i>d</i> 6		
	- A	Trai	ts	in a	dereli	ct areas			Ol	bservation	1				<i>d</i> 8
_										Presence					
Во	dy d	6 S p	beed d	4	,					Psyche					
AA:.	nd d	0	Will d	C WIT	n der	elict types				uestioning	<u> </u>		<i>d</i> 6		
MIII	10	0	WIII		مينييا	others				Shooting Tactics			<i>d</i> 6		
Lega		6 Ca	reer d		iiging oskele			///	1	Transport		<i>d</i> 8	06		<i>d</i> 8
Ranges:	Close = :	m Near =3m	Short = 10m	n (d8) Medium	1 = 30m (d 1	Long = 100m	(2d12)		= 300m (3d12	2) Far=1,000	m (4d12) E x	treme = 3,00	Om (5d12)		n = 10,000m (6d12
Name			₩ G i	ifts	(Cost or Recha	rae?	Name						Cost	or Recharge?
Combat	Save (X to negate Dyin		cious or reduce O			_		7,110						
Persona		_		n a bonus d12 on on			t 🔲								
Upbringing	Impro	ved Bree	ekdown (B	reakdown dic	e size	increase)									
		nged Loc				Special									
		rship (bor		Rally)		•									
Legacy	Low P	rofile (boi	nus d12 to b	olend in with a	crowo	1)									
Career	Dange	er Sense	(bonus d12	to initiative, 1	traps,	ambushes)	Ц								
				is d12, botche			Щ								_
		_		on to fix brol			Н								
				Breakdown die	ce, incr										
	txosk	eleton Lo	00-0ut (stuFF!)		Specia									
							H								
							Ħ								
Damage:	any hit – [Reeling		1hit= Hurt	2 hit	s= Panicked	2 hits	s= Injured		4 bit	s = Dying	5 hits =	Dead	6 hits	= Overkilled
Damage.	,			+1 future Damage on		Attack or Rally		ture Damage on you	u (Healing	%) get f			a Combat Save		Near you are Panicke
								o ,	, , ,						-
¥	y R	attle	Arr	3 W	Money >3		Attack	Armature	Close	Strike Close	Dice 2 <i>d</i> 8, <i>d</i> 6,		e ct nage +0		Notes
,		attic		ду	1/5			Man Opener	Close	Close		reakdown d		Damao	e Flat 2 #Finis
Initiative	Stric	e Dash	Scramble	e Run	Dodge			Overload)	Close	Close		reakdown 2			18ge +2 #Finis
d12, d8, d	74 In	zero m	* d6, d ^L	10m	0	עוד סר		t Pistol	Short	Medium	d8, d6, d		mage +0		Cap: Loi
Speed Dice & Mind Dice	One	½ Speed, +	+1 Body Dice eed Speed Di	e & Dash+Body ce +Speed	Speed Evasion	Dice &	nife		Close	Close	d6, d4		nage +0		Throw
Soak		Dutfit (and E	•	cc +ppeea	Rally	. 5,00									
Juan 66			•	d6, Repair d8,	•	2d6									
Body Dice			otage d8, Su			& Tactics Dice									
	oskele		_	is loaded wi											
		s For Hold				,									

Ooctor Myri-Perotto rsonality Friendly Legacy Ldum-Rabo					V I lay	er's Name	€
sonality Friendly Legacy Ldum-Rabo		31101	726	HQ T			
,	0	©2013 Sanguine Producti	ions. All rights resound	New Skill Mark = -4	noints Re-train Mar	rk = +2 points //	nspent
bringing <u>Primitive</u> Career <u>Physician</u>	_ ₩Goa		ions. All rights reserved.	New Gift = -10	points Retrain Gi	ft =+5 points Expe	erience
	1. Save a						
	2.						
	3.						
	One Mark=d4	Two Marks=d6	Three Mari	ks=d8 Four Mark	s = d10 Five Ma	rks=d12 Six M	larks=d12,d4 etc
	Favorite	Use	Marks	₩Skills	Dice fro Marks	om Dice from Legacy	Dice fron Career
	Medicine		/	Academics	<i>d</i> 4	<i>d</i> 8	<i>d</i> 6
	climbing			Athletics		<i>d</i> 4	
				Craft			
Personal Motto	0	C Cd		Deceit		411	
	roraging in primitiv	For Food	//	Endurance Evasion	<i>d</i> 6	<i>d</i> 4	
"Repair, redeem, resurrection.	."with Primi		//	Fighting	<i>d6</i>		
				Negotiation			
₩Traits	in primitiv	e places		Observation		<i>d</i> 4	<i>d</i> 6
	resisting	Scares	/	Presence	<i>d</i> 4	<i>d</i> 8	
Body d 6 Speed d 6	5			Psyche			
Mind d 8 Will d 4	with primi	tive types	///	Questioning		<i>d</i> 8	<i>d</i> 6
		tive Flatbow	///	Shooting Tactics	<i>d</i> 8		
egacy Ldum d8 Career d 6	5			Transport			
		\\ (-1\			(.150 5)	(-1)	
anges: Close = 1m Near = 3m Short = 10m (d8		Long = 100m (2d12)	Name	300m (3d12) Far = 1,000r	11 (4012) Extreme =		i zon =10,000m (6d1 ost or Recharge
ame WGif	its c	ost or Recharge?	Section of the sectio				
ombat Save (X to negate Dying, Dead, Unconsciou							
	bonus d12 on one appropria						
bringing Primitive Loot (Mind & Craft		Special 🗌					
bringing Survival (bonus d12 for hunting gacy Ldum Medicine (d12, 2d8, d6	-	Rest 🔲					
gacy Ldum Medicine (d12, 2d8, d6 gacy Ldum-Rəbo Symbiosis (extr		Nesi 🔲					
reer Doctor (d12, 2d8, d6, d4 vs. 3							
reer First Aid (action: d12, 2d8, d6							
Archery (Aim? Reload your bo							
Honor (X to declare task, othe							
Primitive Replay (X to re-roll	l Primitive attack)	Action 🔲					
amage: any hit = Reeling 1hi	it = Hurt 2 hits	Panicked 3 hi	ts= Injured	4 hits	s= Dying 5 hits=	Dead 61	its = Overkille
d8 concealment penalty, next action is Recover +1	future Damage on you can't A	ttack or Rally +1 fo	uture Damage on you (Healing%) get fir	rst aid! Do you h	ave a Combat Save? All	ies Near you are Panicke
***	Money	Attac	:k	Threat Strike	Dice	Effect	Note
₩ Battle Array	y		itive Flatbov			Weak Damage	
initiative Civil S. I. S. I.	Run Dodge	Prim	itive Club	Close Close	206, 04	Weak Damage	2 +2
nitiative Stride Dash Scramble	12m* 2de	5					
itiative Stride Dash Scramble d8, d6 1m zero m* 2d6		ice &					
d8, d6 1m zero m* 2d6	Dash+Body Speed D)ice					
d8, d6 1m zero m* 2d6 peed Dice One ½ Speed, +1 Body Dice & Speed Dice		Dice					
d8, d6 1m zero m* 2d6 beed Dice One ½ Speed, +1 Body Dice & Mind Dice if Body>Speed Dice oak Outfit (and Bonus)	Rally	Dice					
d8, d6 1m zero m* 2d6 peed Dice One ½ Speed, +1 Body Dice & Speed Dice	Rally d6	Tactics Dice					

	Cha	ıracter	Name		MA	Sia	h Cc		2	W۱	Player	's Nai	me
	Lai	ncet Pa	lmər			派	IN ²)		ZY				
•		e Legacy A				3 Sanguine Pro	ductions. All rights reserved.	New Si	kill Mark = -4 ew Gift = -10	points Re-tr	ain Mark :	= +2 points	Unspent Experience
lpbringing Ur	nderwor	d Career Pu	isner		ioals				SM GILE =-TO	hours ver	rain Girt	= +3 hours	xperience
	E		•		on't start it	, but	definitely en	ıd it.					
	000			2.									
66				3.									
1	200			One M	ark=d4 Two	Marks=	d6 Three Mai	rks=d8	Four Mark	s = d10 F	ive Marks	s=d12 S	ix Marks=d12,d4 et
	Y		My		orite Use		Marks		kills	Di		Dice fr	om Dice fron
	//	M	MI	me	dicine		///	Ac	cademics		<i>d</i> 8		<i>d</i> 8
								A	thletics				
				• • • • • • • • • • • • • • • • • • • •	1 - 1	1 6			Craft				10
~	Pers	onal M	otto	WIT	h underwork	о туре	25 /		Deceit ndurance		<i>d</i> 4		<i>d</i> 8
									Evasion				
"Let's	see wh	at's on t	he inside.	" wit	h Axe		///		Fighting		<i>d</i> 8	<i>d</i> 6	
									gotiation				
	₩7	Crait :	5		Shooting	- .	/		servation		<i>d</i> 4	<i>d</i> 6	<i>d</i> 8
Pod	y d (500	ed d 6		the Hurt or	Injur	eo /		resence Psyche		<i>d</i> 4		
ВОО	y Lu) Spe		2					estioning				
Mine	d d 8	3 V	Vill d 4	1					hooting				
									Tactics				
Legac	y a	Care	eer d 8	3 am	bulances £ i	medic	əl	Tı	ransport			<i>d</i> 6	
Ranges: Cl	lose=1m	Near=3m	5hort = 10m (d8) Medium	= 30m (d12) Long	; = 100m (20		300m (3d12)	Far = 1,000	n (4d12) Ext	reme = 3,00	00m (5d12)	Horizon = 10,000m (6d1
Name		•	₩Gif	ts	Cost or I	Recham	Name e?						Cost or Recharge
	ave (X to				verkilled to Dying)	Rest[
Personalit	ty: Unse	ettling	(X to claim a b	onus d12 on on	e appropriate roll)	Rest							
			buy and sel			[
			d12 For de		riminəls)	Į							
			e good hai		20)	Rest [_						
			i to Fly, X Fi int: 5d8 vs.		ge)	[
			12, 3d8 vs.			ĺ							
*/	Adhiliər	1 Observe	er (include	Observatio	on with Oodge)	[
	_	_	d12 to Sca			ĮĮ							
Vé	eteran	(Aim ∉ Gué	ard bonuses	are di2, r	of d8)	Į [
						[
						ĺ							
Damage: an			on is Recover +1	it = Hurt future Damage on	2 hits = Par can't Attack or Rai		3 hits = Injured +1 future Damage on you	(Healing	4 hits %) get fir	st aid!	5 hits = Do you have	Dead a Combat Save?	6 hits = Overkille Allies Near you are Panick
	-		_		Money	At	tack	Threat	Strike	Dice	Eff	ect	Note
~	Ba	ttle	Array	y	№	Ax		Close	Close	d8, 2d6		mage +2 #	
	Stride	Dash	Scramble	Run	Dodge	Se	mi-Auto Pistol	Short	Medium	d8, d6	Dai	mage +2	Сәр: Нід
initiative	1m	zero‡ m	2d6	12m	d8, 2d6, d4	! *							
d8, d6	1711	-	Body Dice &	Dash+Body	Speed Dice & Evasion Dice								
d8, d6	One	1/2 Speed, +1	Speed Dica	T20004									
08, 06 Opeed Dice Mind Dice	One	if Body>Speed	Speed Dice	+5peed									
08, 06 Opeed Dice Mind Dice	One	if Body>Speed tfit (and Bor	Speed Dice	·	Rally d4								
08, 06 Expeed Dice Mind Dice Soak 06	One	if Body>Speed tfit (and Bor 1931 1egger	Speed Dice	, Scare d8,	Rally	Dice							
Speed Dice & Mind Dice Soak 66 Body Dice Notes WIK	One Out Or	if Body>Speed tfit (and Bon ganlegger Medic JGHT: Rur	Speed Dice nus) (Armor 2d6, tine d8, ‡Bun 1 stunt lets	, Scare d8, den) 3 you Fly. (Rally d4 Will Dice & Tactics D	e move	ment to climb	1m ир.)					

	-		r Name		MUR	A	n Sc		G -	▼.	Player	s Nam	ie
	MQ-34	1006 "T	hreefe	r"			2		Y L				
Personality.		Legacy S			©2013 Sans	zuine Produ	ctions. All rights reserved.	New S	kill Mark =	-4 points Re-tr	ain Mark =	+2 points	Unspent
Upbringing	Manufac	ture Career \	/anguard	— ₩ C	ioals	,	0	N	ew Gift = -:	10 points Ref	train Gift =	+5 points Ex	perience
Y		A			rush, kill, dest	rou							
1		A		2.									
				3.									
		FXX I	(18)	One M	ark=d4 Two Ma	rks=d(Three Mai	rks=d8	Four Ma	rks = d10	ive Marks	=d12 Six	Marks=d12,d4 etc
					•			WY C	kills	Di		Dice fro	
				Fa	vorite Use		Marks				Marks	Legacy	/ Career
									cademic				
		1 1			chanics		/		Athletics Craft		<i>d</i> 4	<i>d</i> 6	
	- THE		<u> </u>	me	Chanics		/		Deceit		09	06	
•	Per	sonal N	lotto	WO	rking long hou	rs		E	ndurance	2		<i>d</i> 6	
				vs.	Shooting		///		Evasion		d8		<i>d</i> 4
"Let	us dea	l harshly	with the	"	h Chainsaw		///		Fighting		<i>d</i> 8		<i>d</i> 4
								Ne	egotiatio	n			
	ŵ	Trait	S						servatio				
					en outnumbere	d	/		resence		<i>d</i> 4		
Ro	dy d	8 2b	eed d	8					Psyche				
Mi	n d d	6	will d	6					iestionin Shooting				
				wit	h Flanking		/		Tactics		<i>d</i> 4		<i>d</i> 4
Lega	cy d	6 Car	eer d		h industrial vel	hicle	5	Т	ransport			<i>d</i> 6	
Ranges	Close = 1m	Near=3m	Short = 10m	(dg) Medium	n = 30m (d12) Long = 10	0m (2d1	Very Long=	: 300m (3d12) Far=100	00m (4d12) Ext	reme = 3 000	om (5d12) H	orizon = 10,000m (6d12
· iai.gesi	0.020 - 1	TTGGT - Jiii			•		Name	Jooni (Juli	, Tut = 2,00	70III (4022) 2 710			Cost or Recharge
Name			₩ G i		Cost or Rec	_							
						est _	-						
	lity: Ha					est _	{						
		cturing l			From crowds) Chapto	0 u							
		etic Bod				ix							
		etic Brai				ix 🗀							
				or 2d8m and									
Career	Serper	itine (bonu	s d12 to d	odge past SI									
	_			mor, X For -1		ix							_
	_			nsaw, X For -		ix	-						
	Past M	over (+1 51	ride, +2 t	7ash, +08 Sci	amble, +6 Run)								
Damage:	any hit =	Reeling		1 hit = Hurt	2 hits = Panick	ed 3	hits = Injured		4 h	its = Dying	5 hits = (Dead	6 hits = Overkilled
3	-	nt penalty, next ac		+1 future Damage on			future Damage on you	(Healing		first aid!	Do you have a		Allies Near you are Panicke
	•				Money	Atta	ick	Threat	Strike	Dice	Effe	ect	Notes
*	$\nabla \mathbf{B} \mathbf{z}$	ttle	Arra	av)4		er Chainsaw	Close	Close			nage +1 #f	
				•			o-KniFe	Close	Close			nage +0 #	
Initiative	Stride	Dash	Scramble		Dodge	Мад	num Pistol	Short	Mediun	n 2d8		g +2 #Crit	
40 44	0	<i>f</i>	7.10	00	-IO / No								
<i>d8, d6</i> Speed Dice		6m ½ Speed, +1	3d8 Body Dice	28m 2 & Dash+Body	d8 (d12 past Short) Speed 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.

d8

Soak

Body Dice

Outfit (and Bonus)

Sabotage d8) + Cybernetics (Armor d6) Will Dice & Tactics Dice

Engineer (Armor d6, Repair d8,

Rally d6, 2d4

	Char				M	URIA		S	MC	ζ,		V I	laye	's Nar	ne
	Kashel S			al	5	74)~		7							
•	Reckless					©2013 Sanguine Pro	ductions.	All rights reserved.				points Re-tr	ain Mark	= +2 points	Unspent
Upbringing .	Primitive	Career L	əborer	<u> </u>	ìoal	S			Ne	ew Gif	t = -10	points Ret	rain Gift	=+5 points E	xperience
Y				1 . F	ix an un	-Fixable m	achi	ne							
				2.											
		724	<u> </u>	3.											
	6	10/													
	1			One f	1ark=d4	Two Marks=	d6	Three Ma	arks=d8	Four	Mark	s = d10 F	ive Mark	5=d12 Si	x Marks=d12,d4 e
		A	\$	Fa	vorite U	se		Marks	₩S	kil	lls	Di	ce fron Marks	Dice fro	
	W.	WW								caden					
	I V			Cli	mbing			/		thlet			<i>d</i> 4	<i>d</i> 4	
						echnology		/		Craf			d4		<i>d</i> 6
~~~	V Danie	1 14	- 44 -							Dece	it		·		
•	Perso	nai M	lotto	Hik	ing long	distance:	s	/	Er	ndura	nce		<i>d</i> 4	<i>d</i> 4	<i>d</i> 6
	lo - 1		1 - 111			ng attacks		//		Evasi	on		<i>d</i> 6		
	'Power to	The re	opie!"	wit	h Primit	ive Knife		//		Fighti			<i>d</i> 6		
										gotia					
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D.	4									reser					
ВО	dy d 8	_ >pe	ed d	8						Psych estio					
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Lega	<b>cy</b> d 4	Card	eer d	6					Tı	ransp	ort				
Ranges	Close=1m N	ear=3m	Short = 10r	(dg) Mediur	n = 30m (d12)	Long = 100m (2d	112)	Very Long	= 300m (3d12)	Far:	= 1 000r	n (4d12) <b>Ext</b>	reme = 3 0	nom (5d12)	<b>Horizon</b> = 10,000m (60
9-2.					Jo (022)	1209 200(20	,	Name	Jee (Jezz)	,	_,000.	(.0,		, (Sell-)	Cost or Recharg
Name			$\mathbf{G}$			st or Recharg	_								
				cious or reduce (											
	lity: Reckle		<del>`</del>	n a bonus d12 on o											
				ft vs. 3 For s		Special	١ ۲								
				ing, gətherin novement ∉ d		عال ( مسع	۲ ۱								
_				p #Poison, -1		SII POUPS)	7								
				ighting attac		more)	51								
				is d12, botch											
	Electronic	s (bonus	d12 to a	raft or to re	epair elec	tronics)									
				on metal, boo			4								
	Towser Sc	ent (boi	nus d12 t	o smell, ident	ify minera	als) L	_								
						Į.	=								
							=								
Damage.	any hit = Rec	elina		1hit = Hurt	2 hits -	Panicked	3 hite -	Injured			4 hite	= Dying	5 hits =	Dead	6 hits = Overkill
Januage:	d8 concealment per	_	ion is Recover	+1 future Damage or		_		e Damage on you		%)				a Combat Save?	Allies Near you are Panic
		•			-		tack	J. J.	Threat	Str		Dice		ect	Not
Y	<b>Bat</b>	tle	Arr	av	Money >6			tia P. I							
·	· Dut		4 34 1 (	4.5	J 6	Ma	agne	tic Brute	əiize –	CIC	75e	3d8‡, 2			trating Omg + vn, Vulnerable
Initiative	Stride Da		Scrambl		Dodge	Pu	imiti	ve Knife	Close	Cla	ose_	3d8‡, 2			vn, vuinerable age +2   Throu
d8, d6	3m*	6m*	308	28m*	2d8, d	16" Pu		ve Sling	-			d8, d6		eak Dam	
-		_	_												
Speed Dice & Mind Dice	One ½	Speed, +1 Body>Speed	Body Dic 5peed Di	e & Dash+Body ce +Speed	Speed Dic Evasion Di	ice									tively unlimited
-		Speed, +1 Body>Speed : <b>(and Bo</b> n	5peed Di	e & Dash+Body ce +Speed	Speed Dic Evasion Di Rally	ice									

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

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

Will Dice & Tactics Dice

TOWSER MAGNETICS = hear radio waves, walk on magnetic surfaces, enhance brawling attacks with Knockdown, Vulnerable TOWSER SCENT = ignore concealment @ Near

V	•	aracte		;	MURI	Ar	180	3NC	G.	Ψı	Playe	er's Nai	ne	
	5	kigg Ze	1800		(5)	<b>11</b>	5		Y L					
ersonality I		0 3			©2013 Sanga	uine Productio	ns. All rights reserved.	New S	skill Mark = -4	points Re-tr	ain Mar	k = +2 points	Unspen	it
pbringing U	nderwo	orld Career I	Investigat	or WG	ioals			1	lew Gift =-10	points Ret	rain Gif	t =+5 points E	xperienc	e
				1. 5	olve a mystery									
		SA		2.										
		0-0		3.										
		AN		One M	ark=d4 Two Mar	ks=d6	Three Ma	rks = d8	Four Mark	s = d10 F	ive Mar	ks=d12 S	ix Marks:	= d12, d4 etc
				Sile (	1110	115-00	1111001110			Di		m Dice fr		ice from
	6	<b>6</b> 1		Fav	orite Use		Marks	₩.S	kills		Marks			Career
				me	dicine		/	A	cademics		<i>d</i> 4			
27	" The								Athletics					
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*	Per	sonal M	lotto	015	guise			E	indurance					00
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	"Tel	ll me more	e."						Fighting					
					ocuring weapor	15	//		egotiation		<i>d</i> 6	<i>d</i> 8		10
	W	Trait	S	เท เ	ırbən əreəs				bservation Presence					<i>d</i> 8
Rod	y d	6 500	eed d	6					Psyche					
	`			wit	h the underwor	ıld		Q	uestioning			<i>d</i> 8		<i>d</i> 8
Min	<b>d</b> d	6 1	Will d	4 wit	h Magnum Pisto		///		Shooting		<i>d</i> 8			
Legac	. 74	0 Car	eer d		lying others				Tactics			<i>d</i> 8		
Legac	y u	o Cai	eei u	o whe	eeled vehicles		//		Transport		<i>d</i> 6			
Ranges: C	lose=1m	Near=3m	Short = 10m (	(d8) <b>Medium</b>	n = 30m (d12) Long = 100	m (2d12)		= 300m (3d1	2) <b>Far</b> = 1,000	m (4d12) <b>Ext</b>	reme=3	,000m (5d12)		10,000m (6d12
Name			₩Gi	fts	Cost or Rech	narge?	Name						Cost or	Recharge?
Combat S	ave (X	to negate Dying,				st	30000 - 2000	W - W - W - W - W - W - W - W - W - W -						
Personali						st 🗌								
				ell Proscribe										
		vise (bonus iship (bonu		ealing with c	riminals)	-H								
				end in with a	(crowd)	H								
_		_			raps, ambushes)									
areer S	hadou	ving (bonus	d12 to Fol	low others, a	ditch Followers)									
	٠.				stioning For d8)	Ц								
		to roll one		iore) ion to draw	Chapte	er 🗀								
<u> </u>	MICK C	row (extra	a equip aci	ION TO OF OW	weapons)									
							<u> </u>							
Damage: a	-	_		hit = Hurt	2 hits = Panicke		s= Injured	. /u r		s= Dying		Dead		Overkilled
d	o concealme	nt penalty, next ac	- TIOU IZ KECOVEL +	-1 future Damage on			ture Damage on you		%) get fi		-	ve a Combat Save?	Allies Near	you are Panicked
<u>V</u>	R	ittle	Arra	<b>W</b> /	Money	Attacl		Threat		Dice		ffect	* Dur - 11	Hotes #Quiting!
₩	Do		Alla	L <b>y</b>	<b>№</b>	Magn	um Pistol	Short	Medium	d8, 2d6	r	enetrating	umg +1	#Critical
nitiative		Dash	Scramble		Dodge	Punch		-	Close	206, 04	ν	leak Damag	ge +1	- Sp. 000
d12, 2d6	1m	3m	2d6	15m	66, 64	Knock			Close	206, 04		leak Subdu		<del>11</del>
Speed Dice Mind Dice	One	½ Speed, +1 if Body>Spee	. Body Dice ed Speed Dice	& Dash+Body e +Speed	Speed Dice & Evasion Dice	Holdo	ut Pistol	Short	Medium	d8, 2d6,	d4 C	amage +0		Cap: Lou
Soak		utfit (and Bo	•		Rally									
<i>d</i> 6	S	ecurity (Arm	nor d6, Polic rvey d8)	ing <i>d</i> 8,	d12, d8, d4									
Body Dice Notes * L.	nadad		-	n bullate M	Will Dice & Tactics Dice    agnum Pistol re	loade	x 3 Holds	out Piet	ol neloade	γZ				
	0000	WITH ATTIO	יין ויין יין	, Junio 15. 1V	Caumin Ligitor Lei	2009	, C. 11010C	-WI 1 131	. , , , , , , , , , , , , , , , , , , ,	, <u>, , , , , , , , , , , , , , , , , , </u>				

	₩C	haracte	r Nam	e		M	<b>NB</b> il						WP	<b>layer</b>	's Na	me	
							3. KV				7						
Personality		Legacy				12	<b>/</b> ' <b>/</b> '										
_		Career				1	©2013 Sanguine	Production:	s. All rights reserved.	New S	kill Maı lew Gifi	rk = -4 points t = -10 points	Re-tra	ain Mark = rain Gift =	+2 points +5 points	Uns	pent
Upbringing		Career				oal	S			•		2 - 20 points	, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		) points	LAPCIN	
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					one Mai	elu – da	Two Marks	- 46	Three Ma	rle - d0	Four	Marks = d	10 E	ive Marks	-d12	Siu Mai	ks=d12,d4 etc.
					ne mai	N-04	IWO Plains	<b>5</b> – <b>U</b> O	Tillee Ma	1175-00	roui	11d1 NS - 0.		ce from			Dice from
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Mi	nd	1	Will	4 -							5hooti						
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Name			₩.C	ifts		Cor	st or Recha	ma 2	Name							Cost	or Recharge?
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Damage:	any hit =	Reeling		1 hit = 🔲 F	lurt	2 hits =[	Panicked	3 hits	= Injured			4 hits = 🔲		5 hits = 🔲	Dead	6 hits	= Overkilled
	d8 concea	lment penalty, next a	action is Recover	+1 future Dar	nage on you	can't Atta	ock or Rally	+1 fut	ıre Damage on yo	u (Healing	%)	get first aid!		Do you have	a Combat Sav	e? Allies	Near you are Panicked
<u></u>		- 441 -	<b>A</b>			Money	4	Attack		Threat	Stri	ike Dic	e	Eff	ect		Notes
•	A R	attle	Arr	ay		)											
Initiative	Stri	de Dash	Scramb	ole Run	[	Oodge											
Spend Nice	e One	½ Speed, +	1 Rodu Di	ce & Dash-	LRody S	Speed Dice	e &										
Speed Dice & Mind Dic	e e	if Body>5pe	ed Speed [		ed E	vasion Di											
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