

# THE URCHIN



| ASSOCIATE RANK | SKILL POINTS | DICE UPGRADE PER TIER | STARTING RESOLVE | AGE        | TEMPERMENT  |
|----------------|--------------|-----------------------|------------------|------------|-------------|
| <b>ROOKIE</b>  | 10           |                       |                  | 19         | PROVOCATIVE |
| EXPERIENCED    | 15           | UPGRADE TWO DICE      | 1                | BACKGROUND | NATIONALITY |
| VETERAN        | 20           | UPGRADE TWO DICE      | 2                | URCHIN     | France      |
| LEGENDARY      | 25           | UPGRADE TWO DICE      | 3                | CAREER     | LANGUAGES   |
|                |              |                       |                  |            | French      |

## TRAITS

|            |           |
|------------|-----------|
| <b>D4</b>  | MIGHT     |
| <b>D8</b>  | AGILITY   |
| <b>D6</b>  | HARDINESS |
| <b>D10</b> | PRECISION |
| <b>D6</b>  | INTELLECT |
| <b>D8</b>  | CHARISMA  |

## MOVEMENT

|            |
|------------|
| 10'        |
| RESOLVE    |
| 1          |
| MAX. HP    |
| 6          |
| CURRENT HP |

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

## SKILLS

|                 |       |             |       |
|-----------------|-------|-------------|-------|
| ACROBATICS      | ◆◆◆◆◆ | MEDICINE    | ◆◆◆◆◆ |
| ANIMAL HANDLING | ◆◆◆◆◆ | MELEE       | ◆◆◆◆◆ |
| APPLIED SCIENCE | ◆◆◆◆◆ | PERFORMANCE | ◆◆◆◆◆ |
| ATHLETICS       | ◆◆◆◆◆ | PERSUASION  | ◆◆◆◆◆ |
| CONJURATION     | ◆◆◆◆◆ | PILOTING    | ◆◆◆◆◆ |
| CRAFTING        | ◆◆◆◆◆ | RANGED      | ◆◆◆◆◆ |
| INTIMIDATION    | ◆◆◆◆◆ | R&D         | ◆◆◆◆◆ |
| INVESTIGATION   | ◆◆◆◆◆ | SECURITY    | ◆◆◆◆◆ |
| LEADERSHIP      | ◆◆◆◆◆ | SUBTERFUGE  | ◆◆◆◆◆ |
|                 |       | SURVIVAL    | ◆◆◆◆◆ |

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

## FLAWS

## ARMOR BONUS MODS AND NOTES

|               |    |
|---------------|----|
| Armored vest  | +1 |
| Business Suit | +1 |

## ITEMS ON WEBBING

EX. drugs, grenades and items.

Lock picks  
Rope  
Monocular  
Guitar

## Lv WEAPON Mag Range Notes

Knife

Lee Enfield 1 bullet up 450 ft



# ASSOCIATE 321



| ASSOCIATE RANK | SKILL POINTS | DICE UPGRADE PER TIER | STARTING RESOLVE | AGE        | TEMPERMENT  |
|----------------|--------------|-----------------------|------------------|------------|-------------|
| ROOKIE         | 10           |                       |                  | 45         | BRAVE       |
| EXPERIENCED    | 15           | UPGRADE TWO DICE      | 1                | BACKGROUND | NATIONALITY |
| VETERAN        | 20           | UPGRADE TWO DICE      | 2                | PAUPER     | U.S.A.      |
| LEGENDARY      | 25           | UPGRADE TWO DICE      | 3                | CAREER     | LANGUAGES   |
|                |              |                       |                  | SAILOR     | ENGLISH     |

## TRAITS

|            |                  |
|------------|------------------|
| <b>D8</b>  | <b>MIGHT</b>     |
| <b>D6</b>  | <b>AGILITY</b>   |
| <b>D8</b>  | <b>HARDINESS</b> |
| <b>D6</b>  | <b>PRECISION</b> |
| <b>D10</b> | <b>INTELLECT</b> |
| <b>D6</b>  | <b>CHARISMA</b>  |

## MOVEMENT

9'  
RESOLVE  
1  
MAX.  
HP  
8  
CURRENT  
HP

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

## SKILLS

|                 |       |             |       |
|-----------------|-------|-------------|-------|
| ACROBATICS      | ◆◆◆◆◆ | MEDICINE    | ◆◆◆◆◆ |
| ANIMAL HANDLING | ◆◆◆◆◆ | MELEE       | ◆◆◆◆◆ |
| APPLIED SCIENCE | ◆◆◆◆◆ | PERFORMANCE | ◆◆◆◆◆ |
| ATHLETICS       | ◆◆◆◆◆ | PERSUASION  | ◆◆◆◆◆ |
| CONJURATION     | ◆◆◆◆◆ | PILOTING    | ◆◆◆◆◆ |
| CRAFTING        | ◆◆◆◆◆ | RANGED      | ◆◆◆◆◆ |
| INTIMIDATION    | ◆◆◆◆◆ | R&D         | ◆◆◆◆◆ |
| INVESTIGATION   | ◆◆◆◆◆ | SECURITY    | ◆◆◆◆◆ |
| LEADERSHIP      | ◆◆◆◆◆ | SUBTERFUGE  | ◆◆◆◆◆ |
|                 |       | SURVIVAL    | ◆◆◆◆◆ |

**PERKS** Deckhand, Helmsman, Cannoneer, Canne de Combat, Pugilism, Secratary, Sergaent, Interviewer, Green Thumbs Rugged, Interrogater, Deducer, Judge of Character, Explorer, Shadowing, Breacher, Brawler, Taunt.

**FLAWS** Bad leg: -1' movement

| ARMOR         | BONUS | MODS AND NOTES |
|---------------|-------|----------------|
| Armored vest  | +1    |                |
| Business Suit | +1    |                |
|               |       |                |
|               |       |                |

Lv WEAPON Mag Range Notes

Cane

Webley Revolver 6 bullets up 350 ft

## ITEMS ON WEBBING

EX. drugs, grenades and items.

Cane

Smoke Bomb

Transmitter



# THE CASKET GIRL



| ASSOCIATE RANK | SKILL POINTS | DICE UPGRADE PER TIER | STARTING RESOLVE | AGE         | TEMPERMENT  |
|----------------|--------------|-----------------------|------------------|-------------|-------------|
| ROOKIE         | 10           |                       |                  | 23          | JADED       |
| EXPERIENCED    | 15           | UPGRADE TWO DICE      | 1                | BACKGROUND  | NATIONALITY |
| VETERAN        | 20           | UPGRADE TWO DICE      | 2                | BLUE COLLAR | FRENCH      |
| LEGENDARY      | 25           | UPGRADE TWO DICE      | 3                | CAREER      | LANGUAGES   |
|                |              |                       |                  |             | FRENCH      |

## TRAITS

|     |           |
|-----|-----------|
| D6  | MIGHT     |
| D10 | AGILITY   |
| D8  | HARDINESS |
| D8  | PRECISION |
| D4  | INTELLECT |
| D6  | CHARISMA  |

## MOVEMENT

|            |
|------------|
| 10'        |
| RESOLVE    |
| 1          |
| MAX. HP    |
| 8          |
| CURRENT HP |

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

## SKILLS

|                 |       |             |       |
|-----------------|-------|-------------|-------|
| ACROBATICS      | ◆◆◆◆◆ | MEDICINE    | ◆◆◆◆◆ |
| ANIMAL HANDLING | ◆◆◆◆◆ | MELEE       | ◆◆◆◆◆ |
| APPLIED SCIENCE | ◆◆◆◆◆ | PERFORMANCE | ◆◆◆◆◆ |
| ATHLETICS       | ◆◆◆◆◆ | PERSUASION  | ◆◆◆◆◆ |
| CONJURATION     | ◆◆◆◆◆ | PILOTING    | ◆◆◆◆◆ |
| CRAFTING        | ◆◆◆◆◆ | RANGED      | ◆◆◆◆◆ |
| INTIMIDATION    | ◆◆◆◆◆ | R&D         | ◆◆◆◆◆ |
| INVESTIGATION   | ◆◆◆◆◆ | SECURITY    | ◆◆◆◆◆ |
| LEADERSHIP      | ◆◆◆◆◆ | SUBTERFUGE  | ◆◆◆◆◆ |
|                 |       | SURVIVAL    | ◆◆◆◆◆ |

**PERKS** Lisenced Driver, Traction Control, Casket Girls, Judge of Charac-  
ter, Forager, Future Trooper, Chamber Loader, Taunt, Savatte. Climber, Shank,  
Sleight of Hand, Percussive Engineering.

Street Fighter: +1 bonus on unarmed Combat Checks.

Well Trained: -1TN on Physical task,

Rugged: Reroll Hardiness Checks

## FLAWS

## ARMOR BONUS MODS AND NOTES

|               |    |  |
|---------------|----|--|
| Armored vest  | +1 |  |
| Padded Helmet | -  | Sacrife to reroll debacle on Defense Check |

## ITEMS ON WEBBING

EX. drugs, grenades and items.

Flare Gun

Glue gun

Gasmask

Transmitter

Spare clips 3x

## Lv WEAPON Mag Range Notes

|                 |           |              |  |
|-----------------|-----------|--------------|--|
| Knife           |           |              |  |
| Brochart pistol | 6 bullets | up to 200 ft |  |



# AIRBORNE DRAGOON



## ASSOCIATE RANK

ROOKIE  
**EXPERIENCED**  
VETERAN  
LEGENDARY

SKILL  
POINTS  
10

DICE UPGRADE  
PER TIER

STARTING  
RESOLVE

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

## AGE

25

## BACKGROUND

DEBUTANT

## CAREER

SOLDIER DUTCH

## TEMPERMENT

BRAVE  
NATIONALITY

DUTCH

## LANGUAGES

ENGLISH

## TRAITS

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

## MOVEMENT

10'  
RESOLVE  
1  
MAX.  
HP  
8  
CURRENT  
HP

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

## SKILLS

ACROBATICS  
ANIMAL HANDLING  
APPLIED SCIENCE  
ATHLETICS  
CONJURATION  
CRAFTING  
INTIMIDATION  
INVESTIGATION  
LEADERSHIP

## MEDICINE

MELEE  
PERFORMANCE  
PERSUASION  
PILOTING  
RANGED  
R&D  
SECURITY  
SUBTERFUGE  
SURVIVAL

**PERKS** Heavy Gunner, Rifleman, Future trooper, Savate, Wrestling, Taunt, Voice for radio, Singing (1), First Aid, Climber, Well-trained, Marathoner, Men-at-Arms, Licensed Driver, Percussive Engineering: Pass might check to fix malfunction,

Breacher: -1TN on Combat and defense Checks indoors

Bodyguard: Pass Defense check to redirect attack on ally.

## FLAWS

## ARMOR

## BONUS

## MODS AND NOTES

Dragoon Armor

+2

Dragoon Helmet

(+1 bonus from man-at-arms)

Gasmask,

Sacrifice to reroll debacle on Defense Check

## ITEMS ON WEBBING

EX. drugs, grenades and items.

Smoke bomb

First aid kit

Spare filters

Transmitter

Drum Mag 1x

Lv WEAPON Mag Range Notes

Bayonet

Huot Rifle 30 bullets up to 250 ft

Webley 6 bullets up to 200 ft



# ASSOCIATE 247



## ASSOCIATE RANK

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

**SKILL POINTS**  
10

**DICE UPGRADE PER TIER**

**STARTING RESOLVE**

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

**AGE**

27

**BACKGROUND**

DEBUTANT

**CAREER**

CELEBRITY

**TEMPERMENT**

DILIGENT

**NATIONALITY**

U.K.

**LANGUAGES**

ENGLISH

## TRAITS

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

## MOVEMENT

10'  
**RESOLVE**  
1  
**MAX. HP**  
8  
**CURRENT HP**

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

## SKILLS

ACROBATICS  
ANIMAL HANDLING  
APPLIED SCIENCE  
ATHLETICS  
CONJURATION  
CRAFTING  
INTIMIDATION  
INVESTIGATION  
LEADERSHIP

## MEDICINE

MELEE  
PERFORMANCE  
PERSUASION  
PILOTING  
RANGED  
R&D  
SECURITY  
SUBTERFUGE  
SURVIVAL

**PERKS** Deducer, Forensics, Paleography, Judge of Character, Showman, Actress (4) Singer (1), Makeup Artist, Disguise, Master of Disguise, Shank, Snapshot, Sleight of Hand, Locksmith, Housekeeper, Gymnastics: -1TN to all Agility checks

## FLAWS

## ARMOR

## BONUS

## MODS AND NOTES

Armored vest +1  
Bubiness Attire +1  
Associate mask

Fire Resistant  
Gasmask

## ITEMS ON WEBBING

EX. drugs, grenades and items.

Flare Gun  
Glue gun  
Gasmask  
Transmitter  
Spare rounds

## Lv WEAPON Mag Range Notes

Dagger

Derringer 2 bullets 20 ft holdout pistol