

THE URCHIN



ASSOCIATE RANK	SKILL POINTS	DICE UPGRADE PER TIER	STARTING RESOLVE	AGE	TEMPERMENT
ROOKIE	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

D4	MIGHT
D8	AGILITY
D6	HARDINESS
D10	PRECISION
D6	INTELLECT
D8	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

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

MOVEMENT

9'
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 Deckhand, Helmsman, Cannoneer, Canne de Combat, Pugilism, Secretary, 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	

ITEMS ON WEBBING

EX. drugs, grenades and items.

- Cane
- Smoke Bomb
- Transmitter

Lv	WEAPON	Mag	Range	Notes
	Cane			
	Webley Revolver	6 bullets	up 350 ft	

THE CASKET GIRL



ASSOCIATE RANK	SKILL POINTS	DICE UPGRADE PER TIER	STARTING RESOLVE
ROOKIE	10		
EXPERIENCED	15	UPGRADE TWO DICE	1
VETERAN	20	UPGRADE TWO DICE	2
LEGENDARY	25	UPGRADE TWO DICE	3

AGE	23	TEMPERMENT	JADED
BACKGROUND	BLUE COLLAR	NATIONALITY	FRENCH
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 Licensed Driver, Traction Control, Casket Girls, Judge of Character, 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	SKILL POINTS	DICE UPGRADE PER TIER	STARTING RESOLVE	AGE	TEMPERMENT
ROOKIE	10			25	BRAVE
EXPERIENCED	15	UPGRADE TWO DICE	1	BACKGROUND	NATIONALITY
VETERAN	20	UPGRADE TWO DICE	2	DEBUTANT	DUTCH
LEGENDARY	25	UPGRADE TWO DICE	3	CAREER	LANGUAGES
				SOLDIER	ENGLISH
				DUTCH	

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	◆◆◆◆◆	MEDICINE	◆◆◆◆◆
ANIMAL HANDLING	◆◆◆◆◆	MELEE	◆◆◆◆◆
APPLIED SCIENCE	◆◆◆◆◆	PERFORMANCE	◆◆◆◆◆
ATHLETICS	◆◆◆◆◆	PERSUASION	◆◆◆◆◆
CONJURATION	◆◆◆◆◆	PILOTING	◆◆◆◆◆
CRAFTING	◆◆◆◆◆	RANGED	◆◆◆◆◆
INTIMIDATION	◆◆◆◆◆	R&D	◆◆◆◆◆
INVESTIGATION	◆◆◆◆◆	SECURITY	◆◆◆◆◆
LEADERSHIP	◆◆◆◆◆	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	(+1 bonus from man-at-arms)
Dragoon Helmet		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	SKILL POINTS	DICE UPGRADE PER TIER	STARTING RESOLVE	AGE	TEMPERMENT
ROOKIE	10			27	DILIGENT
EXPERIENCED	15	UPGRADE TWO DICE	1	BACKGROUND	NATIONALITY
VETERAN	20	UPGRADE TWO DICE	2	DEBUTANT	U.K.
LEGENDARY	25	UPGRADE TWO DICE	3	CAREER	LANGUAGES
				CELEBRITY	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	◆	○	○	○	○	MEDICINE	○	○	○	○	○
ANIMAL HANDLING	◆	○	○	○	○	MELEE	○	○	○	○	○
APPLIED SCIENCE	◆	○	○	○	○	PERFORMANCE	◆	○	○	○	○
ATHLETICS	◆	○	○	○	○	PERSUASION	◆	○	○	○	○
CONJURATION	◆	○	○	○	○	PILOTING	○	○	○	○	○
CRAFTING	◆	○	○	○	○	RANGED	◆	○	○	○	○
INTIMIDATION	◆	○	○	○	○	R&D	○	○	○	○	○
INVESTIGATION	◆	○	○	○	○	SECURITY	○	○	○	○	○
LEADERSHIP	◆	○	○	○	○	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	Fire Resistant
Associate mask		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