

4	6	8	10	12	___	AGILITY
4	6	8	10	12	___	SMARTS
4	6	8	10	12	___	SPIRIT
4	6	8	10	12	___	STRENGTH
4	6	8	10	12	___	VIGOR

Race:	
Bennies:	HT
Conviction:	WT



Pace Parry Toughness

- ☐ Athletics
- ☐ Common Knowledge
- ☐ Notice
- ☐ Persuasion
- ☐ Stealth

[illegible]

EDGES & ADVANCES

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BACKGROUND

VEHICLE

NOTES

CARGO

Size

Handling

Top Speed
(MPH)

Toughness

Crew

ARMAMENTS

WOUNDS

-1

-2

-3

INC

FRIENDS AND ALLIES

NAME



Pace



Parry



Toughness

HINDRANCES

EDGES

SKILL

SKILLS

DIE

ITEM

GEAR

WT

Athletics

Common Knowledge

Notice

Persuasion

Stealth

INC

-2

-1

FATIGUE



Pace



Parry



Toughness

NAME

HINDRANCES

EDGES

SKILL

SKILLS

DIE

ITEM

GEAR

WT

Athletics

Common Knowledge

Notice

Persuasion

Stealth

INC

-2

-1

FATIGUE

STATE SUMMARIES

DISTRACTED & VULNERABLE

- **DISTRACTED:** The character suffers -2 to all Trait rolls until the end of his next turn.
- **VULNERABLE:** Actions and attacks against the target are made at +2 until the end of his next turn. This doesn't stack with The Drop—use only the highest.

ENTANGLED & BOUND

- **ENTANGLED:** The victim can't move and is Distracted.
- **BOUND:** The victim may not move, is Distracted and Vulnerable, and cannot make physical actions other than trying to break free.

FATIGUED

- **FATIGUED:** The victim subtracts 1 from all Trait rolls. If he takes another level of Fatigue, he's Exhausted.
- **EXHAUSTED:** The victim subtracts 2 from all Trait rolls. If he takes another level of Fatigue, he's Incapacitated.
- **RECOVERY:** Unless otherwise specified by the source, Fatigue and Exhaustion improve one level per hour.

INJURIES

- **INCAPACITATION:** Characters may not perform actions but are still dealt Action Cards to track power effects or in case they recover somehow. Incapacitated characters fall unconscious for 2d6 hours or until treated with the Healing skill, then wake Exhausted.
- **SHAKEN:** Shaken characters may only move and take free actions. At the start of their turn, characters automatically make a Spirit roll to recover from being Shaken as a free action.
- **STUNNED:** Stunned characters fall prone and can't take any actions or move. Attacks against him get The Drop. At the start of each of his turns thereafter, he automatically makes a Vigor roll as a free action to revive. Success means he revives but is Shaken; a raise means he revives and is not Shaken.
- **WOUNDS:** The hero has been injured in a way that makes her actions more difficult. Each Wound reduces her Pace by 1 (to a minimum of 1") and inflicts a -1 penalty to all Trait rolls (to a maximum of -3). Wounds beyond the character's limit Incapacitate her.

MAPS AND NOTES



QUICK REFERENCE CHART

Aim: Ignore up to four points of ranged attack penalties if character doesn't move or take other actions.

Area of Effect: Targets touching template suffer damage. Treat cover as Armor. Missed attack rolls may deviate.

Without Minis: SBT affects 1 target, MBT or Cone 2, LBT 4.

Bound & Entangle: Bound characters can't move and are Distracted. Entangled characters are Distracted, Vulnerable, and cannot take physical actions other than trying to break free.

Breaking Free: As an action, defender can roll Agility or Strength against grappler's Athletics. Success improves Bound to Entangled, or Entangled to free. A raise also frees the victim.

Breaking Things: See Obstacle Toughness Table; Parry 2; No bonus damage or Aces when attacking solid objects.

Called Shots: Limb -2; Head -4 and +4 Damage.

Cover: Light (-2); Medium (-4); Heavy (-6); Near Total (-8).

Obstacles act as armor: Heavy glass, doors (+2), sheet metal, heavy car door (+4), oak door, cinderblock wall (+6), brick wall (+8), stone wall, tree (+10).

Defend: +4 Parry. Takes entire turn and character may not run.

Disarm: -2 Attack; Defender makes Str roll vs. damage or drops item in that hand.

Distracted: -2 to all actions until the end of the character's next turn.

Vulnerable: Actions against the character are made at +2 until the end of their next turn.

The Drop: +4 to attack and damage if target is defenseless. If Shaken or Wounded, victim must make a Vigor roll (at -2 versus attacks to the head) or be KO'ed.

Evasion: Character may avoid attacks that specifically say they may be evaded, an Agility roll at -2 if they haven't acted this turn, or -4 if they have. No penalty for those on Hold but they lose their Hold status. Characters who attempt to evade are Distracted, or Vulnerable if they're already Distracted.

Fatigue: -1 to all actions (-2 if Exhausted). Fatigue improves one level every hour unless a source says otherwise. Incapacitated victims fall unconscious for 2d6 hours.

Finishing Move: Instant kill to helpless foe with a lethal weapon.

Free Attacks: The character gets to make an attack with no special maneuvers or optional combat Edges such as Frenzy or Sweep.

Ganging Up: +1 Fighting per additional adjacent attacker; maximum +4

Entangled: The victim can't move and is Distracted.

Bound: The victim may not move, is Distracted and Vulnerable, and cannot make physical actions other than trying to break free.

Grappling: Grappler rolls Athletics vs defender's Agility or Strength (his choice). Entangled if successful, Bound with a raise.

Crush: The attacker may make an opposed Strength roll on subsequent actions to cause injury (those with the Bite Special Ability may bite instead).

Breaking Free: See Bound & Entangled.

Hold: The character "Holds" his Action Card to go later in the current or later round. She loses her Hold status if Shaken or Stunned.

Interrupting Actions: She may interrupt foe's actions with an opposed Athletics roll.

Illumination: Dim -2; Dark -4; Pitch Darkness -6.

Improvised Weapons: Unbalanced items are -1 to attack and Parry, and...

- **Small:** Range 3/6/12, Damage Str+d4, Min Str d4;
- **Medium:** Range 2/4/8, Damage Str+d6, Min Str d6;
- **Large:** Range 1/2/4, Damage Str+d8, Min Str d8

Innocent Bystanders: Missed Shooting / Throwing roll with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target

Mounted Combat: Mount and rider act on same Action Card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement.

Multi-Actions: Characters may take up to three actions, subtracted 2 from all actions for each additional action attempted beyond the first.

Nonlethal Damage: Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated

Obstacles: If the attack misses due to the Cover penalty, the obstacle adds to Armor

Off Hand Attack: -2 to attack rolls with off hand

Prone: As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover

Push: Attacker makes opposed Strength roll (+2 if attacker moved more than 2"): Defender is knocked back 1" (2" with raise, or prone). Attackers and defender's add shield's Parry bonus when pushing.

Range: Short: 0, Medium: -2, Long: -4

Ranged Attacks in Close Combat: Attacker may use no weapon larger than a pistol; Target Number is defender's Parry

Readying Weapons: Drawing a weapon is an action. Drawing two weapons requires Athletics roll.

Recoil: -2 Shooting if RoF is 2 or higher.

Reload: Reloading a clip, magazine, or single bullet is an action.

Shotguns: +2 to Shooting. Damage is 3d6 at Short Range, 2d6 at Medium, and 1d6 at Long.

Size: Tiny (-6), Very Small (-4), Small (-2), Large (+2), Huge (+4), Gargantuan (+6). Add difference vs larger targets; Subtract difference against smaller targets.

Speed: 32 to 63 MPH (-1); 64 to 127 MPH (-2); 128 to 511 MPH (-4); 512+ MPH (-6).

Stunned: Victims fall prone, can't move or take actions, don't count toward the Gang Up bonus, and attacks against them get the Drop.

Support: Character describes using a skill in some way that helps an ally and adds +1 to his total with success and +2 with a raise. Critical Failure subtracts 2.

Suppressive Fire: Attacker places Medium Burst Template and makes Shooting roll. Each target hit by the attack total is Distracted, or hit with a raise. Attack can only hit as many targets as it's Rate of Fire.

Surprise: Ambushers start on Hold, victims make Notice roll or get no Action Card on first round.

Tests: Describe action and make opposed skill test versus foe's linked attribute. If successful, foe is Distracted or Vulnerable (attacker's choice), and Shaken with a raise.

Touch Attack: +2 to Fighting roll

Two Weapons: Attacking with more than one weapon is just a standard Multi-Action, but add +1 to Fighting if foe has a single weapon and no shield.

Unarmed Defender: Armed attackers gain +2 Fighting versus this defender. Beasts are never considered Unarmed.

Unstable Platform: -2 Shooting from a moving vehicle, animal, or other unstable surface

Wild Attack: +2 Fighting, +2 Damage, but Vulnerable until the end of the attacker's next turn.

Withdrawing from Combat: Adjacent foes get one free attack at retreating character as long as they are not Shaken or Stunned.

SETTING RULE CHECKLIST

Use the following list to choose the Setting Rules for your game, coloring in the dots so everyone in the group knows which rules are in effect.

BORN A HERO: Player characters ignore Rank requirements for Edges during character creation.

CONVICTION: Heroes gain Conviction Tokens that can be used to add a d6 to a Trait or damage roll. Conviction is awarded for triumph (overcoming a great obstacle important to that character), and tragedy (a personal setback, death of a friend or ally, etc).

CREATIVE COMBAT: A raise on a Test allows the character to roll on a special table that grants additional effects.

DUMB LUCK: Characters may spend Bennies after a Critical Failure, allowing another chance for success in unusual and unexpected ways.

DYNAMIC BACKLASH: A Critical Failure on an arcane skill test forces the player to roll on a special table with various chaotic results.

FANATICS: Enemy thugs take the damage for their masters.

FAST HEALING: Characters make natural healing rolls once per day instead of every five days, and a level of Fatigue from Bumps & Bruises every four hours instead of every day.

GRITTY DAMAGE: When Wild Cards take a Wound, they roll on the Injury Table and apply the results.

HARD CHOICES: The GM's characters only get Bennies when the heroes spend their's.

HEROES NEVER DIE: Heroes and named villains rarely actually die but return in some way after being defeated.

MORE SKILL POINTS: Player characters in advanced or specialized settings start with 15 skill points.

MULTIPLE LANGUAGES: Characters know half their Smarts die type in different languages at d6.

NO POWER POINTS: Those with arcane backgrounds don't track Power Points but instead subtract half the listed Power Point cost (round down) from their skill roll to activate the ability. Powers may be maintained as desired at a -1 penalty to all further arcane skill tests.

SKILL SPECIALIZATION: Characters choose a specialization of each skill and subtract 2 when using other variations.

UNARMORED HERO: Wild Cards without armor add +2 to their Soak rolls.

WOUND CAP: Wild Cards never suffer more than four wounds from a single hit.