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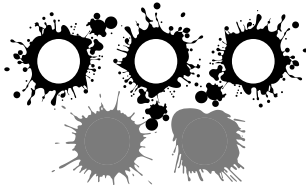
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NAME: _____

PASSION: _____

THEME: *the Street Agent*

Wounds



Strike Pool



Action Pool



Defense

3

Charge Pool



+4○

+3○ *Melee*

+2○

Resilience:

increase your defense to 3

Darksight:

Not Affected by the Darkness or Blinded conditions

Charge Boost:

You can keep up to 8 Charge Dice in your Charge Pool.

POWERS

Life Drain:

[6CD] (Action) your target takes 1 wound and you heal 1 wound

Does not work on Squads or Swarms

Life Transfer:

[6CD] (Action) your target takes 1 wound and you heal 1 wound on another player. Does not work on Squads or Swarms.

Toxic Attack:

[2CD] (Strike) your target suffers the Poisoned condition

Does not work on Squads or Swarms

Leap Attack:

[1CD] (Strike) adds 2 Bonus Dice to a Strike

Chain Lightning:

[3CD] (Strike, Electricity-based) adds bonus dice to strike:

+4 vs Swarms / +3 vs Squads / +2 vs Individuals

Zap:

[3CD] (Strike, Electricity-based) adds bonus dice to strike:

+4 vs Individuals / +3 vs Squads / +2 vs Swarms

Inventory:

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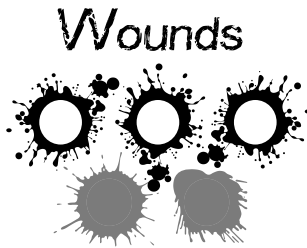
TRAITS:

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NAME: _____

PASSION: _____

THEME: *The Taoist*



Wounds

Strike Pool



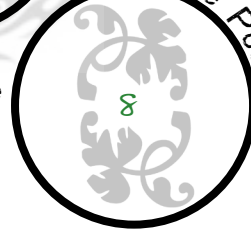
Defense

4

Action Pool

10

Charge Pool



+40

+30 *Martial Arts*

+20

RESILIENCE:

increases your defense to 3

RESILIENCE II:

increases your defense to 4

STRIKE BOOST:

You can roll up to 7 dice from your Strike Pool on a Strike

CHARGE BOOST:

You can keep up to 8 Charge Dice in your Charge Pool

IRON PALM:

[2CD] (Strike) adds 4 bonus dice to a Strike vs. an Individual

EMPOWERING CHI:

*[2+CD] (Action) Grants the Empowered condition: +1 to Strikes
Spend 2 Charge Dice to Empower yourself or others*

FREEZING STRIKE:

*[3CD] (Strike, Frost Based) adds bonus dice to Strike:
+4 vs Individuals / +3 vs Squads / +2 vs Swarms*

BREATH OF WINTER:

*[3CD] (Strike, Frost Based) adds bonus dice to Strike:
+4 vs Swarms / +3 vs Squads / +2 Individuals*

ELEMENTAL SURGE:

*[1CD] (Boost) adds 2 bonus dice to any elemental based strike
(Frost based strikes are elemental strikes)*

Inventory:

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P o w e r s

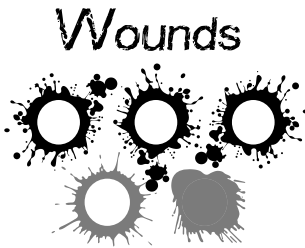
TRAITS:

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NAME: _____

PASSION: _____

THEME: *The Cyborg*



Wounds

Strike Pool



Defense

4

Action Pool

12

Charge Pool



6

+40

+30 *Firearms*

+20

Resilience:

Increases your defense to 3

Resilience II:

Increases your defense to 4

Body Resistance:

Immune to Body Drain, Slow, Poisoned and Weakened conditions

Stamina:

You can keep up to 12 dice in your Action Pool (AP)

Toughness:

Add one additional Wound Circle.

Pyrocannon:

[3CD] (Strike, Fire Based) Adds bonus dice to strike:

4 vs. Individuals / 3 vs. Squads / 2 vs. Swarms

Pyrokinetic Wave:

[3CD] (Strike, Fire Based) Adds bonus dice to strike:

4 vs. Swarms / 3 vs. Squads / 2 vs. Individuals

Pyrokinetic Aura:

[2CD] +1 Bonus Dice to all Fire-Based Strikes when active

-1 dice to all Frost-Based Strikes when active

Quickened:

[2CD] (Boost) +1 dice to all Maneuvers. Can be used to Quicken

other players for 2CD per person.

Inventory:

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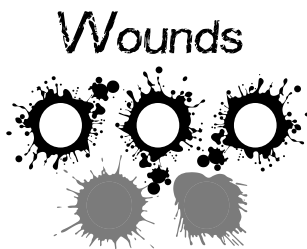
TRAITS:

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NAME: _____

PASSION: _____

THEME: *The Bounty Hunter*



Wounds

Strike Pool



Defense

3/4

Action Pool

12

Charge Pool



6

+40

+30 *Melee*

+20

Resilience:

Increases your defense to 3

Stamina:

Keep up to 12 dice in your Action Pool (AP)

Force Attack:

[4CD] (Strike) Adds 5 strike dice to a strike vs. any kind of adversity. Can be comboed with other powers.

Leap Attack:

[1CD] (Strike) Adds 2 bonus dice to a strike vs. any adversity.

Soulbound Weapon:
Gunblade

*[Gun] *Haste* Gain the Quickened Condition: +1 all Maneuvers*

*[Blade] *Protection* Gain the Shielded Condition: +1 Defense*

Weapon Upgrade:

*[Gun] *Haste* this power takes 2 slots*

*[Blade] *Powerstrike* +1 Dice to all Strikes vs. Individuals*

Weapon Upgrade:

*[Gun] *Multistrike* +1 Dice to all Strikes vs. Swarms*

*[Blade] *Shock Eater* Gain 1 CD from Electricity Based Strikes against you*

Multisoul:

Weapon has 2 Modes: [gun] and [blade]

Switching between these modes costs takes one round.

Improved Grip:

You can refuse to be disarmed. If you agree to be disarmed you gain 6 bonus dice to immediately roll for strike/charge pool.

Inventory:

TRAITS:

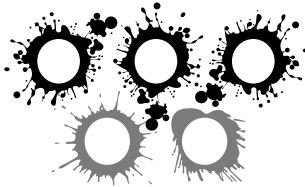
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NAME:

PASSION:

THEME: *The Assassin*

Wounds



Strike Pool



Defense

3

Action Pool

10

Charge Pool



+40

+30 *Luck*

+20

RESILIENCE:

Increases your defense to 3

TOUGHNESS:

Add one extra wound circle

TOUGHNESS II:

Add another extra Wound Circle, for a total of 5

NIGHTVISION:

Immune to Darkness and Blinded conditions

CONJURE DARKNESS:

[2CD] (Action) this power summons unnatural shadows that darken the surroundings: -1 success from all affected.

SHADOWS+RIKE:

[1CD] (Strike) Adds 3 bonus dice to any strike vs. Adversity affected by the Darkness condition.

TOXIN STRIKE:

[2CD] (Strike) Inflicts the Poisoned condition on 1 target if the strike does any wounds.

TRICKSHOT:

[2CD] (Boost) Adds 3 bonus dice to Strikes vs. Individuals

TWIN GUN SHOT:

[4CD] (Boost) This attack is now applied to 2 different targets. (Squads can be attacked twice) does not work on swarms.

Inventory:

