



Your Character's Name: **Nicole Schweikert**

Player:

Description: **Kind of a Dirtbag, But Wins You Over With a Trick and a Smile.**

Your Basic Attributes:



**10**

**ST: Strength.** Your physical power and bulk.



**13**

**DX: Dexterity.** Your agility, motor control, and coordination.



**12**

**IQ: Intelligence.** Brainpower, creativity, reason, and memory.



**11**

**HT: Health.** Hardiness, vitality, stamina, endurance, resistance to injury/poison/disease.

Your Secondary Attributes (derived from Basic):



**10**

is now

**HP: Hit Points.** Your ability to take damage.



**6**

**MOVE: Move.** How fast you travel in one second (in yards).



**12**

**WILL: Will Power.** Ability to resist temptation and fear.



**12**

**PER: Perception.** All of the body's senses.



**10**

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**FP: Fatigue Points.** How hard it is to exhaust you.

Things That Describe You:

(+) **Advantages:** talents, resources, & abilities

(-) **Disadvantages:** limitations (role-play these!)



- |                        |                                   |
|------------------------|-----------------------------------|
| +Charisma +1           | -Dislikes Children                |
| +High Manual Dexterity | -Laziness                         |
| +Physical Flexibility  | -Pacifism (Self-Defense Only)-9   |
| +Hard to Subdue 2      | -Sense of Duty (My Companions)-12 |
| +Disarming Smile       | -Social Stigma (Convicted Felon)  |
|                        | -Status -1 (Lowlife)              |
|                        | -Wealth -1 (Struggling)           |
|                        | -Daydreams / Distracted           |
|                        | -Prefers Group Work               |



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**Reaction Modifier.** To you by others.

Notable **Equipment** (except weapons)



**Cash** on hand: \$4

Battered Valise of Magic Props and Gags  
Heavy Magician's Cloak  
Elaborate shoulder harness with: fine silver throwing knives (x10) and hungamungas (x2)

Things I Can Do:

**Attacks and Weapons**



Brawling-15  
Kick-13 1d-1 cr; Punch/Bite-15 1d-2 cr  
Cloak (used in combat)  
Snap Cloak in Opponent's Face-14  
Entangle Opponent in Your Cloak-14  
Knife-13; Fast-Draw (Knife)-14  
Hungamunga-13; sw 1d-2 cut, thr 1d-1 imp  
Small Throwing Knife-14; sw 1d-2 cut, thr 1d-2 imp  
Thrown Weapon  
Thrown Hungamunga-16; 1d cut, Range 8/15  
Small Throwing Knife-16; 1d-2 imp, Range 8/15  
Miniature Smoke Bombs-12 (from stage magic)

**Skills**



Acting-12  
Bicycling-13  
Body Language-12  
Carousing-11  
Dancing (The Hustle)-12  
Driving (Automobile)-12  
Escape-15 [Slip Handcuffs-13]  
Fast-Talk-16  
Gambling-12  
Holdout-12  
Juggling-14  
Performance (Stage Magician)-12  
Sleight of Hand-14  
Streetwise-12  
Throwing-12

Defense:

**Dodge**

**Block**

**Parry**



**9**

**10**

**9**

**DR: Damage Resistance.**



Heavy Cloak 1

Three Basic Game Concepts to Know:

More Details:

## 1 Success Roll (Can I do this?)

NOTE: Rolling **low** numbers is good. (It's called "roll under.")

With *any* skill level at all, doing very easy things is automatic. Otherwise, **roll 3 ordinary dice** against your skill or attribute. Ordinary tasks succeed if you roll *equal to or less than* your skill level. No matter what number you're trying for, a roll of 3 or 4 is always a success and a roll of 17 or 18 is always a failure.

**Modifiers:** Harder tasks have penalties (-): subtract these from the level before rolling. (You may WANT to make a task harder.) In contrast, easier tasks have bonuses (+) that are added. (You can get bonuses by changing how you do the task.) You or the GM suggest modifiers, then the GM decides.

**Contests:** When competing with someone else, both people roll and the one who succeeds by the largest margin wins.

**Criticals:** If you roll very low or high you succeeded or failed *spectacularly*. This is called a *critical* success or failure.

## Levels (Am I any good?)

This level...	... in an Attribute is:	... in a Skill is:	Chance of success:
≤4			1-2%
5			5%
6	debilitating		9%
7	poor		16%
8	below average	untrained	26%
9		novice	38%
10	average		50%
11	above average		63%
12		professional	74%
13	exceptional		84%
14		expert	91%
15	astonishing		96%
16			99%
≥17		master	99%

## 2 Combat (Did I hit him?)

NOTE: Rolling **low** numbers to hit/dodge is good.

To attack make three rolls: (The first two are success rolls.)

- (1.) Attacker rolls **3 dice** against the weapon skill **to hit**.
- (2.) Defender rolls against **Dodge, Block, or Parry** to avoid.
- (3.) If the attacker succeeded and the defender failed, the attacker rolls the dice listed under **damage** for that weapon.

NOTE: Rolling **high** numbers for damage is good.

Before applying damage, the defender subtracts any **Damage Resistance (DR)** due to armor, cover, etc. Next, certain types and locations of damage have multipliers (for instance, if you are *impaled*, damage is x2). Finally, the victim subtracts the total from their current **HP (hit points)**. The GM may state further effects (e.g., victim is knocked down).

## Criticals (Wow, that's BAD!)

Roll...	... and this is:
3, 4	always a critical success
5	a critical success if effective skill is 15+
6	a critical success if effective skill is 16+
...	
10+ skill	a critical failure
17	a critical failure if effective skill is 15 or less
18	always a critical failure

## Damage (Am I dead yet?)

This level...	... of your Fatigue Points (FP):	... of your Hit Points (HP):
≤ 1/3	very tired and slow	reeling and slow
0 or less	exhausted, immobile	serious wounds/K.O.
-1x	unconscious, hurt	dying/chance of death
-5x		immediate death

## 3 Reactions (Do they like me?)

NOTE: Having **positive** bonuses is good.

When you meet an **NPC**, or ask one for a favor, the GM makes a reaction roll **in secret** using a table of reactions. (Players do not make reaction rolls.) The higher the roll, the friendlier the reaction.

**Influence Skills:** You can ask to try your influence skill instead to get a better reaction: e.g., Fast-Talk, Sex Appeal, Streetwise, Diplomacy, Savoir-Faire, Intimidation... (Note that players can't make influence rolls vs. other players: role-play it!)

**Reaction Modifier:** **Advantages (+)** and **disadvantages (-)** give a bonus or penalty: Charisma, Appearance, Reputation...

(Only the GM sees reaction rolls, so watch out! A "friendly" positive reaction might also be a negative reaction so strong that they're lying.)

## Fright Checks (Are We Scared?)

Terrifying events require a success roll against **Will** called a fright check. A roll of 14 or more *always fails* a fright check, no matter the modifiers used. (This is called the **Rule of 14**.) The GM looks up the consequences of a failed fright check.

**Vocabulary:**  
**game master (GM)** - The referee and narrator. **player** - You.  
**character** - Any being in the game (person, animal, robot, etc.).  
**player character (PC)** - A character created and played by one of the players (that is, you). A hero of the story. Also refers to the reverse side of this sheet.  
**nonplayer character (NPC)** - A character played by the GM. Usually a supporting character or antagonist.