

Conner R. Stamp ☒

Setting Rules: Blood & Guts, Gritty Damage, Joker's Wild

Attributes: Agility d10, Smarts d6, Strength d8, Spirit d6, Vigour d8

Skills: Climbing d8, Fighting d8, Notice d8+4, Shooting d12+2, Stealth d12, Swimming d4, Taunt d6

Charisma: 0; **Parry:** 6; **Pace:** 24m; **Toughness:** 6; **Weight Limit:** 30kg

Hindrances: Code of Honour (Major), Cautious (Minor), Pacifist (Minor)

Edges: Alertness*, Marksman (Aim on same turn), Combat Reflexes (+2 to resist Shaken), Improved Level Headed (**Draw 3 action cards**), Dead Shot (Double damage with a Joker), **Quick Draw**

Advances:

N5	Notice d8
N10	Fighting d8, Stealth d8
N15	Shooting d12
S20	Marksman
S25	Combat Reflexes
S30	Vigour d8
S35	Dead Shot
V40	Stealth d10, Climbing d8
V45	Stealth d12
V50	Quick Draw

Powers:

2pt	Heightened Senses: Eagle Eyes(+2 to Notice)*
1pt	Super Skill: Shooting d12+2
1pt	Speed: Pace x2
1pt	Leaping: 4m H, 8m L
4pt	Super Edge: Improved Level Headed
2pt	Super Attribute: Strength d8

Ranged Combat Tips

Marksman Edge. With this Edge, you're most effective staying in place and targeting one foe with one attack in one round. If you don't do the above, you lose the +2 Aim bonus to Shooting rolls.

To ensure maximum damage from a single attack, make a Called Shot to the head or eyes. Use the highest damage gun you can find. Use DT or 3RB if possible (this will be specified in a weapon's notes). Longer range is always preferable, but not essential in urban warfare.

NB: A second pistol can be fired at the same target, but prompts Multi-Action, Off-Hand and Called Shot penalties, for a -4/-6 with Aim bonus. Better to Rapid Attack.

Rapid Attack. If you have to move or shoot *through* cover, try Rapid Attack. This gives you six Shooting rolls and a Wild Dice, at -4, and -2 to Parry. You assign your attacks to different targets.

Full Auto. Firing full auto and suppressive fire isn't the most efficient use of your skill in most situations.

*Passive modifier, already applied to sheet

Milton-Samy

Setting Rules: Blood & Guts, Gritty Damage, Joker's Wild

Attributes: Agility d6, Smarts d8, Strength d4, Spirit d10, Vigour d4

Skills: Fighting d6, Healing d6, Intimidation d10+2, Knowledge (Battle) d6, Knowledge (Religion) d4, Notice d6, Persuasion d12+2, Shooting d12, Streetwise d6+2, Taunt d6+2

Charisma: 2; **Parry:** 5; **Pace:** 20m; **Toughness:** 6; **Weight Limit:** 20kg

Hindrances: Elderly (Major)*, Bad Eyes (Minor), Stubborn (Minor)

Edges: Charismatic*, Common Bond (Give bennies), Strong Willed*, Élan (+2 on benny rerolls), Command, Tactician (See SWDE, p40)

Advances:

N5 — Spirit d10

N10 — Élan

N15 — Intimidation d8, Persuasion d10

S20 — Strong Willed

S25 — Shooting d8

S30 — Command

S35 — Tactician

Powers:

3pt — Toughness +2*

1pt — Speed: Pace x2*

1pt — Leaping: 4m H, 8m L

2pt — Fearless (immune to Fear)

1pt — Super Attribute: Smarts d8

2pt — Super Skill: Intimidation d10(+2), Persuasion d12(+2), Shooting d12

*Passive modifier, already applied to sheet

Dr Nate Nielsen ☒

Setting Rules: Blood & Guts, Gritty Damage, Joker's Wild

Attributes: Agility d6, Smarts d10, Strength d4, Spirit d12, Vigour d6

Skills: Healing d10, Knowledge (Medicine) d10+2, Knowledge (Law) d10+2, Notice d10, Persuasion d12+4, Shooting d8, Taunt d4+4

Charisma: 6*; **Parry:** 2; **Pace:** 12m; **Toughness:** 5; **Weight Limit:** 20kg

Hindrances: Bloodthirsty (Major)

Edges: Very Attractive*, Scholar*, Improved Dodge (incoming ranged attacks at -2)

Advances:

N5 Spirit d8
 N10 Shooting d4
 N15 Notice d10, Persuasion d8
 S20 Agility d6
 S25 Shooting d6, Healing d8
 S30 Shooting d8
 S35 Taunt d4
 V40 Improved Dodge
 V45 Spirit d12
 V50 Persuasion d12, Healing d10

Powers (Super Powers Companions 2nd Edition):

10pt Regeneration, Regrowth (1 Wound/min)
 2pt Spirit d10
 2pt Dodge
 1pt Persuasion d10

Piper Hawkins ☒

Setting Rules: Blood & Guts, Gritty Damage, Joker's Wild

Attributes: Agility d6, Smarts d12, Strength d4, Spirit d6, Vigour d8

Skills: Fighting d8, Investigation d10, Knowledge (Computers) d12+2, Knowledge (Science) d10+2, Notice d10+2, Repair d10, Shooting d6

Charisma: -1; **Parry:** 5; **Pace:** 24m; **Toughness:** 5; **Weight Limit:** 20kg

Hindrances: Small (Major)*, Bad Habit (Minor: Aspergers)*, Vow (Minor: Anti-Government)

Edges: Berserk, Scholar*, McGuyver (No penalty from lack of tools), Improvisational Fighter (No penalty from improvised weapons)

Advances:

N5	Agility d6
N10	Knowledge (Computers) d12
N15	Fighting d4, Investigation d8
S20	Fighting d6
S25	Improvisational Fighter
S30	Notice d10, Repair d8
S35	Smarts d12
V40	Repair d10, Investigation d10

Powers:

3pt	Extra Action
1pt	Speed: Pace x2*
1pt	Leaping: 4m H, 8m L
1pt	Super Attribute: Vigour d8
1pt	Gifted (no penalty on unskilled rolls)
1pt	Heightened Senses (+2 to Notice)*
2pt	Super Skill: Fighting d8, Shooting d6
5pt	Mind Control; More Minds (2 targets)

*Passive modifier, already applied to sheet

Ryan Scott Parker ☒

Setting Rules: Blood & Guts, Gritty Damage, Joker's Wild

Attributes: Agility d10, Smarts d6, Strength d6, Spirit d6, Vigour d12+2

Skills: Driving d8+2, Fighting d6, Gambling d6, Notice d6, Piloting d8+2, Shooting d8, Stealth d8, Streetwise d6-2

Charisma: -2*; **Parry:** 5; **Pace:** 24m; **Toughness:** 9; **Weight Limit:** 30kg

Hindrances: Overconfident (Major), Mean (Minor)*, Quirk (Minor: Nihilist)

Edges: Ace*, Quick, Great Luck (5 bennies), Rock and Roll!, Ambidextrous (No off-hand penalty), Two Fisted (No multi-action penalty w/ off-hand attack)

Advances:

N5	Agility d10
N10	Fighting d6, Shooting d8
N15	Luck
S20	Great Luck
S25	Rock and Roll!
S30	Piloting d4
S35	Ambidextrous
V40	Two Fisted

Powers:

5pt	Super Attribute: Vigour d12+2
2pt	Super Edge: Hard to Kill
1pt	Speed: Pace x2
1pt	Leaping: 4m H, 8m L
1pt	Super Skill: Piloting d8
3pt	Fear: Terror, Scary (24 m radius, Fear check -2)
2pt	Fearless

Santiago Alvarez ☒

Hard Light Dagger: d12+d4+4, AP2

Hard Light Axe: d12+d6+4, AP3

Hard Light Spear: d12+d8+4, AP4, Parry +1, Reach 1, 2 hands

COM

Setting Rules: Blood & Guts, Gritty Damage, Joker's Wild

Attributes: Agility d10, Smarts d8, Strength d12+2, Spirit d6, Vigour d6

Skills: Fighting d12+3, Intimidation d6+2, Notice d6, Shooting d10, Survival d6, Taunt d6+2, Stealth d8

Charisma: 0; **Parry:** 12; **Pace:** 24m; **Toughness:** 5; **Weight Limit:** 40kg

Hindrances: Vengeful (Major), Ruthless (Minor), Phobia (Minor: Drowning)

Edges: Strong Willed*, Martial Artist (+1d4 to unarmed strike damage), Counterattack, First Strike, Mighty Blow (**Fighting double damage on Joker**), Improved Level Headed (**Draw 3 Action Cards**)

Advances:

N5	Agility d10
N10	Fighting d10, Shooting d10
N15	Martial Artist
S20	Counterattack
S25	First Strike
S30	Strength d8
S35	Mighty Blow
V40	Smarts d8
V45	Level Headed
V50	Improved Level Headed

Powers:

1pt	Super Skill: Fighting d12+1
2pt	Parry +3
1pt	Speed: Pace x2
1pt	Leaping: 4m H, 8m L
4pt	Super Attribute: Strength d12+2
1pt	Super Skill: Fighting d12+3

Melee Combat Tips

Melee combat is more difficult to master, and less efficient to kill with than modern ranged weapons. It should be a fall-back option, not your first choice. In melee combat, always remember the following:

- You receive +2 to Fighting vs unarmed defenders (Martial Artist Edge). All numbers below include this bonus.
- A Wild Attack gives +4 to Fighting total, and subsequent damage, with a -2 Parry, and can be combined with Called Shots and Rapid Attacks. i.e., You're attacking recklessly, not mindlessly.
- Against one of more weak foes, try Wild Rapid Attack. Allows three attacks, each with a total +0 to Fighting and +2 to damage. You will have -4 to Parry. The three attacks can be divided amongst targets.
- Against a high Parry, armoured foe, try Taunt or Bash. Bash is an opposed Strength roll. Bash does 1d6 on a success, 2d6 on a raise, effectively ignoring their Parry and armour.
- Against a high damage output foe, try Grappling and attacking in the grapple.
- Spending a benny allows you to re-roll both the check dice and any Wild Dice.

*Passive modifier, already applied to sheet

A.B.C. ☒

Setting Rules: Blood & Guts, Gritty Damage, Joker's Wild

Attributes: Agility d8, Smarts d8, Strength d6, Spirit d6, Vigour d8

Skills: Fighting d8, Knowledge (Battle) d8, Notice d8+2, Persuasion d6+2, Shooting d12, Stealth d8, Streetwise d8+2

Charisma: 2*; **Parry:** 6; **Pace:** 12m; **Toughness:** 15(8); **Weight Limit:** 48kg

Hindrances: Heroic (Major), Greedy (Minor), Quirk (Minor: Cigarillos)

Edges: Attractive*, Brawny*, Improved Trademark Weapon (+2 to Shooting w/ Arm Blaster), Nerves of Steel (Ignore one level of wound penalties), Command (Troops +1 to recover from Shaken), Tactician (Make Knowledge (Battle) check, gain 1 Action Card for every success raise, distribute as required)

Advances:

N5	Agility d8
N10	Stealth d6, Shooting d8
N15	Stealth d8, Knowledge (Battle) d8
S20	Trademark Weapon (Arm Blaster)
S25	Vigour d8
S30	Nerves of Steel
S35	Shooting d12
V40	Improved Trademark Weapon (Arm Blaster)
V45	Command
V50	Tactician

Powers (Super Powers Companion 2nd Ed):

2pt	Armour +8 (Called Shot to bypass)*
8pt	Attack, Ranged [Arm Blaster]: 24/48/96m, 3d10, AP4, ROF 1, Shots 8, Heavy Weapon, Plasma, Requires Power Core
2pt	Heightened Senses: Low Light Vision, Super Hearing (+2 to Notice)*
2pt	Super Skill: Fighting d8, Shooting d10
1pt	Immune to Poison

*Passive modifier, already applied to sheet