

Name: Gayka The Cybergirl

Description

Body

Typical

Mind

Good

Spunk

Good Typical

Combat

Poor

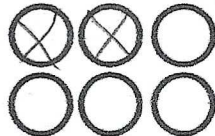
Attributes

Hacking
Building gadgets
Robot hand

Health



Luck



Gear

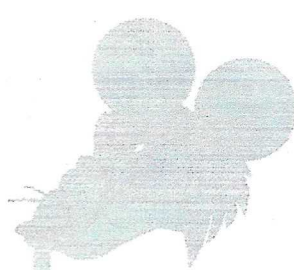
Grappling hook
welding torch

Attention

Earn them for doing gutsy or cool stuff, or killing villains.



	Abysmal	Poor	Typical	Good	Excellent	Incredible
Abysmal	7+	8+	9+	10+	11+	12+
Poor	6+	7+	8+	9+	10+	11+
Typical	5+	6+	7+	8+	9+	10+
Good	4+	5+	6+	7+	8+	9+
Excellent	3+	4+	5+	6+	7+	8+
Incredible	3+	3+	4+	5+	6+	7+



Name *Helma*

Description *Calamity the cowgirl from Dodge city famed for her skill with her pistols*

Body

Typical

Mind

Poor

Spunk

good

Combat

Typical

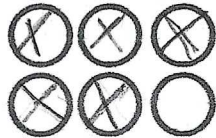
Attributes

*mean as a rattlesnake
bronco riding
Skill with pistols*

Health



Luck



Gear

*ivory handled shooting iron
stylish leather chaps for protection*

Attention

Earn them for doing gutsy or cool stuff, or killing villains.



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Typical	5+	6+	7+	8+	9+	10+
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Excellent	3+	4+	5+	6+	7+	8+
Incredible	3+	3+	4+	5+	6+	7+



Name *Spiky*

Description

Hedgehog girl

Body

Typical

Mind

Good

Spunk

Poor

Combat

Typical

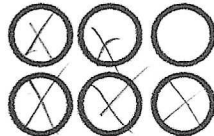
Attributes

*Spiky
Sneaky
Curious
Mechanic*

Health



Luck



Gear

*Mace
Toolbox*

Attention

Earn them for doing gutsy or cool stuff, or killing villains.



	Abysmal	Poor	Typical	Good	Excellent	Incredible
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Poor	6+	7+	8+	9+	10+	11+
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Incredible	3+	3+	4+	5+	6+	7+



Name Sashia the space dutch cheesemonger

Description

Body

Typical

Mind

Poor

Spunk

Typical

Combat

Good

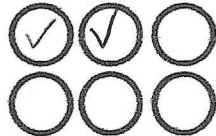
Attributes

Easy going
Export cuisine
Business sense

Health



Luck



Gear

Sashia never leaves home without her 24-hour cheese cleaver.
White coat

Attention

Earn them for doing gutsy or cool stuff, or killing villains.



	Abysmal	Poor	Typical	Good	Excellent	Incredible
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Poor	6+	7+	8+	9+	10+	11+
Typical	5+	6+	7+	8+	9+	10+
Good	4+	5+	6+	7+	8+	9+
Excellent	3+	4+	5+	6+	7+	8+
Incredible	3+	3+	4+	5+	6+	7+



Feat Chart

DIFFICULTY

	Abysmal	Poor	Typical	Good	Excellent	Incredible
Abysmal	7+	8+	9+	10+	11+	12+
Poor	6+	7+	8+	9+	10+	11+
Typical	5+	6+	7+	8+	9+	10+
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Excellent	3+	4+	5+	6+	7+	8+
Incredible	3+	3+	4+	5+	6+	7+

Luck Tests

	No test called for	Luck test passed	Luck test failed
Player using Luck	loses one lucky star continues action	keeps lucky star continues action	keeps lucky star
Player calling for test	N/A	loses one lucky star	gains one lucky star describes effect

Object Durability

Object Durability	Health to destroy
Windows, wood planks, guitars and objects of moderate toughness	1
Armoured, reinforced and very dense or very durable objects	2
Heavily armoured and difficult to damage objects	3

Object Size	Bonus health
Man-sized or smaller objects	0
Larger than man-sized	+1
Objects of large vehicle size or bigger	+2

Spend Luck to:

- Roll 3 dice for Feat Check
- Use an attribute / gear in an unusual way
- Add detail or fact to a scene
- Heal a health level
- Take an extra action

