



NAME Victor Sheng

ROLE Sleuth

TROPE Mentor

JOB Bounty hunter **AGE** Adult

FLAW I'm too old for this job

CATCHPHRASE Leave it, it's not worth it

BRAWN

ENDURE ◆◆◆
FIGHT ◆◆◆
FORCE ◆◆◆
STUNT ◆◆◆

NERVES

COOL ◆◆◆
DRIVE ◆◆◆
SHOOT ◆◆◆
SURVIVAL ◆◆◆

SMOOTH

FLIRT ◆◆◆
LEADERSHIP ◆◆◆
SPEECH ◆◆◆
STYLE ◆◆◆

FOCUS

DETECT ◆◆◆
FIX ◆◆◆
HEAL ◆◆◆
KNOW ◆◆◆

CRIME

AWARENESS ◆◆◆
DEXTERITY ◆◆◆
STEALTH ◆◆◆
STREETWISE ◆◆◆

GRIT



BAD: SUFFER A CONDITION
HOT: GAIN 2 ADRENALINE

FEATS

Detective: Gain a Free Re-roll when looking for clues, following trails, or searching a room.

Marksman: Gain a Free Re-roll whenever you're using, repairing, evaluating, or handling a rifle or machine gun.

Always Prepared ⚡: [Quick Action] You take out or retrieve a useful item, a piece of information, or a small weapon.



ADRENALINE!



⚡ GAIN +1 6 ⚡ TAKE THE SPOTLIGHT

MISSION Retrieving the briefcase

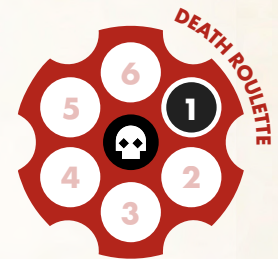
EXPERIENCES

ACHIEVEMENTS, SCARS, BONDS, & REPUTATIONS

YOU LOOK

HURT - ◆ **BRAWN** **TIED** - ◆ **NONE**
NERVOUS - ◆ **NERVES** _____ - ◆ **OTHER**
LIKE A FOOL - ◆ **SMOOTH** _____ - ◆ **OTHER**
DISTRACTED - ◆ **FOCUS** _____ - ◆ **OTHER**
SCARED - ◆ **CRIME** **BROKEN** - ◆ **ALL**

YOUR 4TH CONDITION IS ALWAYS BROKEN



GUNS & GEAR

MELEE CLOSE MEDIUM LONG

PISTOL	0	0	0	-2	
SHOTGUN: Short Range, Slow Reload	+1	+1	-2	X	



STORAGE

RIDE

