General			5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85			
Name			Novice																			Trask
Race					Seasoned																	Gyptosian, West Side
Rank										Veteran												Veteran
Setting														Heroic								Slipstream (SWARM)
																		Legend				
PARRY																					6	2+d8/2+2+2/2
TOUGHNESS																					9(3)	2+d8/2+2+2/2
PACE																					6	
Racial Edges																					**Value**	**Effect**
Criminal Upbringing																					-2	d6 Stealth and Lockpicking
Fence																					-2	Need Smarts @ d8 & Streetwise
Streetwise																					-2	Need Smarts @ d6
																					-6	
Racial Hindrances																					**Value**	**Effect**
Poverty																					1	Minor
Racial Enemy																					2	Major, East Side Gyptosians
Ruthless																					1	Minor
Heroic																					2	Major
Mean																					1	Minor
																					7	
Buy Off Hinderance (Poverty)								-1														
Attributes and skills	Die	Cost	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y				
Agility	**d8**	200	d10															d12			**d12**	
Athletics*	4	0																			d4	
Boating																						
Driving																						
Fighting	8	3																			d8	
Lockpicking	8	1																			d8	
Piloting	8	3						10											12		d12	
Riding																						
Shooting	8	3			10														12		d12	
Stealth*	6	0			8																d8	
Swimming																						
Throwing																						
Smarts	**d8**	200																			**d8**	
Gambling	4	1																			d4	
Healing									4												d4	
Notice*	6	1								8											d8	
Repair	6	2		8																	d8	
Research																						
Science																						
Survival																						
Taunt																						
Weird Science																						
Knowledges:																						
Common*	4			6							8										d8	
Spirit	**6**	100																			**d6**	
Intimidation	6	2																			d6	
Persuasion*	4	0									6										d6	
Strength	**4**	0								d6											**d6**	
Vigor	**4**	0				d6								d8							**d8**	
		516																				
Edges							x		x			x	x			x	x					
Rapid Fire																						REQUIREMENTS: Seasoned, Shooting d6+
																						The shooter is practiced at taking quick and accurate shots. As long as she's armed with a fast-firing ranged weapon of some sort (such as a
																						revolver or semi-automatic) and has enough ammunition to do so, she may increase her weapon's Rate of Fire by 1 for any one of her
																						Shooting attacks that turn.
Skills																						d12 Piolet & Shooting
Ace																	X					REQUIREMENTS: Novice, Agility d8+
																						Aces are pilots and drivers who have a special affinity with their car, boat, plane, or other vehicle. They ignore two points of penalties to any
																						Boating, Driving, or Piloting roll, and may spend Bennies to Soak damage for any vehicle they control or command, using the appropriate
																						Boating, Driving, or Piloting skill instead of Vigor. Each success and raise negates a Wound.
Soldier																X						Soldier REQUIREMENTS: Novice, Strength d6+,Vigor d6+
																						Professional soldiers get used to carrying heavy loads, and enduring har armor, weapons, and equipment without a penalty (page 66). (This
																						stacks with the Brawny Edge.)sh conditions. After a few days getting used to their gear (GM's call), they treat their Strength as one die type
																						higher when determining Encumbrance (page 67) and Minimum Strength to use. They also get a free reroll on Vigor rolls made to survive
																						environmental hazards (see Hazards, page 125).
Ambidextrous													X									Ambidextrous - REQUIREMENTS: Novice, Agility d8+
																						Your warrior is as deft with his left hand as he is with his right. He ignores the Off-Hand penalty (p104).
																						If holding a weapon in each hand, Ambi-dextrous characters may stack Parry bonuses
																						(if any) from both weapons.
Two Gun Kid												X										Two-Gun Kid - REQUIREMENTS: Novice, Agility d8+
																						Two-Gun Kid works just like Two-Fisted, but with ranged weapons, allowing her to
																						fire or throw a weapon in each hand as two different actions but without triggering a
																						Multi-Action penalty. If the character has Two-Fisted, the second action may also be a melee attack.
																						Example: Red has a sword in one hand and a pistol in the other. She has both Two-Fisted and
																						Two-Gun Kid, so she can make a Fighting attack on one action and then a second Fighting or
																						Shooting attack with no Multi-Action penalty on a later action that turn.
Doubletap									X													+1 To Hit & Damage
Rockship Navigator							X															Rocketship Navigator: Requirements: Novice, Smarts d8+, Pilot d6+. Getting from A to B in
																						Slipstream can be extremely hazardous, especially when flying through dangerous areas. A
																						trained navigator (one with this Edge) gets +2 to all Piloting rolls when navigating or avoiding
																						hazards. A navigator who is not actually piloting may make a cooperative Piloting roll to aid a pilot
																						in avoiding hazards by plotting optimal courses and searching for escape routes.
Streetwise		X																				Streetwise Requirements: Novice, Smarts d6+ Streetwise characters know how to find the local
																						black market, fence stolen goods, avoid the local law (or criminal element!), lay low when the
																						heat's on, obtain illegal weapons, find out which "boss" is hiring muscle, or similar shady activities.
																						Streetwise characters add +2 to Intimidation or Persuasion rolls made to Network (see p133).
Fence		X																				Fence Requirements: Novice, Smarts d8+ & Streetwise Edge. The character has the knack for
																						finding the right people when he needs to dispose of excess gear. On a successful Streetwise
																						roll he finds a buyer willing to pay 50% of the gear's value. A raise increases this to 75%.
																						See p27 for details on selling gear.