**AGILITY**
- Boating
- Driving
- Fighting
- Lockpicking
- Piloting
- Riding
- Shooting
- Stealth
- Swimming
- Throwing

**SMARTS**
- Gambling
- Healing
- Investigation
- Notice
- Repair
- Streetwise
- Survival
- Taunt
- Tracking

**SPIRIT**
- Guts
- Intimidation
- Persuasion

**STRENGTH**
- Climbing

**VIGOR**
- 

**PACE**
Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.

**PARRY**
What 'they' need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus anyEdges or Hindrances that modify it.

**TOUGHNESS**
The amount of damage needed to injure you in combat. Your Toughness is equal to half your Vigor die type + 2, plus any minus armor and any Edges or Hindrances that modify it.

**CHARISMA**
Your appearance, manner, and general likability. Its +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

**STARTING EDGES**

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<th>Novice</th>
<th>Seasoned</th>
<th>Veteran</th>
<th>Heroic</th>
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**LEGENDARY EDGES**

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<th>XP:</th>
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**WOUNDS**
You take a wound when the damage dealt to your hero surpasses your toughness by a raise. Each and every raise causes another wound. Wound penalties are applied to all Trait rolls.

You may attempt to not take this damage, by making a Soak Roll (spend a Benny and roll your Vigor). Healing attempts require 10 mins of work and must be made within the golden hour of receiving the wound.

Otherwise, you make a Natural Healing roll (Vigor) to recover. A roll can be made once every 5 days, unless you have Edges or Hindrances that modify that.

**INCAPACITATED**
Make a Vigor roll to determine the results of being Incapacitated. You may simply be Shaken with a minor injury and return to 3 wounds... or you could be dead!

Heat, cold, hunger, thirst, lack of sleep, and drowning are all sources of 'Fatigue,' a downward spiral that can lead to a character’s death if the player doesn’t find a way to recover.

**Fatigue**

Aim: +2. Shooting/Throwing if character does not move | Defend: +2 Parry, character may take no other actions | Disarm: -2 attack, defender must make a Str roll vs. the damage or drop his weapon | Double Tap/Three Round Burst: +1 attack and damage/x2 attack and damage | The Drop: +4 attack and damage | Finishing Move: instant kill to helpless foe with lethal weapon | Full Defense: No movement or other actions to replace Parry with Fighting roll | Ganging Up: +1 per additional attacker; maximum of +4 | Grapple: Opposed Strength roll to grapple, raise causes shaken | Nonlethal Damage: Wounded characters are knocked out instead | Suppressive Fire: On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | Two Weapons: -2 attack; additional -2 for off-hand if not Ambidextrous | Unarmed Defender: Armed attackers gain +2 Fighting | Wild Attack: Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | Withdrawing from Close Combat: Adjacent foes each get one free attack at retreating character.