



PERSONALITY

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APPEARANCE

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BACKGROUND

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FAMILIAR CITIES

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COVERS

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NETWORK CONTACTS

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DRIVING LICENSES

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PILOTING LICENCES

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UNTOUCHABLE FORGERIES

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WEAPONS TRAINING

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TACTICAL BENEFITS

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SPECIAL EQUIPMENT

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KNOWN ASSOCIATES

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TRUST

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TRUSTED BY

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CHERRIES

**Parkour:** (p58) Once per foot chase, gain a 3-point Athletics refresh by uttering a brief, evocative narrative description of your athletic endeavours.

**Support Move:** (p76) Make an Athletics maneuver to grant a comrade a bonus on a combat roll.

**Breakfall:** (p80) -2 from falling damage.

**Eye of the Tiger:** (p31) Spend 1 Hand-to-Hand pool point to assess an opponent's Hand-to-Hand rating relative to your own.

**Mook Shield:** (p76) Spend 3 Hand-to-Hand points to make a Hand-to-Hand attack against a mook in Point-Blank range (+2 Athletics points for Close range). If successful, the mook provides Cover and Armor against incoming fire.

**Martial Arts:** (p75) Once per fight, gain a 3-point Hand-to-Hand refresh by uttering a brief, evocative narrative description of your combat actions.

**Extra Unarmed Attacks:** (p74) Spend 3 Hand-to-Hand and 2 Health after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

**In the Nick of Time:** (p33) Retroactively plan a surprise with a Preparedness test and a narrated flashback.

**Combat Intuition:** (p34) Use your Sense Trouble rating, instead of pool, to determine your order of action.