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TRIPLE HERO

Streets are a festering cesspit choked on blood. You rise like a **True Hero**—jackbooted savior in a world that doesn't want saving. As a badge you don't just enforce the law; you are the law, stomping skulls with a righteous hard-on for order. True Heroes don't protect—they punish.

HP: Toughness + d8

Glitches: d3

You talent is ... (d6)

1. **Inspiring Presence:** Your Intimidate or Influence tests are made at -2 DR when people have seen you hurt someone.
2. **Stop Resisting:** If attacking an unarmed or unprepared target, you gain +3 to damage.
3. **True Diplomacy:** Add the damage you roll to your interrogatory tests.
4. **Detective Work:** Roll Agility DR10 to plant false evidence at a "crime scene".
5. **Witness to Truth:** Roll Knowledge DR12 to create fake charges against someone.
6. **Regulatory Weaponry:** Start with an Incendiary Shotgun (see Corpkiller) good to disperse crowds.

Inflated Ego:

Roll 3d6 - 1 for Presence and Knowledge

Strict Training:

Roll 3d6 + 1 for Strength and Agility

Starting Gear:

Roll 1d12 for random Cybertech.

Replace any Nano result with another d12 Cybertech roll.

You Start Each Shift With ... (d6)

1. **Donut Devotion:** Scarf a greasy box of donuts like a pig at the trough.
2. **Coffee Communion:** Slam a scalding cup of black sludge.
3. **Gear Check Psychosis:** Polish your baton and taser with creepy devotion.
4. **Dashcam Recap:** Watch last night's beatdown footage while grinning.
5. **Trophy Count Ritual:** Tally the digits you've snipped in interrogations.
6. **Mirror Oath:** Stare into your dead-eyed reflection, swearing to break more lives than yesterday.