

Grifter



- **Aspects**

High Concept: *Former special-forces sharpshooter/infiltrator*

Trouble: *Days you wake up crying..that's when the mask comes in handy*

Other: *Zealot taught me a lot; This hero business is hard; Gen-Active*

- **Skills**

+5 Shoot

+4 Athletics, Fight

+3 Notice, Stealth

+2 Investigate, Rapport, Will

+1 Crafts, Drive, Empathy, Physique

- **Stunts**

Uncanny Accuracy: Once per conflict, stack an additional free invoke on an advantage you've created to represent the time you take to aim or line up a shot (like *In My Sights*).

Quick on the Draw: You can use Shoot instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

Hardcore Parkour: +2 to overcome actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

Danger Sense: You have an almost preternatural capacity for detecting danger. Your Notice skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

Backup Weapon: Whenever someone's about to hit you with a Disarmed situation aspect or something similar, spend a fate point to declare you have a backup weapon. Instead of a situation aspect, your opponent gets a boost, representing the momentary distraction you suffer having to switch.

- **Refresh:** 3
- **Physical Stress:** OOO
- **Mental Stress:** OOO

Consequences:

- **Mild (2):**
- **Moderate (4):**
- **Severe (6):**

Background/Facts:

[http://dc.wikia.com/wiki/Cole_Cash_\(Wildstorm_Universe\)](http://dc.wikia.com/wiki/Cole_Cash_(Wildstorm_Universe))