

The Jack Cosmos Adventure Game!

Name

Concept

Fitness

Reflexes

Mind

Presence

Health

Bruised

Bashed

Hurt

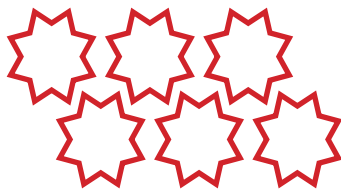
Sobbing -1

Woozy -2

Dazed -3

K.O.

Luck



Spend luck to;
Gain a specialty
Use a skill in an unusual way
Heal a health level
Take an extra action

Other players can demand you *test your luck* (roll over current luck) whenever you spend a luck point. Success lets you use luck for "free". Failure lets *them* describe your action and gives them a luck point back!

Skills

A skill improves a stat by one descriptor.
A specialty lets you roll 3d6 and keep the best two.

Gear

Attention

Earn them for doing gutsy or cool stuff, or dealing the killing blow to villains.



	Abysmal	Poor	Typical	Good	Excellent	Incredible	What the?
Abysmal	7+	8+	9+	10+	11+	12+	12+
Poor	6+	7+	8+	9+	10+	11+	12+
Typical	5+	6+	7+	8+	9+	10+	11+
Good	4+	5+	6+	7+	8+	9+	10+
Excellent	3+	4+	5+	6+	7+	8+	9+
Incredible	3+	3+	4+	5+	6+	7+	8+
What the?	3+	3+	3+	4+	5+	6+	7+