

NAME



LEVEL

PLOT REFRESH

① ② ③ ④ ⑤

CORE ASPECTS

High Concept

Background

Motivation

Trouble

OTHER ASPECTS

GEAR & ASSETS

ATTACKS

Weapon Damage Pierce Type

DEFENSES

Armor Soak Hardened Type

PHYSICAL STRESS

MENTAL STRESS

① ② ③ ④ ⑤ ⑥ ① ② ③ ④ ⑤ ⑥

CONSEQUENCES

Description Magnitude Type Duration

SKILLS

Ranks F P S

Fight

Perks:

Interact

Perks:

Move

Perks:

Physique

Perks:

Resolve

Perks:

Wits

Perks:

SKILL TALENTS

Check the box next to the chosen skill.

Focused. Gain +1 SP on doubles with this skill. Max rank for this skill increases by 1.

Practiced. Choose a simple success with this skill if you are up without rolling, or you may reroll any ones once.

Specialized. Gain a perk and the ability to trade 1d for +1 SP on success.

CORE TALENTS

- Lucky. +2 refresh.
Quick. +1d on Initiative, +1 bonus action per conflict.
Resolute. +1 mental stress box and +1 mental soak.
Tough. +1 physical stress and +1 physical soak.
Well-Trained. Gain 3 perks that provide +1d to a specific action, or all actions if narrowly defined.