NAME				DISTINCTIVE FE	CATURES
PLAYER					
BRAWN	AGILITY	WITS	PRESENCE	BLOODIED	CONDITIONS

BLOODIED 3D HEALING POOL	RATTLED 3D HEALING POOL	BLOODIED	VEX: FIGHT—FLIGHT FREEZE—FREAKOUT
CRITICAL: GREATER EFFECT (DROI	P 1)—SECONDARY EFFECT—SETUP	STORY O	SPARK 🗆 🗆

CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP	STORY O
--	---------

CHARACTE	R DETAILS			INTRODUCE A T.	ANGLE: TAKE SPARK
BACKGROUNDS		WISES			
TRAITS: 2 you	are ● 1 you're	e really not Ø	DESIRES: 2 you	u want ● 1 yo	ı really don't Ø
O Brave O Caring O Confident O Curious	O Gentle O Honest O Honorable O Persistent	O Protective O Quiet O Rash O Stubborn	O Belonging O Glory O Harmony O Honor	O Justice O Knowledge O Love O Power	O Renown O Thrills O Wealth O Wisdom
0			0		

BONDS	Change a bond: the other PC takes spark quarrel: both take spark
PC	BOND

FIGHTER	TRACKERS
CORE TALENT	
● WEAPON MASTERY: Choose a fighting style that you have mastered: brawling—dual-w handed weapons—ranged weapons—thrown weapons—two-handed weapons. You have a a special d6. When you fight in your style, take +1d (the mastery die) on the roll. If the is a 6, it counts as a critical. If it's already a critical, take spark. [Growth: 3 levels/+1d	m astery die e mastery die
PATH TALENTS	
O ARCANE TRAINING: You have spellcasting as the Spellcraft talent. You roll Wits and can cast 3 spells and 1 potent spell per session. You know 3 spell theorems, created with the Spell Crucible, and can learn new spells from scrolls. SPELL THEOREMS	SPELLS POTENT
O BULWARK: Each session, you have a <i>3d Bulwark pool</i> from armor or other defenses. When you get bloodied or dropped from physical damage, roll the pool. If dice remain, ignore the damage.	BULWARK
O CONTROL : You can push yourself to declare a zone that enemies cannot cross without dealing with you. If they attempt to move past you, you can <i>interrupt</i> them. On a perfect, take spark .	PUSH
O GOT YOUR BACK: You can push yourself to assist an ally after they roll a grim. The ally can also roll 1d. On a perfect, you both take spark.	PUSH
O MEASURED TONES: When you speak in measured tones, people always stop and listen—declare <i>low risk</i> if desired. Unless completely surprised, you can push yourself to <i>interrupt</i> an impact move initiating aggression. If you change their mind, take spark .	PUSH
O SWIFT RECOVERY: On a perfect roll with an unmarked stat, clear a mark on another st	at.
O TACTICIAN : During an intense action sequence, you can push yourself to tag 3 scene elements right away and 1 later in the sequence. When an ally interacts with a tagged element, you assist without risk on the roll. If no roll is needed, they take spark .	PUSH
NON-PATH TALENTS & NOTES	

STORY ARCS	FINISH OR MOVE ON FROM AN ARC: TAKE SPARK
GROUP ARC	
CHARACTER ARC	

EXPERIENCE
Each session, take 1 XP.
⊕ ⊕
—————————————————————————————————————
○○○
○○○○
DDDDD
○○○○○○○
At +, take a new talent.

