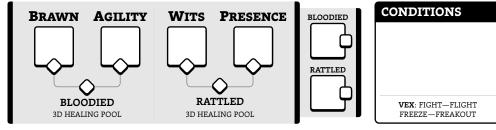
NAME	DISTINCTIVE FEATURES
PLAYER	



CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

•	FREEZE-FREAKOUT
STORY O	SPARK 🔲 🗀

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

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

BERSERKER	TRACKER
CORE TALENT	
 FRENZY: Once per session, or when you get bloodied or take vex, you can enter a frenzy for a scene. During the frenzy, you can only take aggressive actions. You also Take +1d for each mark you have and ignore all thorns from harm and marks. Collateral damage: send something flying—smash mooks—wreck something. Always get a final action when dropped. On a critical, ignore getting dropped. You can only exit a frenzy when: no challenger stands before you—get dropped—push yourself. [Growth: 3 levels/1 free activation of frenzy per session] 	
PATH TALENTS	
O FEARSOME : Your presence instills fear in others. The GM judges an NPC's response or you can spend story to set it: hostile—nervous—respectful—scared. You can pusl yourself to pull off a potent feat of intimidation.	
O FLESH WOUNDS: When you take physical damage, only a disaster can drop you. You can get bloodied multiple times. Each extra time inflicts +1t on rolls and increases your heal pool by 3d. These extra thorns can never be ignored.	
O INTO THE FRAY: When you're the first into an intense situation, 5s count as 6s, but 4 your first roll. You also setup the first person following you regardless of your roll o	
O JOYFUL WARRIOR: On a critical or when bloodied in battle, you take spark and can: rattled pool—bring a dropped (not dead) ally back into the scene.	heal an ally's
O MIGHTY: When given time, you can pull off potent feats of raw strength. You can push yourself to do it on the spot.	n PUSH
O OVERKILL : On a critical when bringing violence, threats, or destruction to bear, you extra secondary effect—roll a task pool twice.	u can: cause a
O WARSONGS : Each session, you can sing 2 bardsongs . Write down the composition o the only 3 songs you know.	f WARSONGS
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.

O-O-++
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At +, take a new talent.

