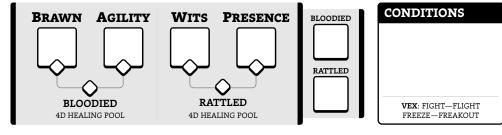
NAME	DISTINCTIVE FEATURES
PLAYER	



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

CHARACTE	R DETAILS			INTRODUCE A T	ANGLE: TAKE SPARK
BACKGROUNDS		WISES			
		" ~			11 1 2 ~
TRAITS: 2 you	are ● 1 you're	e really not Ø	DESIRES: 2 you	ı want ● 1 yoı	ı 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 spark
PC	BOND

	BERSERKER	TRACKERS
	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] 	
ı	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 push 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 4d. 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 4s your first roll. You also setup the first person following you regardless of your roll or	
	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.	neal an ally's
	O MIGHTY: When given time, you can pull off <i>potent feats of raw strength</i> . You can push yourself to do it on the spot.	PUSH
	O OVERKILL : On a critical when bringing violence, threats, or destruction to bear, you extra secondary effect—roll a task pool twice.	ı can: cause an
	O WARSONGS : Each session, you can sing 2 bardsongs . Write down the composition of the only 3 songs you know.	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.

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OOOOOO
At +, take a new talent.

