

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

RATTLED

BLOODIED

RATTLED

CONDITIONS

VEX: FIGHT—FLIGHT
FREEZE—FREAKOUT

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

STORY

SPARK

CHARACTER DETAILS

INTRODUCE A TANGLE: TAKE SPARK

BACKGROUNDS

WISDOM

TRAITS: 2 you are | 1 you're really not

DESIRES: 2 you want | 1 you really don't

Brave

Gentle

Protective

Caring

Honest

Quiet

Confident

Honorable

Rash

Curious

Persistent

Stubborn

Belonging

Justice

Renown

Glory

Knowledge

Thrills

Harmony

Love

Wealth

Honor

Power

Wisdom

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-wielding—one-handed weapons—ranged weapons—thrown weapons—two-handed weapons*. You have a **mastery die**, a special d6. When you fight in your style, take +1d (*the mastery die*) on the roll. If the mastery die is a 6, it counts as a critical. If it's already a critical, **take spark**. [Growth: 3 levels/+1d mastery die]

PATH TALENTS

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.

SPARKS

SPELL THEOREMS

BULWARK: Each session, you have a **3d Bulwark pool** from armor or other defenses. When you get bloodied or dropped from physical damage, roll the pool. If dice remain, ignore the damage.

BULWARK

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 **interrupt** them. On a perfect, **take spark**.

PUSH

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

MEASURED TONES: When you speak in measured tones, people always stop and listen—declare **low risk** if desired. Unless completely surprised, you can **push yourself** to **interrupt** an impact move initiating aggression. If you change their mind, **take spark**.

PUSH

SWIFT RECOVERY: On a perfect roll with an unmarked stat, clear a mark on another stat.

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.

At +, take a new talent.