

NAME	DISTINCTIVE FEATURES
PLAYER	

<b>BRAWN</b>  <b>BLOODIED</b> 3D HEALING POOL	<b>AGILITY</b>  <b>RATTLED</b> 3D HEALING POOL	<b>WITS</b>  <b>BLOODIED</b> 3D HEALING POOL	<b>PRESENCE</b>  <b>RATTLED</b> 3D HEALING POOL	<b>BLOODIED</b>  <b>RATTLED</b> 	<b>CONDITIONS</b>  <b>VEX: FIGHT—FLIGHT</b> <b>FREEZE—FREAKOUT</b>
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CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

STORY ○ ○ SPARK □ □

CHARACTER DETAILS		INTRODUCE A TANGLE: TAKE SPARK
BACKGROUNDS	WISES	
TRAITS: 2 you are ●   1 you're really not Ø ○ Brave    ○ Gentle    ○ Protective ○ Caring    ○ Honest    ○ Quiet ○ Confident    ○ Honorable    ○ Rash ○ Curious    ○ Persistent    ○ Stubborn		DESIRES: 2 you want ●   1 you really don't Ø ○ 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	
_____ _____ _____ _____		

BERSERKER		TRACKERS
CORE TALENT		
● <b>FRENZY:</b> 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: <ul style="list-style-type: none"> <li>♦ Take +1d for each mark you have and ignore all thorns from harm and marks.</li> <li>♦ <b>Collateral damage:</b> <i>send something flying—smash mooks—wreck something.</i></li> <li>♦ Always get a final action when dropped. On a critical, ignore getting dropped.</li> </ul> You can only exit a frenzy when: <i>no challenger stands before you—get dropped—push yourself.</i> [Growth: 3 levels/1 free activation of frenzy per session]		<b>FRENZY</b> <input type="checkbox"/> <input type="checkbox"/>
PATH TALENTS		
○ <b>FEARSOME:</b> Your presence instills fear in others. The GM judges an NPC's response, or you can spend story to set it: <i>hostile—nervous—respectful—scared.</i> You can <b>push yourself</b> to pull off a <i>potent feat of intimidation.</i>		<input type="checkbox"/> PUSH
○ <b>FLESH WOUNDS:</b> 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.		<b>WOUNDS</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
○ <b>INTO THE FRAY:</b> When you're the first into an intense situation, <i>5s count as 6s, but 4s count as 1s</i> on your first roll. You also <b>setup</b> the first person following you regardless of your roll outcome.		
○ <b>JOYFUL WARRIOR:</b> On a critical or when bloodied in battle, you <b>take spark</b> and can: <i>heal an ally's rattled pool—bring a dropped (not dead) ally back into the scene.</i>		
○ <b>MIGHTY:</b> When given time, you can pull off <i>potent feats of raw strength.</i> You can <b>push yourself</b> to do it on the spot.		<input type="checkbox"/> PUSH
○ <b>OVERKILL:</b> On a critical when bringing violence, threats, or destruction to bear, you can: <i>cause an extra secondary effect—roll a task pool twice.</i>		
○ <b>WARSONGS:</b> Each session, you can sing <b>2 bardsongs.</b> Write down the composition of the only 3 songs you know.		<b>WARSONGS</b> <input type="checkbox"/> <input type="checkbox"/>
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. <div> <input type="checkbox"/> +         </div> <div> <input type="checkbox"/> <input type="checkbox"/> +         </div> <div> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +         </div> <div> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +         </div> <div> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +         </div> <div> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +         </div> At +, take a new talent.