

NAME	DISTINCTIVE FEATURES
PLAYER	

<b>BRAWN</b>  4D HEALING POOL	<b>AGILITY</b>  4D HEALING POOL	<b>WITS</b>  4D HEALING POOL	<b>PRESENCE</b>  4D HEALING POOL	<b>BLOODIED</b>  <b>RATTLED</b> 	<b>CONDITIONS</b>  <b>VEX: FIGHT—FLIGHT</b> <b>FREEZE—FREAKOUT</b>
CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP					STORY <input type="radio"/> <input type="radio"/> SPARK <input type="checkbox"/> <input type="checkbox"/>

<b>CHARACTER DETAILS</b>		INTRODUCE A TANGLE: TAKE SPARK
BACKGROUNDS	WISES	
<b>TRAITS:</b> 2 you are ●   1 you're really not Ø <input type="radio"/> Brave <input type="radio"/> Gentle <input type="radio"/> Protective <input type="radio"/> Caring <input type="radio"/> Honest <input type="radio"/> Quiet <input type="radio"/> Confident <input type="radio"/> Honorable <input type="radio"/> Rash <input type="radio"/> Curious <input type="radio"/> Persistent <input type="radio"/> Stubborn		
<b>DESIRES:</b> 2 you want ●   1 you really don't Ø <input type="radio"/> Belonging <input type="radio"/> Justice <input type="radio"/> Renown <input type="radio"/> Glory <input type="radio"/> Knowledge <input type="radio"/> Thrills <input type="radio"/> Harmony <input type="radio"/> Love <input type="radio"/> Wealth <input type="radio"/> Honor <input type="radio"/> Power <input type="radio"/> Wisdom		
<input type="radio"/>	<input type="radio"/>	

<b>BONDS</b>		CHANGE A BOND: THE OTHER PC TAKES SPARK   QUARREL: BOTH TAKE SPARK
PC	BOND	

<b>BERSERKER</b>		TRACKERS
<b>CORE TALENT</b>		
<ul style="list-style-type: none"><li>● <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></li></ul> <p>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]</p>		<b>FRENZY</b> <input type="checkbox"/> <input type="checkbox"/>
<b>PATH TALENTS</b>		
<ul style="list-style-type: none"><li>○ <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></li><li>○ <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 4d. These extra thorns can never be ignored.</li><li>○ <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.</li><li>○ <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></li><li>○ <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.</li><li>○ <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></li><li>○ <b>WARSONGS:</b> Each session, you can sing <b>2 bardsongs.</b> Write down the composition of the only 3 songs you know.</li></ul>		<b>PUSH</b> <input type="checkbox"/>  <b>WOUNDS</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  <b>PUSH</b> <input type="checkbox"/>  <b>WARSONGS</b> <input type="checkbox"/> <input type="checkbox"/>
NON-PATH TALENTS & NOTES		

<b>STORY ARCS</b>		FINISH OR MOVE ON FROM AN ARC: TAKE SPARK
GROUP ARC		
CHARACTER ARC		

<b>EXPERIENCE</b>	
Each session, take 1 XP.	
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At +, take a new talent.	