

Character Name (who):	Player:	<div>* Page 1 of 4</div> <div></div>
Is a (what):	Campaign:	
Who does (action):	Other:	

TRAITS

Bid these to perform meaningful actions.

CHARACTER TRAITS	
Name:	Physicality:
☼ Race:	☼ Demeanor:
☼ Sort:	☼ Swagger:
☼ Origin:	☼ Motto:
☼ Nature:	☼ Period of Life:
☼ Fate:	☼ Tier of Play:
☼ Focus:	

Backgrounds here:	Gifts here:	Kit Choices here:
1 ☼	☼	☼
2 ☼	☼	☼
3 ☼	☼	☼
4 ☼	☼	☼
5 ☼	☼	☼
6 ☼	☼	☼

Starting Traits:	FLAWS	
(Gain 5 "free" Traits)	(Choose at least 1 Flaw)	
☼	☼	☼
☼	☼	☼
☼	☼	☼
☼	☼	☼
☼	☼	☼
☼	☼	☼

PROFICIENCIES	(Exhaust a "Use" to gain a Mulligan on a die you've rolled when Throwing Down)			
Categories:	Use 1	Use 2	Use 3	Use 4
☼ Expression	☼	☼	☼	☼
☼ Fabrication	☼	☼	☼	☼
☼ Learning	☼	☼	☼	☼
☼ Movement	☼	☼	☼	☼
☼ Skulduggery	☼	☼	☼	☼
☼ Violence	☼	☼	☼	☼

CRUNCH

These are your Stats when Throwing Down.


ASPECTS			
BRAWN	MIND	GRACE	WITS
Rank:	Rank:	Rank:	Rank:
ATTRIBUTES, RESOURCES, & VITALITY			
WOUNDS	PLOT ARMOR	SANITY	
of 6	of	of 6	
	(Brawn + Mind Ranks + Protection)		
CUNNING	BREATH	PIPS	EXPERIENCE
of	of	of 5	of 3
(Grace + Wits Ranks)	(No. of Backgrounds + 1)	(max 5)	(max 3)
NARRATIVE POINTS		ADVANCEMENTS	

DERANGEMENTS						
☼ Attention:	☼	☼	☼	☼	☼	☼
☼ Phobia:	☼	☼	☼	☼	☼	☼
☼ Dissociative:	☼	☼	☼	☼	☼	☼
☼ Tics:	☼	☼	☼	☼	☼	☼
☼ Psychosis:	☼	☼	☼	☼	☼	☼
☼ Personality:	☼	☼	☼	☼	☼	☼

MAJOR GOAL	(Completing a Major Goal grants +2 XP)

MINOR GOAL	(Completing a Minor Goal grants +1 XP)

PLUG	(This is what keeps your Character in the Game being played)

Character Name (who):	Player:	<i>* Page 4 of 4</i> 
Is a (what):	Campaign:	
Who does (action):	Other:	

Game Notes:			Character Description, Other Traits, Quirks, Gear, Etc.		
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					