TRAITS Bid these to perform meaningful actions. CHARACTER TRAITS ÿ Name: Physicality: C Race: Sort: Demeanor: Origin: Swagger: O Nature: 🌣 Motto: 🌣 Fate: Period of Life: 🌣 Focus: Tier of Play: Backgrounds here: Gifts here: Kit Choices here: Ö 2 ☼ Ö Starting Traits: (Gain 5 "free" Traits) FLAWS (Choose at least 1 Flaw) Ö Other Traits: (Gain these as you Advance) Ö (Character Traits gained from Abilities you possess) ABILITY TRAITS Ö Ö Ö Ö Ö Ö: Ö Ö Ö Ö Ö: Ö Ö: Ö Ö: Ö Ö Ö 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 Ö ij: Fabrication Ö :Ö: Ö :Ö:

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Learning

Violence

Movement

Skulduggery

CRUNCH	These ar	e your Stats wher	n Throw	ing Dow	n.
ASPECTS					
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	(Brawn + Mind R	anks + Protection)			
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CUNNING	BREATH	PIPS	EXPE	RIENCE	
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DERANGEMENTS					
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MAJOR GOAL (Co	mnleting a Maio	r Goal grants +2 XP)			
(00	inpicting a major	Coal grants 12 At)			
MINOR GOAL (Co	mnleting a Mino	r Goal grants +1 XP)			
(60	inpicting a Mino	Goal grants (TAL)			
PLUG (This is what k	cons vous Charac	ter in the Game being	nlavod)		
This is what k	eeps your charac	ter in the Game being	piayeu)		
ABILITIES					
[Unless stated otherwise, y	ou can do thosa	things if you Rid an	of your	Traite 1	
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© Abilities				Graue	

ABILITIES					
Unless stated otherwise, you can do these things if you Bid <i>any</i> of your Traits.]					
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Backstory, Character De	scription, Quirks, etc.		GΑ	ME NOTES:		
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NINJA GEAR	(Start with 1 that 'ha	arms', 1 that 'prote	cts',	and 1 that is a 'tool'. Plus, any you 'should' have.)		
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NINJA GEAR (Start with 1 that 'harms', 1 that 'protects', and 1 that is a 'tool'. Plus, any you 'should' have.)						
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