Character Name (who):				Player:			* Page	1 of 4			
Is a (what):				Campaign:							DΤ
Who does (action):				Other:			U	KE	AL		<u>KŁ</u>
TRAITS	Bid the	ese to perform	meaningful action	s.	CRUNC	H Th	ese are y	our Stats	when T	hrowing [Down.
CHARACTER TRAITS					ASPECTS						
☆ Name:		☆ Physicality:			BRAWN	MINE		GRAC		WITS	
☆ Race:	☆ Sort:	Demeanor:			Rank:	Rank:	ПÍ	tank:		Rank:	
☆ Origin:		☼ Swagger:			ATTRIBUTES, RESOUR	RCES, & VITA	LITY				
☆ Nature:		∯ Motto:			WOUNDS		OT AR	MOR	Γ	SANIT	Y
☆ Fate:		☼ Period of Life:			of 6		of	6		of	6
☆ Focus:		☼ Tier of Play:				(E	rawn + Mind + Protection		_		
	lave i	•	Wit Chaire		CUNNING	BREAT	<u>'H</u>	PIPS	E	XPERIE	NCE
Backgrounds here:	Gifts here:	*	Kit Choice	es nere:	of	of		of	_	of	,
1 🌣	☆	☆			l l oi	01		OI.	5	OI .	3
3 🌣	☆		*		(Grace + Wits Ranks)	(No. of Backgrounds	+ 1)	(max 5)		(max 3)	
			☆								
4 🌣	*		☆		NARRATIVE POINTS		AD	/ANCEME	ENTS]
5 🌣	*		*								
6 🌣	☼		☼		DERANGEMENTS						
Starting Traits: (Ga	to Ellinoill English	FLAWS	(Choose at least 1 Flaw	a)	☼ Attention:	₩	\	\	\	\	₩
⇒ (Ga	ain 5 "free" Traits)	⇒ PERWS	CHOOSE at least 1 Flaw		☼ Phobia:	₩	₩	\	₩	\(\frac{1}{2}\)	☼
‡		☼	☼		☼ Dissociative:	☆	\(\Delta\)	₩	#	₩	☼
‡		☼	\$		☼ Tics:	☼	₩	₩	₩	₩	☼
‡		☼	*		☼ Psychosis:	☆	₩	₩	₩	₩	☼
☼		☼	*		☼ Personality:	☼	#	\	#	\	☼
PROFICIENCIES (Ex	haust a "Use" to gain a Mu	ılligan on a die you	ve rolled when Throwing	g Down)	MAJOR GOAL	(Completing	a Major Go	oal grants +2	XP)		1
Categories:	Use 1	Use 2	Use 3	Use 4							
	\(\frac{1}{2}\)	₩	₩	₩							
☼ Fabrication	\(\frac{\dagger}{\pi}\)	☼	☼	☼							
☆ Learning	☼	₩	☼	☼	MINOR GOAL	(Completing	a Minor Go	oal grants +1	XP)		
☼ Movement	☼	₩	☼	☼							
	☼	₩	☼	☼							
	☼	₩	☼	☼	PLUG (This is wh	nat keeps your	Character	in the Game	being play	ed)	

Character Name (who):	Player:	* Page 2 of 4
Is a (what):	Campaign:	Dorton And
Who does (action):	Other:	NKEADLWKE

TRAITS

Bid these to perform meaningful actions.

Traits:	(Gain these as you Advance)	Other Abilities/Traits:	Upgrade
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More Traits: (Gain these as you Advance)	Other Abilities/Traits:	Upgrade
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Unless stated otherwise, you can do these thing Names & Descriptions	Upgrade
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Character Name (who):	Player:	* Page 3 of 4
ls a (what):	Campaign:	Don't Divers
Who does (action):	Other:	J KŁAD L ₩KŁ
	•	

NINJA GEAR	(Start with 1 that 'harms', 1 t	hat 'protects', a	nd 1	that is a 'tool'. Plus, any you 'should' have.)		
Name:		Damage:		Name:	Amount:	Damage:
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character ne (who):	Player:	* Page 4 of 4
a (what):	Campaign:	Dortani And
/ho does (action):	Other:	J KEAUL*KE

Game Notes:	CI	naracter Description, Other Traits, Quirks, Gear, Etc.
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