Character Name (who):				Player:			* Page	1 of 4			
Is a (what):				Campaign:				DT.	7 5		DΤ
Who does (action):				Other:			U	KE			<u>KŁ</u>
TRAITS	Bid th	ese to perform	meaningful action	ıs.	CRUNC	H Th	ese are y	our Stats	when T	hrowing [Down.
CHARACTER TRAITS					ASPECTS						
☆ Name:		☼ Physicality:			BRAWN Rank:	MIND		GRAC		WITS	
☆ Race:		∴ Demeanor:			Nail.	Rank:	$\prod \hat{\Gamma}$	ank:	Пſ	Rank:	
☆ Origin:		⇔ Swagger:			ATTRIBUTES, RESOU	RCES, & VITA	LITY				
☆ Nature:		☆ Motto:			WOUNDS		OT ARI	MOR	Г	SANIT	Y
☆ Fate:		☼ Period of Life:			of 6		of			of	6
☆ Focus:		☆ Tier of Play:				(B	rawn + Mind + Protectio		_		
De desse de la con-	C:ft- b	•	Kit Choice	os hora:	CUNNING	BREAT	<u>н</u> г	PIPS	─	<u>XPERIEI</u>	NCE
1 🌣	Gifts here:	*	⇔ Kit Cilolo	es nere.	of	of		of	5	of	3
2 🌣	☼		\$		(Grace + Wits	(No. of	L	(max 5)	_] [(max 3)	
3 ☆	‡		☼		Ranks)	Backgrounds	+ 1)				
4 🌣	‡		☼		NARRATIVE		7		Г		1
5 🌣	☼		\$		POINTS		_ AD\	/ANCEME	ENTS]
6 ☆	☼		☼								
					DERANGEMENTS		~~	~~		~~	*
Starting Traits: (G	ain 5 "free" Traits)	FLAWS	(Choose at least 1 Flav	v)	Attention:	₩	₩	\	\(\frac{\dagger}{\pi}\)	₩	☆
*		*			☼ Phobia:	☆	₩	\	\	\	☼
‡		*	*		☼ Dissociative:	☆	₩	\	‡	\	☼
*		*	\\$		☼ Tics:	☆	₩	\(\frac{\dagger}{\pi}\)	₩	\(\frac{\dagger}{\pi}\)	☼
‡		*	*		Psychosis:	☆	₩	\(\frac{\dagger}{\pi}\)	₩	\(\frac{\dagger}{\pi}\)	☼
‡		\$	\$		Personality:	₩	\	\	\\rightarrow	\	☼
PROFICIENCIES (Ex	khaust a "Use" to gain a M	ulligan on a die you	ve rolled when Throwin	ng Down)	MAJOR GOAL	(Completing	a Major Go	al grants +2	XP)		
Categories:	Use 1	Use 2	Use 3	Use 4							
	₩	\\rightarrow	₩	*							
☼ Fabrication	☼	☼	\\	☆							
☆ Learning	‡	‡	₩	☼	MINOR GOAL	(Completing	a Minor Go	al grants +1	XP)		
☆ Movement	‡	\(\Delta\)	₩	☼							
☆ Skulduggery	‡	**	₩	☼							
∵ Violence	\(\times\)	\	‡	☼	PLUG (This is wi	nat keeps your	Character i	n the Game	being play	ed)	
					L						

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

TRAITS

Bid these to perform meaningful actions.

Traits:	(Gain these as you Advance)	Other Abilities/Traits:	Upgrade
☼		‡	
☼		‡	
☼		☼	
☼		☼	
☼		‡	
☼		‡	

More Traits: (Gain these as you Advance)	Other Abilities/Traits:	Upgrade
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ABILITIES [Unless stated otherwise, you can do these thing	as if you Rid any of your Traits 1
Names & Descriptions	Upgrade
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Is a (what): Campaign:	
Who does (action): Other:	ADL#KE

NINJA GEAR (Start with 1 that 'harms', 1 that 'protects', and 1 that is a 'tool'. Plus, any you 'should' have.)						
Name:	Amount:	Damage:		Name:	Amount:	Damage:
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racter (who):	Player:	* Page 4 of 4
what):	Campaign:	Doctor Depart
o does ction):	Other:	U KEAUL KEAUL KEA

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