Character Name (who):					Player:
who does (action):					Campaign: Other:
TRAITS	Bid the	se to perforn	n meanin	gful actions	i <b>.</b>
CHARACTER TRAITS					
¥ Name:		* Physical	ity:		
* Race:	* Sort:	* Demear	or:		
* Origin:		* Swagge	r:		
* Nature:		* Motto:			
* Fate:		* Period o			
* Focus:	1	* Tier of F	lay:	l(') 6l '	
Backgrounds here:	Gifts here:	Lu		Kit Choices	nere:
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	in 5 "free" Traits)	FLAWS	(Choose	at least 1 Flaw)	
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raits: (Gain th	nese as you Advance)	Other Abi	lities/Trai	ts:	Upgrade
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PROFICIENCIES (Ext	naust a "Use" to gain a M	ulligan on a die y	ou've rolled	when Throwin	g Down)
Categories:			Use 1 L	lse 2 Use 3 L	Jse 4
* Expression			*	* *	*
Fabrication			*	* *	*
E Learning			*	* *	*
Movement			*	* *	*

\* Violence



<u>CRUNC</u>	H These a	re your Stats whe	n Throwing Down.		
ASPECTS BRAWN	MIND	GRACE	WITS		
Rank:	Rank:	Rank:	Rank:		
ATTRIBUTES, RESO	URCES, & VITALITY	1			
WOUNDS					
of 6		of	of 6		
CUNNING (Grace + Wits Ranks)	BREATH (No. of Backgrounds + 1	PIPS (max 5)	EXPERIENCE (max 3)		
of	of	of 5	of 3		
NARRATIVE PO	INTS	ADVANCEMEN	тѕ		
DERANGEMENTS					
	* * * * * *	* Attention:  * Dissociative:	* * * * * *		
	* * * * * *	* Psychosis:	* * * * * *		
MAJOR GOAL	(Completing a Majo	or Goal grants +2 XP)			
MINOR GOAL	(Completing a Mine	or Goal grants +1 XP)			
PLUG (This is v	vhat keeps your Chara	icter in the Game being	g played)		
ABILITIES [Unless stated otherw	wise, you can do the	se things if you Bid a	ny of your Traits.]		
Names & Description		· .	Upgrade		
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GA	ME NOTES		Character Description, Other Traits, Quirks, Gear, Etc.	
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