Character Name (who):				Player:	
Vho does (action):				Campaign Other:	
	Did al.			-	
TRAITS	Bid the	ese to perform r	meaningful actio	ons.	
CHARACTER TRAITS					
* Name:		* Physicality			
k Race:	* Sort:	* Demeanor	:		
* Origin:		* Swagger:			
* Nature:		* Motto:	tto:		
Fate:		* Period of L			
Focus:	C.C. I	* Tier of Play			
Backgrounds here:	Gifts here:	ale.		ces here:	
1 *	*	*	*		
2 *	*		*		
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; *	*		*		
	in 5 "free" Traits)	FLAWS	(Choose at least 1 Fla	aw)	
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raits: (Gain t	hese as you Advance)	Other Abiliti	ies/Traits:	Upgrade	
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ROFICIENCIES (Ex	haust a "Use" to gain a M	Iulligan on a die you	've rolled when Thro	wing Down)	
ategories:			Use 1 Use 2 Use 3	3 Use 4	
Expression			* * *	*	
Fabrication			* * *	*	
Learning			* * *	*	
			* * *	4	
Movement Skulduggery			* * *	*	

* Violence



CRUNCH	These are	your Stats wher	Throwing Dov	vn.							
ASPECTS											
BRAWN	MIND GRACE \		WITS								
Rank: Rank	(:	Rank:	Rank:	1 I							
ATTRIBUTES, RESOURCES, & VITALITY											
WOUNDS	WOUNDS PLOT ARMOR (Brawn + Mind Ranks + Protection)										
	(Brawn + Iviind Kai	iks + Protection)		1							
of 6	of		of 6								
CUNNING B (Grace + Wits Ranks) (No. of	REATH	PIPS (max 5)	(max 3)	E							
				1							
of	of	of 5	of 3								
NARRATIVE POINTS		ADVANCEMENT	s								
DERANGEMENTS											
	* * * *	* Attention:	* * * * *	*							
* Tics:	* * * *	* Dissociative:	* * * * *	*							
* Personality: * *		* Psychosis:	* * * * *	*							
MAJOR GOAL (Cor	mpleting a Major	Goal grants +2 XP)									
MINOR GOAL (Cor	mpleting a Minor	Goal grants +1 XP)									
DILIC											
PLUG (This is what ke	eps your Charact	er in the Game being	played)								
PLUG (This is what ke	eps your Charact	er in the Game being	played)								
ABILITIES [Unless stated otherwise, y Names & Descriptions											
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ABILITIES [Unless stated otherwise, y Names & Descriptions *			y of your Traits.]								

G	AME NOTES		Character Description, Other Traits, Quirks, Gear, Etc.	
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