

Character Name (who):	Player:
Is a (what):	Campaign:
Who does (action):	Other:

* Page 1 of 4



TRAITS

Bid these to perform meaningful actions.

CHARACTER TRAITS	
Name:	Physicality:
Race:	Demeanor:
Sort:	
Origin:	Swagger:
Nature:	Motto:
Fate:	Period of Life:
Focus:	Tier of Play:

Backgrounds here:	Gifts here:	Kit Choices here:
1		
2		
3		
4		
5		
6		

Starting Traits:	FLAWS
(Gain 5 "free" Traits)	(Choose at least 1 Flaw)

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				
Fabrication				
Learning				
Movement				
Skulduggery				
Violence				

CRUNCH

These are your Stats when Throwing Down.


ASPECTS			
BRAWN	MIND	GRACE	WITS
Rank:	Rank:	Rank:	Rank:
ATTRIBUTES, RESOURCES, & VITALITY			
WOUNDS	PLOT ARMOR	SANITY	
of 6	of 6	of 6	
	(Brawn + Mind Ranks + Protection)		
CUNNING	BREATH	PIPS	EXPERIENCE
of	of	of 5	of 3
(Grace + Wits Ranks)	(No. of Backgrounds + 1)	(max 5)	(max 3)
NARRATIVE POINTS		ADVANCEMENTS	

DERANGEMENTS						
Attention:						
Phobia:						
Dissociative:						
Tics:						
Psychosis:						
Personality:						

MAJOR GOAL	(Completing a Major Goal grants +2 XP)

MINOR GOAL	(Completing a Minor Goal grants +1 XP)

PLUG	(This is what keeps your Character in the Game being played)

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