

Name

Background

Stress Relief

Flaw #1

Flaw #2

STRESS

CRACKED

ATTRIBUTES

Roll 1d10 under the attribute

ATHLETICISM

INTELLIGENCE

PERSONALITY

COURAGE

SKILLS, TRAITS, STUNTS

POWERS

Roll 3d10, count successes (6+), and add your power bonus.

Power

Bonus

Power

Bonus

Power

Bonus

Power

Bonus

Power

Bonus

DRAWBACKS

minor drawback (+1); major drawback (+2)

WOUNDS

Soak wounds with armor or powers.

☐ Hurt (-1)

☐ Hurt (-1)

☐ Wounded (-2)

☐ Severely Wounded (-2)

☐ Disfigured / Dead

WOUNDS

Wound: 28H / 7D; Server Wound: 7D / 28D

DISFIGUREMENTS

☐

☐

☐

WEAPONS AND ARMOR

Weapon

Range

Damage

Weapon

Range

Damage

Weapon

Range

Damage

Armor

Armor

Durability

Armor

Armor

Durability

BONDS

Suffer 5 stress if a character you share a bond with dies.

GEAR AND NOTES

EXPERIENCE