

Name

Background

Stress Relief

Flaw #1

Flaw #2

STRESS

CRACKED

ATTRIBUTES

Roll 1d10 under the attribute

ATHLETICISM

INTELLIGENCE

PERSONALITY

COURAGE

POWERS

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

Power

Bonus

Power

Bonus

Power

Bonus

Power

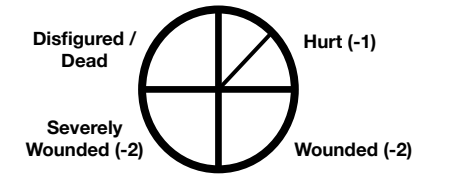
Bonus

Power

Bonus

WOUNDS

Soak wounds with armor or powers.



SKILLS, TRAITS, STUNTS

DRAWBACKS

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

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