Name		Background				Stress Relief	
Flaw #1		Flav	v #2			STRESS	CRACKED
ATTRBUTE	S		POWE	ERS		WC	DUNDS
Roll 1d10 under the attribute ATI-ILETICISM		Roll 3d10 abo	ve a target number and	d add your power b	onus.	Soak wounds with armo	r or powers.
INTELLIGENCE		Power			Bonus	Disfigured /	Hurt (-1)
PERSONALITY		Power			Bonus	Dead	/)
COURAGE	Power			Bonus	Severely Wounded (-2)	Wounded (-2)	
						WOUNDS	
SKILLS AND TR	RAITS	Power			Bonus	Wound: 28H / 7D; Serve	r Wound: 7D / 28D
Skills make tests easy (-1)		Power			Bonus		
		DRAW3AC					
		minor drawba	ack (+1); major drawbad	ck (+2)		DISFIGUREMENTS	000
WEA	PONS AND A	RMOR				30NDS	
				Suffer 5 stres	s if a characte	r you share a bond with dies	5.
Weapon	F	Range	Damage				
Weapon	F	Range	Damage				
Weapon	F	Range	Damage				
Armor	7	Armor	Durability				
Armor		Armor	Durability				
			GEAR AN	n Mottee —			
			GEAR AIN	DIVOIES			

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EXPERIENCE