

Name

Background

Stress Relief

Flaw #1

Flaw #2

STRESS

CRACKED

## ATTRIBUTES

Roll 1d10 under the attribute

ATHLETICISM

INTELLIGENCE

PERSONALITY

COURAGE

## POWERS

Roll 3d10 above a target number and add your power bonus.

Power

Bonus

Power

Bonus

Power

Bonus

Power

Bonus

Power

Bonus

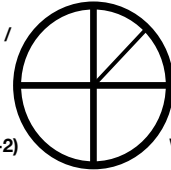
## DRAWBACKS

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

## WOUNDS

Soak wounds with armor or powers.

Disfigured /  
Dead



Hurt (-1)

Severely  
Wounded (-2)

Wounded (-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