TRAITS Bid these to perform meaningful actions. CHARACTER TRAITS ÿ Name: Physicality: C Race: Sort: Demeanor: Origin: Swagger: O Nature: 🌣 Motto: 🌣 Fate: Period of Life 🌣 lFocus: Tier of Play: Backgrounds here: Gifts here: Kit Choices here: Ö 2 ☼ Ö Starting Traits: (Gain 5 "free" Traits) FLAWS (Choose at least 1 Flaw) Ö Other Traits: (Gain these as you Advance) Ö (Character Traits gained from Abilities you possess) ABILITY TRAITS Ö Ö Ö Ö Ö Ö Ö Ö Ö Ö Ö: Ö Ö: Ö Ö: Ö Ö Ö 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 Ö ij: Fabrication Ö :Ö: Ö :Ö:

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Learning

Movement

Skulduggery

☼ Violence

CRUNCH These are your Stats when Throwing Down.							
ASPECTS BRAWN	MIND	GRACE	WITS				
Rank:	Rank:	Rank: Ra	ınk:				
ATTRIBUTES, RESOU	IRCES, & VITALITY						
WOUNDS PLOT ARMOR SANITY							
	(Brawn + Mind Ran	ks + Protection)					
of 6	of		of 6				
CUNNING	BREATH	PIPS EX	(PERIENCE				
(Grace + Wits Ranks)	(No. of Backgrounds)	(max 5)	(max 3)				
of	of	of 5	of 3				
DERANGEMENTS							
	> 0 0 0 0	Attention:	00000				
ା Tics:		O Dissociative:	00000				
Personality:		Psychosis:	00000				
MAJOR GOAL	(Completing a Major (Soal grants +2 XP)					
	(completing a Major C	Soar grants 12 At)					
MINOR GOAL	(Completing a Minor C	Goal grants +1 XP)					
PLUG (This is w	hat keens your Characte	er in the Game being play	ed)				
- 100 (IIIIs is w	nat keeps your characte	in the Game being play	eu)				
ABILITIES							
	ise, you can do these t	hings if you Bid any of					
Names of Abilities			Grade				
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Backstory, Character Des	scription, Quirks, etc.		GΑ	ME NOTES:	
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NINJA GEAR	(Start with 1 that '	harms', 1 that 'prote	ects',	and 1 that is a 'tool'. Plus, any you 'should' have.)	
Name:	Special Notes:	Damage:	_		Damage:
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NINJA GEAR (Start with 1 that 'harms', 1 that 'protects', and 1 that is a 'tool'. Plus, any you 'should' have.)							
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