

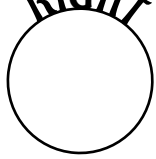
Warrior Name: _____ Faction: _____

MIGHT



Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

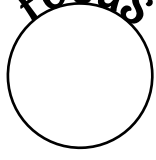
RIGHT



Power: ○ ○ ○

Character Points:

FOCUS



Special Abilities
Punch: 1 Harm
Ignore 1 Harm from the first attack each round

Description & Physical Manifestations

Abilities

Weapons & Gear

Roll d6s to match chosen Att. score. Take highest die.
1-3 Fail w/complication (2 1s is critical)
4-5 Succeed w/complication
6 Success (2 6s is critical)

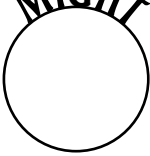
Power can be used to:
Activate an Ability, Reroll an Attribute check, Recover full health instantly, Corrupt three points of Power to temporarily boost an Ability score by 1

Power Corruption:
Resurrection corrupts or corrupt for Ability boost. Corrupted power adds 1 to every roll. If Corrupted die is highest, take 1 Harm, check increases 1 category. Fail to partial success, partial success to success, success to crit.

Tinker

Name: _____ **Faction:** _____

MIGHT

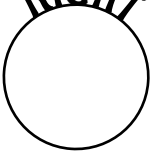


Health: ○ ○ ○ ○ ○ ○ ○ ○

Power: ○ ○ ○ ○ ○

Character Points:

RIGHT

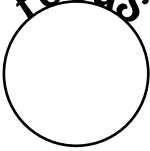


Special Abilities

Jury Rig
Invention

Description & Physical Manifestations

FOCUS



Abilities

Weapons & Gear

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4-5 Succeed w/complication
6 Success (2 6s is critical)

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Mage

Name: _____ Faction: _____

MIGHT

Health: ○ ○ ○ ○ ○

Power: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Character Points:

RIGHT

Special Abilities

One free point of the Cast Magic Ability

Temporarily trade 1 point of Health for 3 points of Power

FOCUS

Description & Physical Manifestations

Abilities

Weapons & Gear

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 4-5 Succeed w/complication
 6 Success (2 6s is critical)

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Faction Name: Meeting Location:
Summary:
Leadership:
Formal (1-10): Strict (1-10): Size (1-10):
Rule #1:
Rule #2:

Faction Name: Meeting Location:
Summary:
Leadership:
Formal (1-10): Strict (1-10): Size (1-10):
Rule #1:
Rule #2: