Warrior	Name: Faction:
MIGHT	Health: $000000000000000000000000000000000000$
	Power: 000
	Character Points:
BIGHY	Special Abilities Punch: 1 Harm Ignore 1 Harm from the first attack each round
	Description & Physical Manifestations
FOCUS	
U U	Abilities
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)	Weapons & Gear
Roll d6s to match chosen Att. score. Tak 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
Roll d6s to n 1-3 Fail w/c 4-5 Succeet 6 Success (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: 0000000
	Power: 00000
	Character Points:
BIGHY	Special Abilities Jury Rig Invention
	Description & Physical Manifestations
FOCUS	
\bigcirc	Abilities
Take highest die. cal)	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.

Mage	Name:	Faction:
MIGHT	Health: $\circ \circ$	000
$\left(\right)$	Power: 00	0000000
$\langle \rangle$	Character Po	ints:
BIGHZ	e Cast Magic Ability point of Health for 3 points of Power	
FOCUS	Description & Physic	al Manifestations
\bigcup	Abilities	
ore. Take highest die. critical)	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)	instantly, Corrupt thre Ability score by 1 Resurrection corrupts adds 1 to every roll. If	Power can be used to: roll an Attribute check, Recover full health be points of Power to temporarily boost an Power Corruption: s or corrupt for Ability boost. Corrupted power f Corrupted die is highest, take 1 Harm, tegory. Fail to partial success, partial ss, success to crit.

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:			