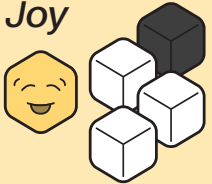


Define Personality: 7 dice in Emotions

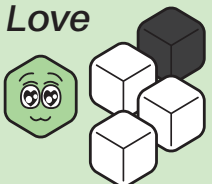
Joy



Dash: Roll Joy and beat 7 to sprint and jump. Set aside d6 to go faster and jump farther.

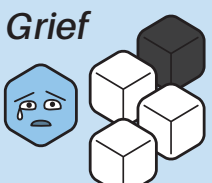
Detect: Roll Joy to counter Hide. Set aside d6 to breach Hide. May be used reflexively.

Love



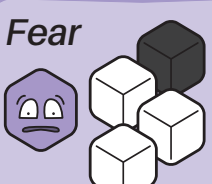
Cure: Roll Love and beat 7 to heal a light wound. Set aside d6 to heal more severe wounds. Can only Cure others. If the target uses Weep it can add bonus hits to benefit Cure.

Grief



Weep: Roll Grief and beat 7 to shrug off all attacks with one hit. Set aside d6 to ignore more hits. Can be used to add hits to Cure.


Fear



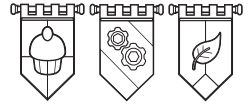
Hide: Roll Fear and beat 7 to hide in a stealth zone. Set aside d6 to make Detect harder.

Evade: Roll Fear against enemy Attack to dodge it. May be used reflexively. -1 for additional uses.

Anger



Attack: Roll Anger and beat 7 to deal a light wound. Set aside d6 to deal more severe wounds, increasing difficulty of Cure. If you score 3 hits you also deal a weapon effect.



My Name _____

Experience _____

Gender _____

Attune Calling: To gain the benefits of a Calling, you have to attune it first. It costs **1 Karma** when done during sleep (this is called Dreaming), or **3 Karma** when done anytime else (even during fights).

You can only ever have a total of **three Callings** attuned at the moment. If you would gain a fourth Calling, you have to choose a Calling to be discarded.

1 *Dreaming* SPECIAL **3** *Anytime*

Calling 1 _____

Calling 2 _____

Calling 3 _____

Gear

Tool _____



Cloak _____



Accessory _____



Mission _____

Trouble _____

Special Feature _____

Ultimates

5 10 15

Emotion _____ Bonus Trigger _____

5 10 15

Emotion _____ Bonus Trigger _____

5 10 15

Emotion _____ Bonus Trigger _____