

**Warrior** Name: \_\_\_\_\_ Faction: \_\_\_\_\_

**MIGHT** Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**RIGHT** Power: ○ ○ ○

**FOCUS** Character Points:

Special Abilities Punch: 1 Harm Ignore 1 Harm from the first attack each round
Description & Physical Manifestations
Abilities
Weapons & Gear

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.

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)

**Tinker** Name: \_\_\_\_\_ Faction: \_\_\_\_\_

**MIGHT** Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**RIGHT** Power: ○ ○ ○ ○ ○

**FOCUS** Character Points:

Special Abilities Jury Rig Invention
Description & Physical Manifestations
Abilities
Weapons & Gear

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.

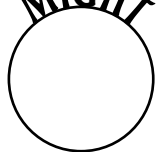
Roll d6s to match chosen Att. score. Take highest die.  
1-3 Fail w/complication (2 1s is critical)  
4-5 Succeed w/complication  
6 Success (2 6s is critical)

# Mage

Name: \_\_\_\_\_ Faction: \_\_\_\_\_

MIGHT

Health: ○ ○ ○ ○ ○



Power: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

## Character Points:

Special Abilities  
One free point of the Cast Magic Ability  
2x/day trade 1 point of Health for 3 points of Power

Description & Physical Manifestations

Abilities

Weapons & Gear

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.

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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: