

ID

Name

Description

Refresh



ASPECTS

High Concept

Trouble

SKILLS

Superb (+5)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Great (+4)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Good (+3)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fair (+2)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Average (+1)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

EXTRAS

STUNTS

PHYSICAL STRESS (Physique)

MENTAL STRESS (Will)

CONDITIONS

FLEETING

Angry

Frightened

Goes away when you get a chance to catch your breath and calm down.

STICKY

Exhausted

Hungry

Stays checked off until a specific event occurs (get sleep, eat food).

LASTING

Broken

Wounded

Takes a recovery action to begin removal. Second box may be checked only if the first isn't.