

NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

ARCHETYPE \_\_\_\_\_

BIOFORM \_\_\_\_\_

### ASPECTS

High Concept (Archetype+Bioform):

Motivation:

Background:

Relationship:

Free:

### SKILLS

\_\_\_\_\_ATHLETICS

\_\_\_\_\_LORE

\_\_\_\_\_BURGLARY

\_\_\_\_\_NOTICE

\_\_\_\_\_CONTACTS

\_\_\_\_\_PHYSIQUE

\_\_\_\_\_CRAFTS

\_\_\_\_\_PROVOKE

\_\_\_\_\_DECEIVE

\_\_\_\_\_RAPPORT

\_\_\_\_\_DRIVE

\_\_\_\_\_RESOURCES

\_\_\_\_\_EMPATHY

\_\_\_\_\_SHOOT

\_\_\_\_\_FIGHT

\_\_\_\_\_STEALTH

\_\_\_\_\_INVESTIGATE

\_\_\_\_\_WILL

### IMPACT

### FATE POINTS

Starting refresh is 3.

Refresh:

### STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

### CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

### STUNTS

Pick one stunt from your archetype, one from your bioform, and one from your banner. You can gain additional stunts by reducing your refresh one for one, to a minimum of one.