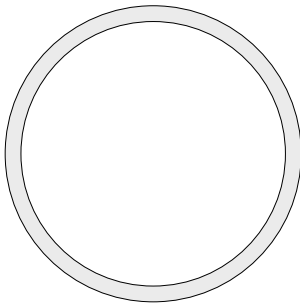


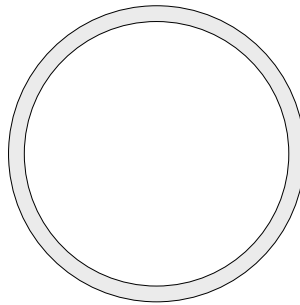
Name Concept Story	Goals O O O 1. 2. 3. Doubts Nudges:	
	Equipment Wealth: Languages:	
Advances Minor: Significant: Major:		

Body



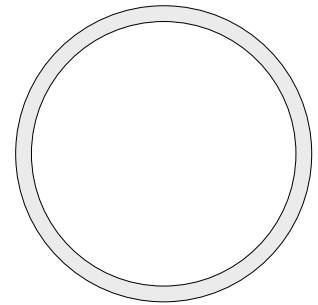
Damage Traits

Mind



Damage Traits

Soul



Damage Traits

To make your pool of dice:

Attribute number + 1 Trait from the Attribute

Optionally: +1 Equipment, +1 Scene trait, +1 Ally Help (Ally rolls Trait and gives you dice = successes)

Declare a Goal 3 times in a session for a Bonus = Goal Value

For each D6 - 1,2,3 are fails, 4,5 give 1 success, 6 gives 2 successes