PRE✝ENDER CHARAC✝ER REC⊕RD v2.1 7/30/05

Names/Aliases:_____ Age:_____

Description:_____

Appearance:_____

Pretender Sense:_____
Hook/Drive/Need:_____
Powers/Abilities:_____
_____

AIR:_____   WATER:_____   FIRE:_____   EARTH:_____   SPIRIT:_____
(Active <Mental> Passive)   (Active <Physical> Passive)   (Supernatural/Luck)

Specialties:_____
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Connection(s):_____

Enem(y/ies):_____

Adversities/Injuries:_____
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NOTES:_____
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Roll Result Table – Primary Categories

NARRATION	PROGRESS	SAFETY	STYLE
1,2,3: GM Choice 4,5,6: Player Choice	1,2: Lose Ground 3: Uncertain/Away 4:Uncertain/Toward 5,6: Gain Ground	1,2: Critical Loss 3,4: Minor Loss 5,6: Safe/No Loss	1,2: Clumsy/Inept 3,4: Unspectacular 5,6: Stylish/Cool

Optional Categories

RIPPLE	DISCOVERY	PULL
1,2: Negative Side Effect 3,4: Balanced Side Effect 5,6: Positive Side Effect	1,2: Negative Discovery 3,4: Balanced Discovery 5,6: Positive Discovery	1,2,3: Unfavorable Encounter 4,5,6: Favorable Encounter

Pretender Character Record v2.1 7/30/05

Names/Aliases:_____ Age:_____

Description:_____
_____

Appearance:_____
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Pretender Sense:_____
Hook/Drive/Need:_____
Powers/Abilities:_____
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AIR:_____   WATER:_____   FIRE:_____   EARTH:_____   SPIRIT:_____
(Active <Mental> Passive)   (Active <Physical> Passive)   (Supernatural/Luck)
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Pretender Character Record v2.1 7/30/05

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Description:_____

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Appearance:_____

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Pretender Sense:_____

Hook/Drive/Need:_____

Powers/Abilities:_____

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AIR:_____   WATER:_____   FIRE:_____   EARTH:_____   SPIRIT:_____

(Active <Mental> Passive)   (Active <Physical> Passive)   (Supernatural/Luck)

Specialties:_____

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Connection(s):_____

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Enem(y/ies):_____

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Adversities/Injuries:_____

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NOTES:_____

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Description:_____

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Appearance:_____

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Pretender Sense:_____

Hook/Drive/Need:_____

Powers/Abilities:_____

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AIR:_____   WATER:_____   FIRE:_____   EARTH:_____   SPIRIT:_____

(Active <Mental> Passive)   (Active <Physical> Passive)   (Supernatural/Luck)

Specialties:_____

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Connection(s):_____

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Enem(y/ies):_____

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Adversities/Injuries:_____

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