	CHARACTER ICONIC FRAMEWORK PLAYER RACE	XP LEVEL CASH	ATTRIBUTES AGILITY SMARTS SPIRIT STRENGTH	CHARISMA PACE PARRY TOUGHNESS		
FATIGUE: 1	SKILLS FIGHTING (AGILITY) SHOOTING (AGILITY) THROWING (AGILITY) BOATING (AGILITY) CLIMBING (STRENGTH) DRIVING (AGILITY) GAMBLING (SMARTS) HEALING (SMARTS)		VIGOR S, RACIAL AND ICON	C TRAITS		
	INTIMIDATION (SPIRIT) INVESTIGATION (SMARTS) KNOWLEDGE (SMARTS) KNOWLEDGE (SMARTS) KNOWLEDGE (SMARTS) KNOWLEDGE (SMARTS) LOCKPICKING (AGILITY) NOTICE (SMARTS) PERSUASION (SPIRIT) PILOTING (AGILITY) REPAIR (SMARTS) RIDING (AGILITY)					
SHAKEN WOUR	STEALTH (AGILITY) STREETWISE (SMARTS) SURVIVAL (SMARTS) SWIMMING (AGILITY) TAUNT (SMARTS) TRACKING (SMARTS)	HINDE	RANCES		AND STATES	VORTE S

HERO'S JOURNEY TABLE ROLL RESULT	s	GEAR	QTY WT NOTES	
Narrative Hook				$\exists 1 \ $
				3 4
				3 1
BODY ARMOR AI	RM TGH COST NOTES		LOAD -1 -2 -3	
PERSONAL WEAPON	RANGE ROF DAN	MAGE WT. AP CAP	COST NOTES	
				\dashv
			Ì	
ARCANE BACKGROUN	D ARCANE SKILL LE	VEL POWER POINTS		
POWER	RANK COST RANGE	DURATION NOTES		