	CHARACTER ICONIC FRAMEWORK PLAYER	XP LEVEL CASH	ATTRIBUTES AGILITY SMARTS SPIRIT	CHARISMA PACE PARRY	
U	RACE	J	STRENGTH	TOUGHNESS	
FATIGUE: 1	SKILLS FIGHTING (AGILITY) SHOOTING (AGILITY) THROWING (AGILITY) BOATING (AGILITY) CLIMBING (STRENGTH) DRIVING (AGILITY) GAMBLING (SMARTS) HEALING (SMARTS) INTIMIDATION (SPIRIT) INVESTIGATION (SMARTS)	EDGES	VIGOR  , RACIAL AND ICONIC	TRAITS	
M	KNOWLEDGE (SMARTS) KNOWLEDGE (SMARTS) KNOWLEDGE (SMARTS) KNOWLEDGE (SMARTS)				
Q	LOCKPICKING (AGILITY)  NOTICE (SMARTS)  PERSUASION (SPIRIT)				14
	PILOTING (AGILITY)  REPAIR (SMARTS)  RIDING (AGILITY)  STEALTH (AGILITY)				
Now Z	STREETWISE (SMARTS) SURVIVAL (SMARTS) SWIMMING (AGILITY)	HINDRA	ANCES		<b>S</b>
SHAKE	TAUNT (SMARTS) TRACKING (SMARTS)				A RES

HERO'S JOURNEY TABLE ROLL RESULTS		GEAR	OTY WT NOTES	
Narrative Hook				
	TGH COST NOTES		LOAD -1 -2 -1	
PERSONAL WEAPON	RANGE ROF DAMA	AGE WT. AP CAP (	COST NOTES	
				$\dashv$
ARCANE BACKGROUND	ARCANE SKILL LEV	<u>/EL POWER POINTS</u>		
POWER	RANK COST RANGE I	DURATION NOTES		