

CHARACTER NAME

ARCHETYPE



TIER:			FRAMEWORK:		_ ARCHETYPE ABILITY:	
RANK:	RANK BONUS:		SPECIES ABILITY:			
ATTRIBUTE Strength Agility Toughness Intellect Willpower Fellowship	RATING	ADJUSTED RATING	ARCHETYPE:			
Initiative			SKILLS			
COMBAT TO TRAIT Defense Resilience Soak Speed Shock Wounds MENTAL TO TRAIT Conviction Corruption Passive Awar	RATING Amore Value Heavi Wound RAITS RATII	ly Jed at	Athletics Awareness Ballistic Skill Cunning Deception Insight Intimidation Investigation Leadership Medicae Persuasion Pilot Psychic Mastery	RATING	LINKED ATTRIBUTE (Strength) (Intellect) (Agility) (Fellowship) (Fellowship) (Fellowship) (Willpower) (Intellect) (Willpower) (Intellect) (Fellowship) (Agility) (Willpower)	TOTAL
Resolve SOCIAL TRA TRAIT Influence	AITS RATII	NG	Scholar Stealth Survival Tech		(Intellect) (Agility) (Willpower) (Intellect)	
Wealth•	1		Weapon Skill		(Initiative)	
WEAPON	S	0				
NAME		DAMAGE	AP SALVO	RA	NGE TRAITS	

KEYWORDS	ECTIVES
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TALENTS	
	Caraca Ca
BACKGROUND	
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	Objective achieved
GEAR	ENSION NOTES
	ALL THE RESERVE OF THE PARTY OF
	Spend one Wrath to: • Re-roll failures once on a test
	• Add +1 to a Defiance check
MALIGNANCIES	Make a narrative declaration
	 Immediately restore 1d3+1 Shock Re-roll failures on any test or roll
	Spend one Glory to:
WR.	ATH POINTS • Add +1d to a test after any re-rolls
	◆ Add +1 point of damage to a
	successful attack Increase the severity of a Critical Hir
	Seize the Initiative