

♦ Name ♦

♦ Archetype ♦

♦ Occupation ♦

♦ Appearance ♦

♦ Relations ♦

♦ Dark Secrets ♦

♦ Dramatic Hooks ♦

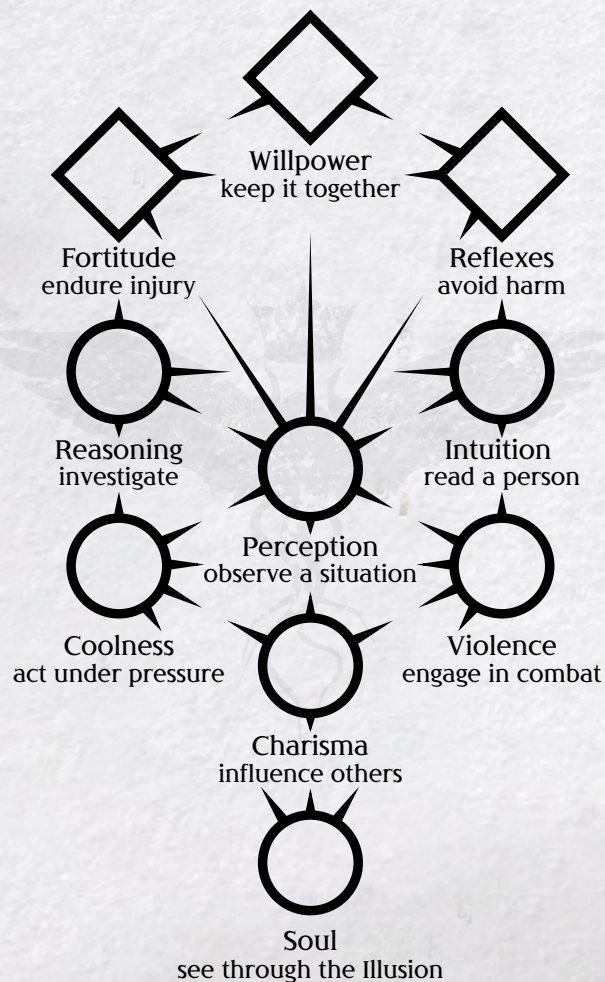
♦ Wounds ♦

Serious wounds (-1 ongoing)

Stabilized



Critical wounds (-1 ongoing)



♦ Gear and weapons ♦

♦ Advantages ♦

♦ Disdvantages ♦

♦ Stability ♦

Composed ♦

Moderate stress:
-1 to Disadvantage rolls
Uneasy ♦
Unfocused ♦

Serious stress:
-1 Keep it Together
-2 to Disadvantage rolls
Shaken ♦
Distressed ♦
Neurotic ♦

Critical stress:
-2 Keep it together
-3 to Disadvantage rolls
Anxious ♦
Irrational ♦
Unhinged ♦

+1 See Through the Illusion
The GM makes a Move
Broken ♦