



/ **PLAYER:**

/ **GM:**

PROFILE	Title / Rank / Name / Alias or Callsign:		Appearance and personality:		Views: (1d4 or 1d8)	PPS	ACTIONS
	Descriptor		Origin	Profession (1d4 or 1d8)			
BACKGROUND	Governments, homeworlds, or other organizations: (1d4 or 1d8)					STRESS	COMMAND <i>To get others to do it ...</i> Test: Gain a role die or an asset Contest: ... follow or take Stress
FACTIONS						D4 D6 D8 D10 D12	CRAFT <i>To make or alter something ...</i> Test: Generate a d8+ asset or Resource Contest: Spend 2PPs for a Signature asset
CORE	Values (d10, d8, d4, d6, d6, d6)		Beliefs (emotional drives and purpose)		Roles (P/S), Situation (d10, d8, d4, d6, d6)	Specialties (d10, d8)	TRAUMA D4 D6 D8 D10 D12 GROWTH Botches: Bridges: Training: Challenges: Epilogues:
	Duty d4 d6 d8 d10 d12	"I am most loyal to () because ()."		[] Soldier (P / S)	Situation:		
	Power d4 d6 d8 d10 d12	"() gives me authority to ()."		[] Politician (P / S)	Situation:		
	Glory d4 d6 d8 d10 d12	"I am here to () because ()."		[] Adept (P / S)	Situation:		
	Justice d4 d6 d8 d10 d12	"I deserve to () because ()."		[] Criminal (P / S)	Situation:		
	Truth d4 d6 d8 d10 d12	"() keeps me going because ()."		[] Esotericist (P / S)	Situation:		
	Love d4 d6 d8 d10 d12	"() is most important because ()."		Conditions:			
RESOURCES	Relationships (a 1d4 and a 1d8)	Sectors (a 1d4 and a 1d8)	Signature Assets (1d4 or 1d8)	Talents (special mechanical effects)	Callbacks (Reroll or Growth) ○ "The War"	HELP <i>To assist others ...</i> Test: Give a Core die to another's pool Contest: Reduce Stress/Trauma	
							SEARCH <i>To locate something specific ...</i> Test: Locate a d6+ Resource or asset Contest: ... gain the advantage
						STUDY <i>To learn something new ...</i> Test: Gain a d8+ asset Contest: Decrease a Complication/ increase an Opportunity or asset	