



Pixels /

Advancements:

Story

Hero

Armour	1 2 3	P	1 2 3	Tolerance	1 2 3	Universal	1	Health	1 2 3
	1 2 3	R	1 2 3		1 2 3		2		1 2 3
	1 2 3	M	1 2 3		1 2 3		3		1 2 3
	1 2 3	S	1 2 3		1 2 3				1 2 3

Player	
Name	

Critical Health

1 2 3

Flaws & Values

AP

Temporary Effects

Assets

Skills

Goals & Conditions

Traits

Background Trait

Skills

Traits

