POTENCY • VIGOR

ATTRIBUTES

×2

Vigor + Strength / Toughness

Defense + Agility / Awareness

Potency + Intelligence / Willpower

SKILLS

×1

NAME	

VITALS

Player:

Character:

CONCEPT

Manly — Femme

Light — Heavy

Short — Tall

WOUNDS

Tgh	Size 3	2	1	0	1	2	3	△
1	○	○	○	○	○	○	○	△
2	○	○	○	○	○	○	○	△
3	○	○	○	○	○	○	○	△
4	○	○	○	○	○	○	○	△
5	○	○	○	○	○	○	○	△
6	○	○	○	○	○	○	○	△
7	○	○	○	○	○	○	○	△
8	○	○	○	○	○	○	○	△
9	○	○	○	○	○	○	○	△
10	○	○	○	○	○	○	○	△
11	○	○	○	○	○	○	○	△

TRAITS

×3

POWERS/GEAR

	Strain

RESOURCE POINTS LEFT

REWARDS

STORY POINTS

Recieve a Story Point when you:

- Get Rewarded for Roleplaying
- Lose Control of Your Character
- Spotlight Another Player
- Roleplay the effect of a Trait

Spend a Story Point to:

- Add a Detail to a Scene
- Remove an Impediment

CHALLENGE POINTS (CP)

Recieve a Challenge Point when you:

- Take Blockbuster Action
- Get Taken Out
- Get Spotlighted by Another Player
- Get Bribed by the Director
- Get Penalized by a Trait

Characters cannot receive additional Challenge Points when at their maximum.

Spend a Challenge Point to:

- Re-roll any number of dice
- Add dice equal to your maximum CP to a test
- Buy successes for a test using Traits
- Increase the Range or Duration of a Power

REWARDS

STORY POINTS

CURRENT CP

MAXIMUM CP

2 or by Experience Track Marks

ADVANCEMENT

EXPERIENCE TRACK

Mark Experience when you Complete a Scene or Resolve a Major Plot Point.

Maximum CP is increased as indicated while the track is filled.

Erase all Experience to claim one of the filled advances, or to purchase a power or power improvements costing that many points.

Max CP 3 4 5 6

5 Resource Points — 1 Skill or 15 RP — 1 Attribute — 2 Skills