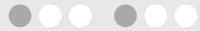


NAME _____

NOTICE THINK



REACT WITHSTAND



REACTIONS

I'M A

(PERSONALITY)

1

(IDENTITY)

WHO

(QUIRKS)



TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE



ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

BLOOD ON THE LENS

ADVANCED CHARACTER SHEET

MOTIVE _____

FEAR _____

NOTES

PRONOUNS: /

ACTIONS

AIM



CONVINCE



FORCE



IMPROVISE



INVESTIGATE



RUSH



SNEAK



HISTORY

CONNECTION

PLAYER: _____

WEAPON

WEAPON _____ USE _____ NOTES _____

WEAPON

WEAPON _____ USE _____ NOTES _____

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.



LEVELING UP

Level: ● ● ● ● ● ● ● ●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

Large dotted-line area for character notes and actions, featuring three diamond-shaped icons with numbers 3, 3, and 5.