

CHARACTER

PLAYER

ASPECTS

HIGH CONCEPT

TROUBLE

OTHER ASPECTS

SKILLS

SUPERB (+5)

OF SLOTS:

GREAT (+4)

OF SLOTS:

GOOD (+3)

OF SLOTS:

FAIR (+2)

OF SLOTS:

AVERAGE (+1)

OF SLOTS:

STRESS

PHYSICAL
(ENDURANCE)

1 2 3 4 5 6 7 8

MENTAL
(CONVICTION)

SOCIAL
(PRESENCE)

ARMOR, ETC.

STUNTS & POWERS

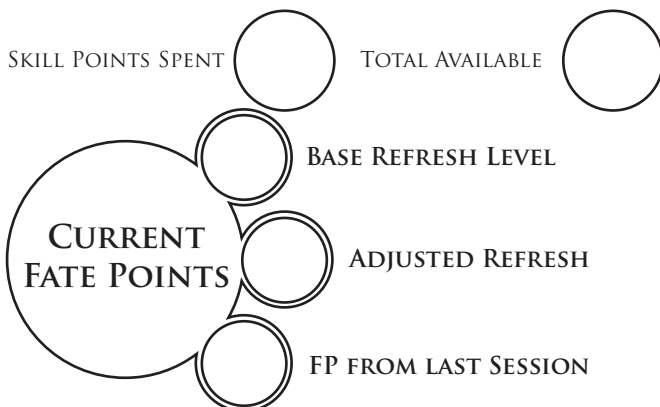
COST ABILITY

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-6	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

SKILL CAP



THE LADDER

LEGENDARY	+8
EPIC	+7
FANTASTIC	+6
SUPERB	+5
GREAT	+4
GOOD	+3
FAIR	+2
AVERAGE	+1
MEDIOCRE	+0
POOR	-1
TERRIBLE	-2

TOTAL REFRESH
ADJUSTMENT