

JOHN CARTER OF MARS

TALENTS

ATTRIBUTES

TOTAL WORST

CUNNING

- + DARING
- + EMPATHY
- + MIGHT
- + PASSION
- + REASON

USED FOR ALL ATTACKS, INSULTS AND THEFTS

DARING

- + CUNNING
- + EMPATHY
- + MIGHT
- + PASSION
- + REASON

USED WHEN AT RISK AND MOVEMENT IS IMPORTANT

EMPATHY

- + CUNNING
- + DARING
- + MIGHT
- + PASSION
- + REASON

USED TO UNDERSTAND OR HEAL ANOTHER

MIGHT

- + CUNNING
- + DARING
- + EMPATHY
- + PASSION
- + REASON

USED TO APPLY FORCE TO THE INANIMATE WORLD

PASSION

- + CUNNING
- + DARING
- + EMPATHY
- + MIGHT
- + REASON

USED FOR ATTEMPTS TO LEAD, LOVE OR ENTERTAIN

REASON

- + CUNNING
- + DARING
- + EMPATHY
- + MIGHT
- + PASSION

USED FOR ACTIONS THAT USE THE MIND OR THE SENSES

MOMENTUM

CHARACTER IDENTITY

NAME:

RACE:

TITLE:

CONCEPT:

EXPERIENCE:

RENOUN

UNSPENT

SPENT

TOTAL

ALLIES

CORE EQUIPMENT

STRESS AND AFFLICTIONS

CONFUSION

IMPACTS: EMPATHY & REASON

STRESS CONFUSION:

AFFLICTION MADNESS:

FEAR

IMPACTS: DARING & PASSION

STRESS FEAR:

AFFLICTION TRAUMA:

INJURY

IMPACTS: CUNNING & MIGHT

STRESS INJURY:

AFFLICTION WOUNDS:

FLAW

NOTES

LUCK

BASE DAMAGE AMMO NOTES

BASE DAMAGE AMMO NOTES

BASE DAMAGE AMMO NOTES

WEAPON:

BASE DAMAGE AMMO NOTES

RENOWN - TITLES AND ALLIES

TALENTS

NOTES

WHAT YOU KNOW

WHAT YOU DON'T KNOW

WHAT YOU CAN DO