

# 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