

PRETENDER CHARACTER RECORD v2.1 7/30/05

Names/Aliases: _____ Age: _____

Description: _____

Appearance: _____

Pretender Sense: _____

Hook/Drive/Need: _____

Powers/Abilities: _____

AIR: _____ WATER: _____ FIRE: _____ EARTH: _____ SPIRIT: _____
 (Active <Mental> Passive) (Active <Physical> Passive) (Supernatural/Luck)

Specialties: _____

Connection(s): _____

Enem(y/ies): _____

Adversities/Injuries: _____

NOTES: _____

Roll Result Table - Primary Categories

NARRATION	PROGRESS	SAFETY	STYLE
1,2,3: GM Choice	1,2: Lose Ground 3: Uncertain/Away	1,2: Critical Loss 3,4: Minor Loss	1,2: Clumsy/Inept 3,4: Unspectacular
4,5,6: Player Choice	4:Uncertain/Toward 5,6: Gain Ground	5,6: Safe/No Loss	5,6: Stylish/Cool

Optional Categories

RIPPLE	DISCOVERY	PULL
1,2: Negative Side Effect 3,4: Balanced Side Effect 5,6: Positive Side Effect	1,2: Negative Discovery 3,4: Balanced Discovery 5,6: Positive Discovery	1,2,3: Unfavorable Encounter 4,5,6: Favorable Encounter

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Powers/Abilities:_____

(Active <Mental> Passive) (Active <Physical> Passive) (Supernatural/Luck)

Specialties: _____

Connection(s): _____

From (v/ies):

Enem (y/ies): _____

Adversities/Injuries:

Advertiser/Injurer: _____

NOTES:

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