

<b>PROWESS</b>		
<b>COORDINATION</b>		
<b>STRENGTH</b>		
<b>INTELLECT</b>		
<b>AWARENESS</b>		
<b>WILLPOWER</b>		

## SPECIALTIES

---

## POWERS

---

## QUALITIES

---

### STAMINA

### DETERMINATION

## ADVANTAGE

---

- **Improved Effort:** Increase the effort of your test by +2.
- **Insight:** Gain a clue or hint from the GM about a subject of your choice..
- **Push Ability:** Increase an ability (attribute or power) of your choice by 1 level for one page.
- **Recover:** Regain Stamina equal to the higher of your Strength or Willpower or eliminate an ongoing effect.
- **Retcon:** Change some element of the story in an explainable way.
- **Stunt:** Perform a stunt.