

A COOPERATIVE ROLEPLAYING
GAME (WITH ONLY ONE WINNER)

**TWO SIDES
TO THE COIN**

CHARACTER SHEET

CHARACTER NAME:

ULTERIOR MOTIVE:

DIFFICULTY CHART

- SIMPLE - 8
- FAMILIAR - 10
- CHALLENGING - 12
- ARDUOUS - 15

CHARACTER CONCEPT:

CLOSE
COMBAT



RANGED
COMBAT



ALERTNESS



DEXTERITY



SOCIAL



STREETWISE



ACADEMICS



RESOLVE



EQUIPMENT SLOTS

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LESSER MOTIVES

	GET A PLAYER TO	GET A CHARACTER TO
1		
2		
3		
4		

HEALTH

