



NAME: Markus Sokolove

GENDER/AGE: M/19

HAIR/EYES: Light Brown/Blue

HEIGHT/WEIGHT: 6'1"/185 lbs

ATTRIBUTES

7 7 8 5 7 6
 STR AGI END INT PER CHM

HEALTH 100 ARMOR CONVICTION 64
 STAMINA 90 RESISTANCE NIGHTMARE 210
 REACTION 14 SHAPING 5 DOUBT

SKILLS	RATING						
ACADEMICS	5	12	12	13	10	12	11
ATHLETICS	10	17	17	18	15	17	16
American Football	10	27	27	28	25	27	26
COMPUTERS		7	7	8	5	7	6
CREATIVE		7	7	8	5	7	6
FIGHTING	3	10	10	11	8	10	9
FIREARMS		7	7	8	5	7	6
MANUAL	6	13	13	14	11	13	12
Auto Mechanic	5	18	18	19	16	18	17
SOCIAL	6	13	13	14	11	13	12
Leadership	5	18	18	19	16	18	17
WEAPONRY		7	7	8	5	7	6

TRAITS

Mood Sense
Slick Mitts

MAGIC

CONTROL Generation Hero

RANK 0 ◆◆◆◆◆◆◆◆◆◆
 RANK 1 Twitch
 ◆◆◆◆◆◆◆◆◆◆
 RANK 2
 ◇◇◇◇◇◇◇◇◇◇
 RANK 3 REMNANT
 ◇◇◇◇◇◇◇◇◇◇
 RANK 4 REMNANT
 ◇◇◇◇◇◇◇◇◇◇
 RANK 5 REMNANT

CONTROL DREAMSCAPE

RANK 0 ◇◇◇◇◇◇◇◇◇◇
 RANK 1 REMNANT
 ◇◇◇◇◇◇◇◇◇◇
 RANK 2 REMNANT
 ◇◇◇◇◇◇◇◇◇◇
 RANK 3 REMNANT
 ◇◇◇◇◇◇◇◇◇◇
 RANK 4 REMNANT
 ◇◇◇◇◇◇◇◇◇◇
 RANK 5 REMNANT

TRADITION

PRACTICE
 PRACTICE
 PRACTICE
 PRACTICE
 PRACTICE

TRADITION

PRACTICE
 PRACTICE
 PRACTICE
 PRACTICE
 PRACTICE

MATERIAL

POSSESSIONS

Custom Car
 Mechanic's tools
 Sports gear
 Cell phone
 Comic book collection, video game system

ARTIFACTS

WEAPONS

TYPE: SKILL: THREAT: DMG:
 TYPE: SKILL: THREAT: DMG:
 TYPE: SKILL: RNG: DIFF: ROF:
 TYPE: SKILL: RNG: DIFF: ROF:

TECHNIQUES

(1) Quick Fixer (Car)
 (4) Practiced Breathing



ANIMUS NAME: Comrade Marx GENDER/AGE: M/35
 HAIR/EYES: Black/Brown HEIGHT/WEIGHT: 6'5"/204 lbs
 ARCHETYPE: Exulmus DREAMSCAPE:

ATTRIBUTES

10 7 8 5 7 6
 STR AGI END INT PER CHM

HEALTH 150 ARMOR CONVICTION 100
 STAMINA 90 RESISTANCE NIGHTMARE 210
 REACTION 14 SHAPING 5 DOUBT

SKILLS	RATING						
ACADEMICS	5	15	12	13	10	12	11
ATHLETICS	10	20	17	18	15	17	16
American Football	10	30	27	28	25	27	26
COMPUTERS		10	7	8	5	7	6
CREATIVE		10	7	8	5	7	6
FIGHTING	3	13	10	11	8	10	9
FIREARMS	0	10	7	8	5	7	6
MANUAL	6	16	13	14	11	13	12
Auto Mechanic	5	21	18	19	16	18	17
SOCIAL	6	16	13	14	11	13	12
Leadership	5	21	18	19	16	18	17
WEAPONRY		10	7	8	5	7	6

ANIMUS

PASSIVE ASPECT	Mighty Hero	ANIMUS ABILITIES
RANK 1	<input checked="" type="checkbox"/> +3 STR, +50 Health	RANK 1 <input checked="" type="checkbox"/> Invincibility
RANK 2	<input type="checkbox"/> +3 END, +5 ARM +5 RES	RANK 2 <input type="checkbox"/> Mighty Throw
RANK 3	<input type="checkbox"/> +3 STR, +50 Health	RANK 3 <input type="checkbox"/> Dive Bomb
RANK 4	<input type="checkbox"/> +3 CHA, +5 ARM +5 Leadership	RANK 4 <input type="checkbox"/> Eye Beams
RANK 5	<input type="checkbox"/> Flight	RANK 5 <input type="checkbox"/> Heroic Resolve

PASSIVE ASPECT DETAILS

Mental Immunity - Immune to illusions and mind effects
 Flight - Allows the user to move through the air at triple movement speed.

ANIMUS WEAPONS

TYPE:	SKILL:	THREAT:	DMG:	
TYPE:	SKILL:	THREAT:	DMG:	
TYPE:	SKILL:	RNG:	DIFF:	ROF:
TYPE:	SKILL:	RNG:	DIFF:	ROF:

NEMESIS

NAME: Boss Tweed
 TYPE: Mastermind

DESCRIPTION

TECHNIQUES

- (1) Quick Fixer (Car)
- (4) Practiced Breathing