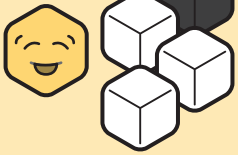


Michtim RPG

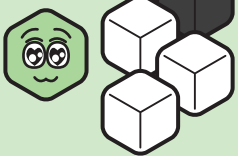
Joy



Jolt: Roll Joy and beat 7 to sprint and jump. Set aside d6 to go faster and jump farther.

Detect: Roll Joy to counter Hide. Set aside d6 to breach Hide. May be used *reflexively*.

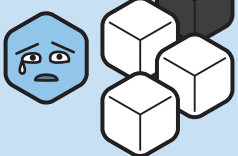
Love



Cure: Roll Love and beat 7 to heal a light wound. Set aside d6 to heal more severe wounds. Can only Cure others.

If the target uses Weep it can add bonus hits to benefit Cure.

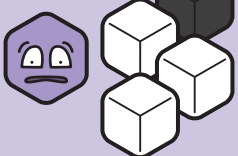
Grief



Weep: Roll Grief and beat 7 to shrug off all attacks with one hit. Set aside d6 to ignore more hits.

Can be used to add hits to Cure.

Fear



Hide: Roll Fear and beat 7 to hide in a stealth zone. Set aside d6 to make Detect harder.

Evade: Roll Fear against enemy Attack to dodge it. May be used *reflexively*. -1 for additional uses.

Anger



Attack: Roll Anger and beat 7 to deal a light wound. Set aside d6 to deal more severe wounds, increasing difficulty of Cure.

If you score 3 hits you also deal a weapon effect.

My Name _____

Known Callings

Aspects

A	J	L	G	F
0	0	0	0	0

5	4	3	2	1
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7	5	4	3	1
---	---	---	---	---

8	6	5	4	2
---	---	---	---	---

10	8	6	4	2
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15	12	9	6	3
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20	16	12	8	4
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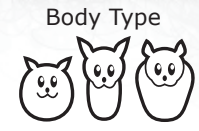
Attuned Callings or Aspects

510

1520



Affiliation



Body Type

My Goal _____

Gang Goal _____

Complications _____

Ultimate Techs

5	10	15
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Action & Aspects

5	10	15
---	----	----

Action & Aspects

5	10	15
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Action & Aspects