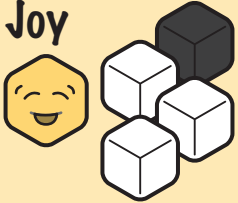


Michtim RPG



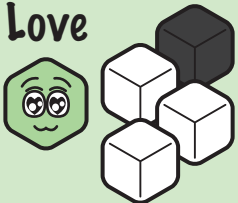
Joy



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*.

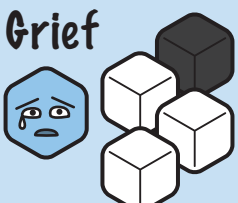
Love



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.

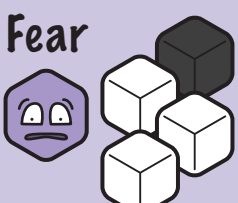
Grief



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 _____

Total Experience _____

active	Callings	Mastered Emotions
	_____	J L G F A 0 0 0 0 0
	_____	5 4 3 2 1
	_____	7 5 4 3 1
	_____	8 6 5 4 2
	_____	10 8 6 4 2
	_____	15 12 9 6 3
	_____	20 16 12 8 4

My Goal _____

Gang Goal _____

Complications _____

Ultimate Techs

5 10 15

Action & Aspects


5 10 15

Action & Aspects


5 10 15

Action & Aspects


Gear

_____ 

Tool / Weapon

_____ 

Cloak / Armor

_____ 

Accessoire