



# Michtim RPG


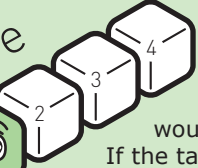
**Joy**

**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.


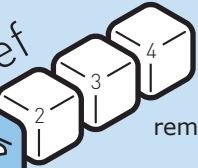
**Love**

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

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


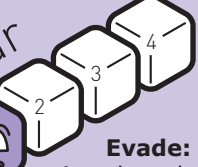
**Grief**

**Weep:** Roll Grief and beat 7 to remove hits from an incoming attack. Set aside d6 to remove more hits.

Can be used to add hits to Cure.


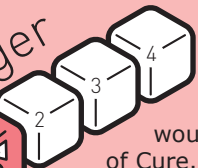
**Fear**

**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 completely.

**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 get 3 hits you also deal a weapon effect.

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**Name**

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**Tribe**

Known Callings	Aspects
_____	A J L G F 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
_____	25 20 15 10 5

Principles

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**Pedigree: Cultural Values**

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**Pledge: Swearing Allegiance**

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**Paragon: Deciding your own Fate**

1 Calling

or

1 Aspect      1 Aspect

1 Aspect (5)      1 Aspect (10)

1 Aspect (20)      1 Aspect (30)