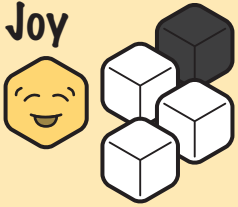


Michtim RPG



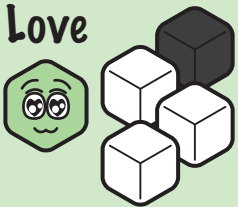
Joy



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*.

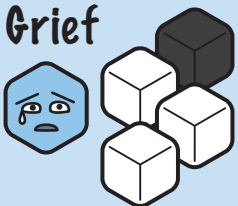
Love



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.

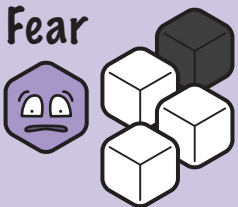
Grief



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 _____

Experience _____

active

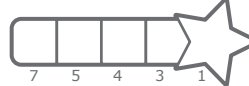
Callings

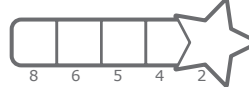
Mastered Talents



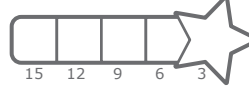


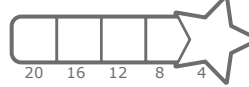












Gear

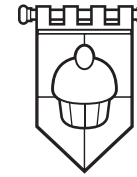
Tool

Cloak

Accessory



Charity



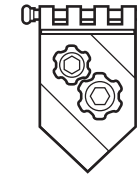
refuse to help

hurt beings

kill beings

Fiend

Progress



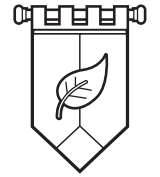
refuse tools

deny intellect

refuse culture

Beast

Conservation



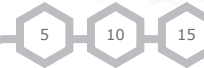
deny regrowth

risk pollution

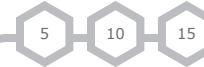
ravage nature

Ghoul

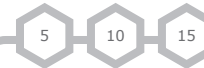
Ultimate Techs



Emotion



Emotion



Emotion