

DYSTOPIA RISING

EVOLUTION

NAME: _____
 PLAYER: _____
 CONCEPT: _____
 SERIES: _____
 STRAIN: _____

SKILLS

Academics: _____	○○○○○	Lore: _____	○○○○○
Athletics: _____	○○○○○	Medicine: _____	○○○○○
Close Combat: _____	○○○○○	Persuasion: _____	○○○○○
Culture: _____	○○○○○	Pilot: _____	○○○○○
Empathy: _____	○○○○○	Science: _____	○○○○○
Firearms: _____	○○○○○	Subterfuge: _____	○○○○○
Integrity: _____	○○○○○	Survival: _____	○○○○○
Leadership: _____	○○○○○	Technology: _____	○○○○○

ATTRIBUTES

Force	Intellect	○○○○○	Might	○○○○○	Presence	○○○○○
Finesse	Cunning	○○○○○	Dexterity	○○○○○	Manipulation	○○○○○
Resilience	Resolve	○○○○○	Stamina	○○○○○	Composure	○○○○○

PATHS

Strain: _____ ○○○○○
 Role: _____
 Society: _____ ○○○○○

ASPIRATIONS

Short: _____
 Short: _____
 Long: _____

CONNECTIONS

SKILL TRICKS

Bruised _____ +1
 Bruised _____ +1
 Injured _____ +2
 Injured _____ +2
 Maimed _____ +4
 Taken Out

Troubled _____ +1
 Troubled _____ +1
 Distraught _____ +2
 Distraught _____ +2
 Haunted _____ +4
 Burned

EDGES

_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○

Defense: _____
 Armor: _____
 Gear: _____
 Experience: _____

