Character Sheet

Name
The Journeyman

Attribute	Rank
Strength	Average
Agility	Average
Reflex	Average
IQ	Below Average
Intuition	Below Average
Willpower	Low
Toughness	Above Average

Abilities	Rank
Manifestation	Average
Long Sword	Exceptional
Channel Pain	Average
Enforce	Average

Character Summary & Notes

Type: Fighter + Competitor = Sword Master

Descriptor: Heroic Ally = Protector

Appearance: Well Kept, Nice Clothes

Personality: Friendly + Good

Background: Freedom + Sheltered = Disciple of the Blade

Motivation: Giving control back to the innocent

Strengths & Weaknesses

Technique: Bonus to odds of severing object in half

Protector:Bonus to Willpower in the company of friends

Symbol of Hope:Bonus to ally's willpower in my presence

Hero's Burden: Roll Journey Check at during every social event. If Yes, Abort Social event. New even involves helping the innocent.

Favor Points

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