

Character name:

People:

First impressions:

Player name:

Fortune Points:

Learning Points:

Quality	Rank and MOD	Damage Track					
		Ma (+6)	Ex (+4)	Gd (+2)	Av (0)	Pr (-2)	Zero
		Ma (+6)	Ex (+4)	Gd (+2)	Av (0)	Pr (-2)	Zero

Spending Fortune

- Luck if the dice come up badly, re-roll using 1d6+6 (or 2d6+6 etc) and keep the preferred result.
- Hell for Leather before making a roll, Downshift a related Quality to get an extra 1d6.
- Narration establish a plausible coincidence or minor fact.