THE QUICK

A1 FULL NAME

A2 CALLSIGN

A3 AGE

B1 PLAYER

B2 GAME

01 CONCEPT

4+

03 BACKGROUND(S)

04 SPECIALTY (IES)

02 MOTIVATION

4•

06 FLAW

07.1 OTHER ASPECTS

07.2 CONTACTS

05 POWER(S)

08 HARM

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4+ Aspect die
Success on 4,5, and 6.

4• Advantage die
Success on 4,5, and 6.
Removes a success on 1.

Calamity die
Peril on 4,5, and 6.

Character creation
01 Choose one
02 Choose one
03 Choose one
04 Choose one
05 From Concept
06 From Concept
07 Choose one
08 Leave Empty

Tap a Power
Instantly overrides all other Moves.
Causes a Harm after use.