

# I AM FURIOUS (PINK)

NAME

ROLE

GOAL (chase defeat discover escape infiltrate protect rescue retrieve reveal solve steal uncover etc)

TRAITS (three: agreeable anxious confident conscientious creative curious dedicated depressed easygoing extrovert faithful idealistic impetuous introvert kind lawful logical neurotic reliable strategic etc)

EDGE (one; swap when needed)

- ☐ **Impossibly Cool Gear:** add d4 to your roll when you use this weapon/item:
- ☐ **Prized Possession:** your favorite gear returns in the next scene even if lost or stolen
- ☐ **Tough:** when you restore Harm, restore two levels instead of one
- ☐ **You Have Something That Someone Wants:** you decide when and where this applies:

HINDRANCE (one; swap when needed)

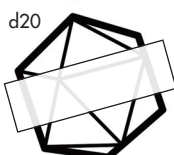
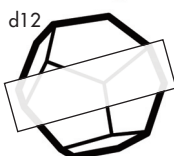
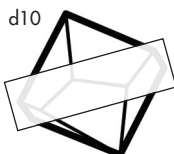
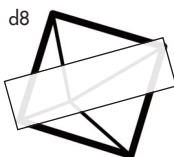
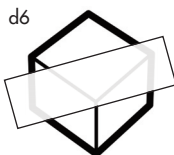
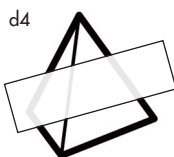
- ☐ **Easily Frustrated:** if you go bust on a check, take -2 to your next roll
- ☐ **Reckless:** once per scene, the Opposition gets to flip twice instead of once
- ☐ **You Have a Debt to be Repaid:** work with the Opposition to decide this:
- ☐ **You Have Something That Everyone Wants:** work with the Opposition to decide this:

APPEARANCE (one or more; circle or add your preferred descriptors)

- ☐ **Clothing:** baggy, casual, colorful, formal, immaculate, plain, rumpled, stained, tasteful, trendy, unfashionable, untucked
- ☐ **Face:** attractive, cheerful, chiseled, dimpled, freckled, heart-shaped, oval, plain, round, soft, square, thin, triangular, worn
- ☐ **Eyes:** beady, big, bright, dancing, dark, darting, distant, hollow, kind, narrow, piercing, round, small, tear-filled, tired, twinkling
- ☐ **Hair:** asymmetrical, black, blonde, bobbed, braided, brown, bun, curly, dark, fair, ginger, long, pixie cut, shaved, short, unkempt
- ☐ **Build:** athletic, bony, buff, buxom, curvaceous, gaunt, lanky, large, petite, plump, short, slight, statuesque, stout, tall, thin, willowy
- ☐ **Voice:** accented, breathy, brittle, flat, grating, honeyed, husky, low, monotonous, nasal, shrill, singsong, soft, strident, wobbly

GEAR and NOTES

STATS

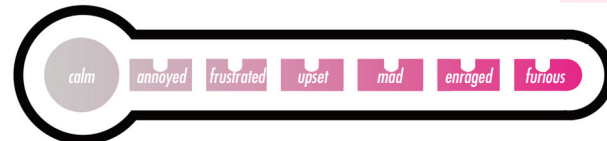


(apply: Power, Speed, Drive, Labor, Memoria, and Manipulation)

CONSTRAINTS (select or create when constrained)

- |  |   |  |
|--|---|--|
| <input type="checkbox"/> <b>Blinded</b>          | <input type="checkbox"/> <b>Grappled</b>          | <input type="checkbox"/> <b>Hunted</b>           |
| <input type="checkbox"/> <b>Burning</b>          | <input type="checkbox"/> <b>Harmed</b>            | <input type="checkbox"/> <b>Impaired</b>         |
| <input type="checkbox"/> <b>Coerced</b>          | <input type="checkbox"/> <b>Grazed</b>            | <input type="checkbox"/> <b>Lost</b>             |
| <input type="checkbox"/> <b>Confused</b>         | <input type="checkbox"/> <b>Wounded</b>           | <input type="checkbox"/> <b>Nauseated</b>        |
| <input type="checkbox"/> <b>Destitute</b>        | <input type="checkbox"/> <b>Dying</b>             | <input type="checkbox"/> <b>Prone</b>            |
| <input type="checkbox"/> <b>Drowning</b>         | <input type="checkbox"/> <b>Dead [or]</b>         | <input type="checkbox"/> <b>Trapped</b>          |
| <input type="checkbox"/> <b>Frightened</b>       | <input type="checkbox"/> <b>Dying and Captive</b> | <input type="checkbox"/> <b>Unconscious</b>      |
| <input type="checkbox"/> <b>create as needed</b> | <input type="checkbox"/> <b>create as needed</b>  | <input type="checkbox"/> <b>create as needed</b> |
| <input type="checkbox"/> <b>create as needed</b> | <input type="checkbox"/> <b>create as needed</b>  | <input type="checkbox"/> <b>create as needed</b> |
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ANGER



POWERS

Upon becoming a Fury, you gain Blood Vengeance, Sisters Three, and any two other powers. If a power calls for a check, assign a d20 and roll d6 for luck as usual.

- ☐ **Blood Vengeance:** You may curse the Opposition. On a bust or struggle, they may find a way to use it on an innocent victim.
- ☐ **Flight:** You can fly as quickly as the fastest human can run, and as high as a plane.
- ☐ **Hand of Death:** You can conjure a handheld weapon from thin air at will; it deals d4 Harm on a success. If disarmed, it vanishes.
- ☐ **Infernal Maw:** You can spew blood, vomit, nails, fire, or other material. You deal 2 Harm on a successful attack.
- ☐ **Kindly One:** If you grant mercy (spare the Opposition instead of killing or cursing them), you gain a cumulative +1 luck bonus that remains until you kill or curse.
- ☐ **Serpent Queen:** Poisonous snakes writhe across your body. Foes in melee are bitten for 1 Harm whether you succeed or fail, and they make future attacks at a disadvantage — flipping twice and taking the worst result, if any.
- ☐ **Sisters Three:** When two or more of you face the same opponent, choose one:
  - ☐ invulnerability to Constraints, or
  - ☐ the ability to attack advantageously (roll twice and take the best result), or
  - ☐ the ability to deal 4 Harm with any successful attack.You must each choose a different power. (If you have an extra player, consider offering short-term invisibility or short-range teleportation as well.)
- ☐ **Unbreakable:** If your Harm level ever increases to 'Dead' (or 'Dying and Captive'), it returns immediately to 'Grazed'.