

JACK

Specialisation

Affinity

PILOT

J Portrait

P Portrait

Lucidity

(-3) (-2) (-1) (0) (+1) (+2) (+3)

Mentality

(-3) (-2) (-1) (0) (+1) (+2) (+3)

Empathy

(-3) (-2) (-1) (0) (+1) (+2) (+3)

Wake Check

Weapon Table

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____
10	_____
11	_____
12	_____

Conditions

Abilities Quick Reference

JACK

Specialisation

Affinity

PILOT

Chaos

Abilities

Order

Specialisation Passives

Affinity Passives

Weapon Augments & Description

SIZE:

TYPE:

Trinkets

Memento

Extras

JACK

Specialisation

Affinity

PILOT

Syndicate

Story Notes

Secrets

Nightmares

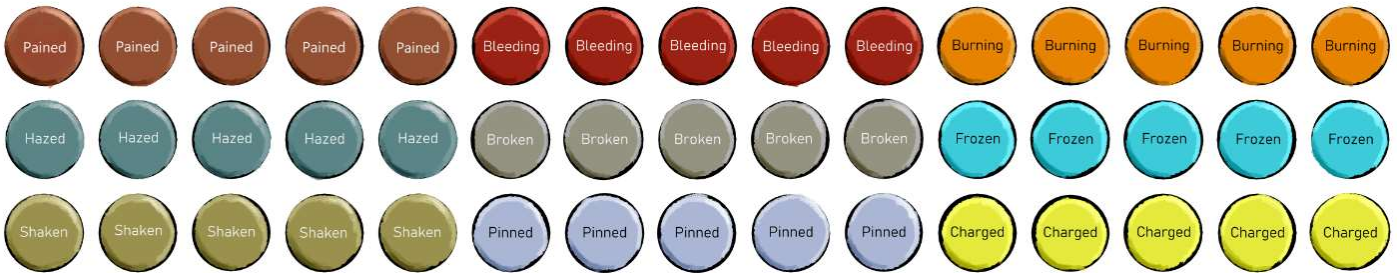
## How to make your Jack Sheet

1. Pick your Jack's name.
2. Choose your Pilot's name, this could be your name.
3. Choose your Specialisation and Affinity
4. Choose one aether to make +1, one to make -1, the other will be 0.
5. Head to page 2. Fill in the abilities and passives for your specialisation and affinity.
6. Head back to page 1 and make some shorthand notes for abilities.
7. Head to page 2. Make your weapon and put the details here.
8. Head back to page 1 and fill in your weapon table.
9. Head to page 2. Choose the trinkets you will commonly use and describe them here.
10. Choose a Memento.
11. Head Back to page 1. Note your chaos wake point and Order lucid point. Note any other changes to your wake check like your memento.
12. Head to page 2. Note any extras.
13. Head to page 3 note your syndicate, you can put their insignia in the square.
14. Note any story points such as the background of your Pilot.
15. In nightmares, not your pilot's fears.
16. Head to page 1 and draw your Jack and the Pilot.
17. Now you are done.

# Tokens

Here are some tokens you can use to represent conditions your Jack takes. They are in rough groupings.

## Basic



## Physical



## Elemental

## Permanent



## Abstract

