

# THE ELECTRIC STATE

 Roleplaying Game

NAME \_\_\_\_\_ ARCHETYPE \_\_\_\_\_

FAVORITE SONG \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

**STRENGTH**

**AGILITY**

**WITS**

**EMPATHY**

HEALTH \_\_\_\_\_

HOPE \_\_\_\_\_

BLISS \_\_\_\_\_

PERMANENT \_\_\_\_\_

TALENTS \_\_\_\_\_

DREAM \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FLAW \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

GEAR \_\_\_\_\_

\_\_\_\_\_

CASH \_\_\_\_\_

## JOURNEY

GOAL \_\_\_\_\_

THREAT \_\_\_\_\_

## TENSION

TRAVELER 1 \_\_\_\_\_

\_\_\_\_\_

TRAVELER 2 \_\_\_\_\_

\_\_\_\_\_

TRAVELER 3 \_\_\_\_\_

\_\_\_\_\_

TRAVELER 4 \_\_\_\_\_

\_\_\_\_\_

INJURIES  
& TRAUMA