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Species:					
Personal History:					
	Likeness				
Character Interactions	Pool refreshes: At any time spend 1 or more stitches to refresh 1 or more General Ability pools by 2 points per stitch.				
	Teamwork: Spend 2 stitches to grant another player +1 in a General Ability test.				
	<i>Simplify time travel:</i> Spend a stitch when time traveling to negate need to make travel test.				
	Boost combat damage: Spend stitches after rolling the damage die to increase damage inflicted on a 1 for 1 basis.				
	Reduce combat damage: Spend stitches on a 1 for 1 basis				
	to reduce damage that is inflicted on you.				
	Attacks				
Att. Rng Dam. Notes					
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