

# Kicking Historical Asses SETTING SHEET

Director:

Location (Modern):

Vehicle:

Traits - \_\_\_\_\_  $\begin{matrix} \text{d4} & \text{d6} & \text{d8} & \text{d10} \\ \square & \square & \square & \square \end{matrix}$  \_\_\_\_\_  $\begin{matrix} \text{d4} & \text{d6} & \text{d8} & \text{d10} \\ \square & \square & \square & \square \end{matrix}$  \_\_\_\_\_  $\begin{matrix} \text{d4} & \text{d6} & \text{d8} & \text{d10} \\ \square & \square & \square & \square \end{matrix}$

McGuffin:

Traits - \_\_\_\_\_  $\begin{matrix} \text{d4} & \text{d6} & \text{d8} & \text{d10} \\ \square & \square & \square & \square \end{matrix}$  \_\_\_\_\_  $\begin{matrix} \text{d4} & \text{d6} & \text{d8} & \text{d10} \\ \square & \square & \square & \square \end{matrix}$  \_\_\_\_\_  $\begin{matrix} \text{d4} & \text{d6} & \text{d8} & \text{d10} \\ \square & \square & \square & \square \end{matrix}$

## McGuffin Drawing