

# Character

NAME:

FAMILY:

PERSONALITY:

ARCHETYPE :

## EXPERIENCE

◆ ◆ ◆ ◆ ◆

Experience Triggers:

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## NOURISHMENT


Doing Nourishing activities restores **FORTITUDE**

Nourishment Triggers:

- SLEEPING (1 / DAY)
- EATING (2 / DAY)
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

HEALTH	FORTITUDE
◆ SORE	◆ FRESH
◆ BRUISED (-1d)	◆ FIRED UP
◆ HURT (-2d)	◆ ON A ROLL
◆ INJURED (-3d)	◆ PUSHING IT
◆ WOUNDED (-4d)	◆ TIRED
◆ MANGLED (-5d)	◆ DRAINED
◆ CRITICAL CONDITION	◆ BURNED OUT

EQUIPMENT	GALLEONS
◆ _____	◆
◆ _____	◆
◆ _____	◆
◆ _____	◆
◆ _____	◆
◆ _____	◆
◆ _____	◆

VAULT 

# Heroism & Villainy

HERO

◆ ◆ ◆ ◆ ◆ VILLAIN

# Negation

BLOCK:

◆ ◆ ◆ ◆ ◆

DODGE:

◆ ◆ ◆ ◆ ◆

ENDURE :

◆ ◆ ◆ ◆ ◆

# Affinities

ALTERATION:

◆ ◆ ◆ ◆ ◆

HEX:

◆ ◆ ◆ ◆ ◆

BEWITCHMENT:

◆ ◆ ◆ ◆ ◆

KINESIS:

◆ ◆ ◆ ◆ ◆

CEREBRAL:

◆ ◆ ◆ ◆ ◆

OCCULTISM:

◆ ◆ ◆ ◆ ◆

CONJURATION:

◆ ◆ ◆ ◆ ◆

PSIONICS:

◆ ◆ ◆ ◆ ◆

CURSES:

◆ ◆ ◆ ◆ ◆

TEMPORAL:

◆ ◆ ◆ ◆ ◆

ELEMENTAL:

◆ ◆ ◆ ◆ ◆

WARDING:

◆ ◆ ◆ ◆ ◆

HEALING:

◆ ◆ ◆ ◆ ◆

NECROMANCY:

◆ ◆ ◆ ◆ ◆

# Respects

FITNESS

◆ ◆ ◆ ◆ ◆

CHARM

◆ ◆ ◆ ◆ ◆

INTELLIGENCE

◆ ◆ ◆ ◆ ◆

PRECISION

◆ ◆ ◆ ◆ ◆

DECEPTION

◆ ◆ ◆ ◆ ◆

WILLPOWER

◆ ◆ ◆ ◆ ◆

VITALITY

◆ ◆ ◆ ◆ ◆

INSIGHT

◆ ◆ ◆ ◆ ◆

PERCEPTION

◆ ◆ ◆ ◆ ◆

# Abilities

PRACTICAL

ACROBATICS:

◆ ◆ ◆ ◆ ◆

ARCANE:

◆ ◆ ◆ ◆ ◆

BRAWL:

◆ ◆ ◆ ◆ ◆

GENERAL:

◆ ◆ ◆ ◆ ◆

COVERT:

◆ ◆ ◆ ◆ ◆

HISTORY:

◆ ◆ ◆ ◆ ◆

CRAFT:

◆ ◆ ◆ ◆ ◆

INVESTIGATION:

◆ ◆ ◆ ◆ ◆

IMBUE:

◆ ◆ ◆ ◆ ◆

MEDICINE:

◆ ◆ ◆ ◆ ◆

MARKSMANSHIP:

◆ ◆ ◆ ◆ ◆

MUGGLE:

◆ ◆ ◆ ◆ ◆

PERFORMANCE:

◆ ◆ ◆ ◆ ◆

NATURE:

◆ ◆ ◆ ◆ ◆

PILOT:

◆ ◆ ◆ ◆ ◆

SCIENCE:

◆ ◆ ◆ ◆ ◆

SKIRMISH:

◆ ◆ ◆ ◆ ◆

TECHNOLOGY:

◆ ◆ ◆ ◆ ◆

SURVIVAL:

◆ ◆ ◆ ◆ ◆

WORLD:

◆ ◆ ◆ ◆ ◆

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