

Player		Circumstances			Tier	
Name and Gender			Aliases or Titles			
Background					Age	
Foreground					Size	
Lifepaths / Tropes / C	lasses / Archety	/pes				
Principles					Kismet	
Goals				o		
					Lots	Ego
Habits				0		
Creeds			Health Fidelity Capabilities			
App eal	<u>≥</u>	End urance	≥			_
♦♦ — Abashed		♦♦ — Hungry	•			- 0
Resolve	≥	Fin esse	≥			≥
		♦♦ — Tired		$\diamond \diamond -$		
Wits	≥	Swiftness	≥			≥
	Rank	♦♦ — Sore	Rank	$\diamond \diamond -$		Rank
Ki	th & Kin			Asset	s & Gear	•
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Names and Relations	hips	Specia	lties	Dice	Tags	
		Job)S			
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