Character Nam	ne:	Class:	Level:
Player Nam	ne:	Origin:	Fate Pts:
Destiny:	•	Background:	
HEALTH	GRIT	INTUITION	WILLPOWER
Current Max RP	Deception Deception Fitness	Knowledge (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	Lore Medicine Medicine
ACTIONS	Prowl O	Observation O	Persuasion C
MOVE	Class Features	Class & Origin Traits	Inventory Load (c/m)
PROTECTION			
Action Reference			
PLAY A CARD  1. Roll 2d12 + modifier  2. If >= Target Value, success			
MOVE CHARACTER Move value in squares DRAW CARDS Draw 2 cards	Talents		Equipped Weapons
READY A CARD  Take one Exhausted card into your Hand.  RECOVER ACTION  Spend 1 RP to recover 1/4 Max Health, replenish Draw pile and Draw 1 card.		Coins & Treasure:	Name Type Damage 1 2
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