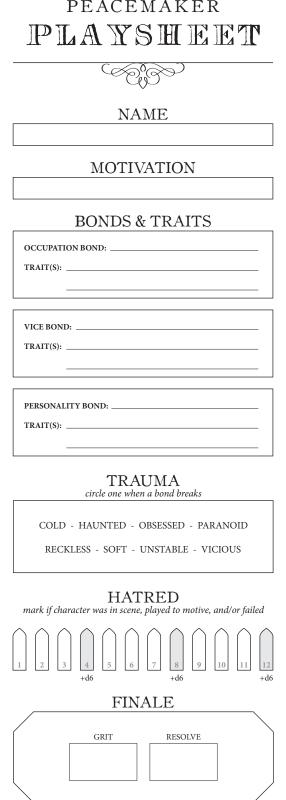
PEACEMAKER



PEACEMAKER PLAYSHEET



NAME

MOTIVATION

BONDS & TRAITS

OCCUPATI	ON BOND:		
TRAIT(S):			

VICE BOND):
TRAIT(S):	

PERSONALITY B	OND:		
TRAIT(S):			

TRAUMA

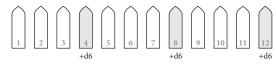
circle one when a bond breaks

COLD - HAUNTED - OBSESSED - PARANOID

RECKLESS - SOFT - UNSTABLE - VICIOUS

HATRED

mark if character was in scene, played to motive, and/or failed



FINALE

GRIT	RESOLVE	

