

PEACEMAKER PLAYSHEET



NAME

MOTIVATION

BONDS & TRAITS

OCCUPATION BOND: _____

TRAIT(S): _____

VICE BOND: _____

TRAIT(S): _____

PERSONALITY BOND: _____

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

| | | | | | | | | | | | |
|---|---|---|-----|---|---|---|-----|---|----|----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| | | | | | | | | | | | |
| | | | +d6 | | | | +d6 | | | | +d6 |

FINALE

GRIT

RESOLVE



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