

• Name

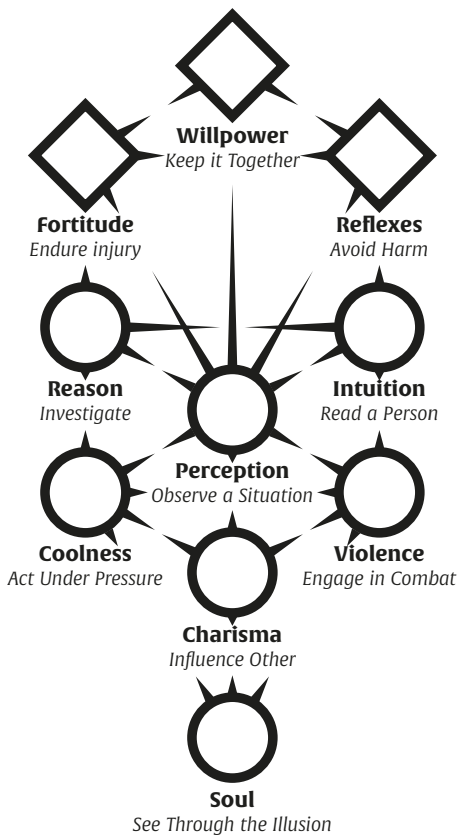
• Archetype

• Occupation

• Appearance



• Attributes



• Dark Secrets

• Disadvantages

• Advantages

• Relations

• Wounds

Serious Wounds (–1 <i>ongoing</i>)	Stabilized
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Critical Wound (–1 <i>ongoing</i>)	Stabilized
	<input type="checkbox"/>

• Stability

<input type="checkbox"/> <i>Composed</i>	
<input type="checkbox"/> <i>Uneasy</i>	Moderate stress:
<input type="checkbox"/> <i>Unfocused</i>	–1 to Disadvantage rolls
<input type="checkbox"/> <i>Shaken</i>	Serious stress:
<input type="checkbox"/> <i>Distressed</i>	–1 <i>Keep it Together</i>
<input type="checkbox"/> <i>Neurotic</i>	–2 to Disadvantage rolls
<input type="checkbox"/> <i>Anxious</i>	Critical stress:
<input type="checkbox"/> <i>Irrational</i>	–2 <i>Keep it Together</i>
<input type="checkbox"/> <i>Unhinged</i>	–3 to Disadvantage rolls
	+1 <i>See Through the Illusion</i>
<input type="checkbox"/> <i>Broken</i>	The GM makes a Move

• Dramatic Hooks

• Gear

• Notes

• Weapons