• Name	
ArchetypeOccupation	o divinity lost
• Appearance	
• Attributes • Dark Secrets	
Willpower	
Keep it Together	
Fortitude Reflexes Endure injury Avoid Harm	
• Disadvantages	
Reason Intuition Investigate Read a Person	
Perception Observe a Situation	
Coolness Under Pressure	
Charisma Influence Other	
• Advantages	
Soul	
See Through the Illusion	
Dalations	
• Relations	

• Wounds	· Dramatic Hooks			
erious Wounds (–1 <i>ongoing</i>) Stabilized				
0				
ritical Wound (–1 <i>ongoing</i>) Stabilized				
Congoing) Stabilized				
Stability				
□ Composed				
☐ Uneasy Moderate stress:				
■ Unfocused −1 to Disadvantage rolls				
☐ Shaken Serious stress: ☐ Distressed —1 Keep it Together				
■ Neurotic −2 to Disadvantage rolls				
□ Anxious Critical stress:				
□ Irrational -2 Keep it Together□ Unhinged -3 to Disadvantage rolls				
+1 See Through the Illusion				
■ Broken The GM makes a Move				
• Gear		•	Notes	
Weapons				