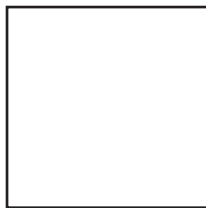


Character

Name:
Age:
Appearance:



Stats	Mod.	Associated moves
Might: _____		Fight, <i>Lead into battle</i>
Rigor: _____		Threaten, <i>Interrogate</i>
Guile: _____		Deceive, <i>Shadow</i>
Insight: _____		Read body language, <i>Forge</i>
Will: _____		Manipulate, <i>Orate</i>
Reason: _____		Convince, <i>Poison</i>
Blight: _____		Witchcraft moves

Lifepaths

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Grit points

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Situation Belief

Belief:

Long-term goal:

Next:

Stress points

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Relationship Belief

Belief:

Long-term goal:

Next:

Witchcraft & Spells

Witch type:
Obligation:

Spells:

Witch marks:

Personal Belief

Belief:

Long-term goal:

Next:

Trait Notes for other characters:

Trait Meter

_____ vs. _____
□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Deep Traits

Agenda

- Play your character as a real human being, albeit determined
- Never compromise the integrity of your character
- Don't preplan who your character is, let it emerge from play
- Drive towards your beliefs, but relent if your priorities change
- Compel the other characters' traits to learn what their true nature is