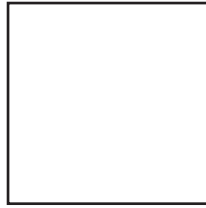


Character

Name:
Age:
Appearance:



Lifepaths

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

Situation Belief

Belief:

Long-term goal:

Next:

Relationship Belief

Belief:

Long-term goal:

Next:

Personal Belief

Belief:

Long-term goal:

Next:

Trait Meter

_____ vs. _____
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Deep Traits

Stats Mod. Associated moves

Might: _____ Fight, *Lead into battle*
 Rigor: _____ Threaten, *Interrogate*
 Guile: _____ Deceive, *Shadow*
 Insight: _____ Read body language, *Forge*
 Will: _____ Manipulate, *Orate*
 Reason: _____ Convince, *Poison*
 Blight: _____ Witchcraft moves

Grit points

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Stress points

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Witchcraft & Spells

Witch type:

Obligation:

Spells:

Witch marks:

Trait Notes for other characters:

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