

# H I G H C A S T E R

PLAYER NAME & PRONOUNS:

CHARACTER NAME & PRONOUNS:




CULTURE:




HERITAGE:

PATH:

**VIRTUE**

STAT DICE

LVL   




WAX   




HARM TO VIRTUE

			ANGRY
--	--	--	-------

**COURAGE**

STAT DICE

LVL   




WAX   




HARM TO COURAGE

			AFRAID
--	--	--	--------

**PRESTIGE**

STAT DICE

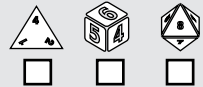
LVL   

WAX   

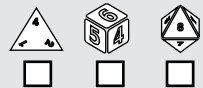
HARM TO PRESTIGE

			SHAMED
--	--	--	--------

DISCIPLINE:



DISCIPLINE:



DISCIPLINE:



TALENTS:

FEATS:

FAVOR:

# H I G H C A S T E R

TRADE:

LANGUAGE(S):

LOOK:

HERITAGE ABILITY:

CULTURE & BACKGROUND:

BELONGINGS:

RELATIONSHIPS:

## MOVES

- ◆ **Ally (+Virtue):** Generate goodwill or establish trust.
- ◆ **Condemn (+Prestige):** Bring judgment down upon someone.
- ◆ **Defend (+Virtue):** Defend yourself or another.
- ◆ **Enforce Your Will (+Courage):** Influence someone's behavior.
- ◆ **Make a Stand (+Virtue):** Make a social or moral conviction.
- ◆ **Navigate Others (+Prestige):** Read or understand another.
- ◆ **Rally (+Prestige):** Compel others to help.
- ◆ **Scout (+Courage):** Find something hidden.
- ◆ **Strike (+Courage):** Resolve a conflict using combat.