

PLAYER NAME & PRONOUNS:

CHARACTER NAME & PRONOUNS:




TRADE:




HERITAGE:

PATH:

WILL

ABILITY DICE

LVL   




XP   




HARM TO WILL

			ANGRY
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FORCE

ABILITY DICE

LVL   




XP   




HARM TO FORCE

			AFRAID
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CHARISMA

ABILITY DICE




LVL   

XP   




HARM TO CHARISMA

			SHAMED
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DISCIPLINE:

DISCIPLINE:

DISCIPLINE:

TALENTS:

FEATS:

INSPIRATION:

LOOK:

LANGUAGE(S):

HERITAGE ABILITY:

BACKGROUND BOONS & TALENTS:

GEAR:

RELATIONSHIPS:

#### MOVES

- **Ally (+Will):** Generate good will or establish trust.
- **Appraise (+Charisma):** Read or understand another.
- **Coerce (+Force):** Influence someone's behavior.
- **Condemn (+Charisma):** Bring judgment down upon someone.
- **Defend (+Will):** Defend yourself or another.
- **Honor (+Will):** Make a social/moral conviction.
- **Rally (+Charisma):** Compel others to help.
- **Scout (+Force):** Find something hidden.
- **Strike (+Force):** Resolve a conflict using combat.