

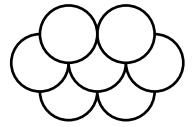
Name: \_\_\_\_\_

## Backgrounds & Circumstances

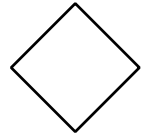


Kismet

Lots:



Ego:



## Principles

### Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

### Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

### Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

## Abilities

Rank

**APPEAL**

≥

**BRAINS**

≥

**FINESSE**

≥

**BRAWN**

≥

MENTAL, PHYSICAL

## Jobs

ADVOCATE

DECEIVER

LEADER

Appeal

Dice

INQUISITOR

STEWARD

PHILOSOPHER

Brains

Dice

CRAFTER

HUNTER

THIEF

Finesse

Dice

GUARD

NURSE

WARRIOR

Brawn

Dice

## Assets

+

+

+

+

Add a +1D bonus to any and all rolls for which an asset seems useful.

## Gambit

Used: ☐

## Specialties



Each specialty can be used to reroll a die once per session, counting as a KISS.

## Quirks



Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.