

Personality Cards!

The **Personality Cards** offer a neat way to quickly create a character for the game. It can be a player character, or it can be any NPC you like. For best effect, combine these ten unique cards with the **Calling Cards**.

Of course you will need **Michtim: Fluffy Adventures** to make good use of this product. It also helps to check out my design intentions behind the game; I talk about them in my RPG design **thesis Michtim: Designing a Pen & Paper Storytelling Game**.

Wound Cards are the newest addition to the game. They really help clarify a character's health and keep the rules close to the player's hands.

Also check out the cool custom **Michtim Dice** that can be found on www.michtim.com!

Thanks for enjoying my game!

Yours,
Georg Mir



 **The Creative** 

You are a thinker. You take all things into consideration. Your power is exploiting opportunities. Your Vibe is **Inspiration**.

*Who inspires you the most?
Someone is tough to motivate, who?*

| | | | | |
|---|---|---|---|---|
|  |  |  |  |  |
| 4 | 2 | 4 | 1 | 1 |

Personality

 **The Scout** 

You are out and about. You have keen senses and can stay out of sight. Your power is silently gathering information. Your Vibe is **Surprise**.

*Who makes you really happy?
Someone alarms you, who is it?*

| | | | | |
|---|---|---|--|---|
|  |  |  |  |  |
| 4 | 1 | 1 | 4 | 2 |

Personality

 **The Caretaker** 

You are taking care of others. Regardless of your age, you nurture and keep an eye on those you love. Your power is silently helping out. Your Vibe is **Sorrow**.

*Who do you need to look after?
Someone helps you considerably, who?*

| | | | | |
|---|---|---|---|---|
|  |  |  |  |  |
| 2 | 4 | 1 | 4 | 1 |

Personality

 **The Protector** 

You fight for your loved ones. Hot blooded combat and tender healing are united in you. Your power is knowing when to fight and when to heal. Your Vibe is **Passion**.

*Who makes you mad?
Someone really needs your help, who is it?*

| | | | | |
|---|---|---|--|---|
|  |  |  |  |  |
| 1 | 4 | 1 | 2 | 4 |

Personality

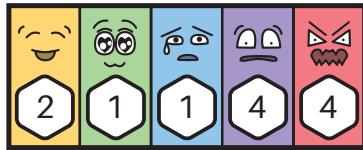


The Assassin



Your job is backstabbing those who deserve it. You have your mind set on the target you pursue. Your power is ambushing. Your Vibe is **Hate**.

*Someone drew your ire once, who?
Who makes you laugh and forget your hate?*



Personality



The Gloomy One



You are a trouble magnet. Everything around you seems to crumble, but you can always run away. Your power is hidden empathy. Your Vibe is **Despair**.

*Who went through hell with you?
Someone spooks you, who is it?*



Personality



The Peacemaker



You excel at defusing tight situations. If someone needs support, you'll be there for them. Your power is healing. Your Vibe is **Serenity**.

*Who is most in need of your help?
Someone always picks a fight, who?*



Personality

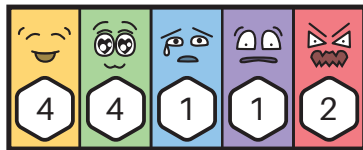


The Goodfellow



You'll always cheer up your friends, and know what they need the most: encouragement. Your power is finding kind words. Your Vibe is **Trust**.

*Who needs your encouragement?
Someone betrayed your trust once, who was it?*



Personality

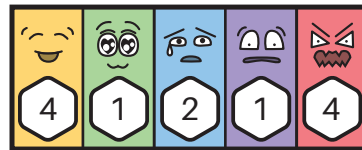


The Warrior



You are the zealous hero. There is no horror that could stop you. Your power is an iron will to follow your quest. Your Vibe is **Bravery**.

*Who's by your side when things get rough?
Who can calm your zeal?*



Personality

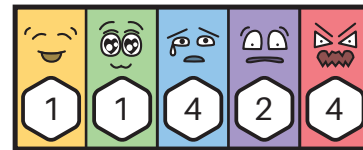


The Avenger



You were hurt pretty badly once, but it transformed you. You are now an engine of destruction. Your power is getting revenge. Your Vibe is **Spite**.

*Someone really hurt you once, who?
Who eases your pain?*



Personality