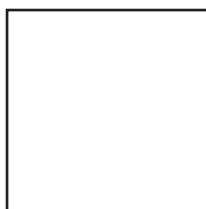


**Character**

Name:  
Age:  
Appearance:



Stats	Mod.	Associated moves
Might: _____		Fight, <i>Lead into battle</i>
Rigor: _____		Threaten, <i>Interrogate</i>
Guile: _____		Deceive, <i>Shadow</i>
Insight: _____		Read body language, <i>Forge</i>
Will: _____		Manipulate, <i>Orate</i>
Reason: _____		Convince, <i>Poison</i>
Blight: _____		Witchcraft moves

**Lifepaths**

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

**Grit points**

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

**Situation Belief**

Belief:  
  
Long-term goal:  
  
Next:

**Stress points**

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

**Witchcraft & Spells**

Witch type:  
Obligation:

**Relationship Belief**

Belief:  
  
Long-term goal:  
  
Next:

Spells:

Witch marks:

**Personal Belief**

Belief:  
  
Long-term goal:  
  
Next:

**Trait Notes for other characters:**

**Trait Meter**

_____	vs.	_____
□ □ □ □ □ □ □ □		□ □ □ □ □ □ □ □

**Deep Traits**

_____	_____
_____	_____
_____	_____

**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