

(own archetype)

Character

Player

Character Description

Eyes

- Bright
- Sharp
- Shifty
- Enchanting
- An unnatural color

Choose a suitable option or come up with your own.

Beliefs (2-4)

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- 
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Choose from the suggestions on page 51 in the book, or come up with your own.

Background

- Born in the circus
- Runaway
- Wanted
- Stranger
- Freak

Convictions

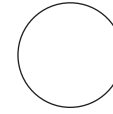
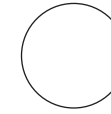
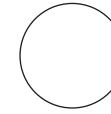
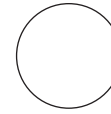
Stats

Body

Mind

Spirit

Magic



At the beginning of the game, the sum of your stats should be 3.

*Body: physical activity, body control, feats of strength*

*Mind: manipulation, bluffing, misdirection, for example classic magic tricks*

*Spirit: motivation, encouragement, activities requiring courage*

*Magic: the magic of the world, real supernatural skills*

Experience



When the tracker fills, choose one option and empty the tracker.

- *Change a belief into a conviction*
- *Add 1 point in any stat (up to a maximum of 3)*
- *Learn a new special move*

Harm



When the tracker fills, choose a new belief and empty the tracker.

Special moves (choose one)



Choose one special ability from another archetype (list on page 64 of the book).