

n	Stats.	Mod.	Associated Moves	
Name:	Might:		Fight, Lead Into battle	
Age:	Rigor:		Threaten, Interrogate	
Appearance:	Guile:		Deceive. Shadow	
	Insight:		Read Body language, forge	
	Will:		Manipulate, Orate	
Lifepaths:	Reason:		Convince, Poison	
1. 2.	Blight:		Witchraft moves	
3.		<u> </u>		
4.	Grit poin	ts:		
5.	0000	30 0	10000 00000	
6.	Stress po			
Situation Belief:			10 <u>0</u> 00 00000	
Belief:	Witchera	Witchcraft & Spells:		
A STATE OF THE STA	Witch typ			
Long-term goal:	Obligatio	n:		
	Coull.			
Next:	Spells:			
	Witch ma	rks-		
Relationship Belief:		ino.		
Belief:			SEED OF THE PERSON OF THE PERS	
	Craft 110	tes for oth	er Characters:	
Long-term goal:	KERI			
The second secon				
Next:				
Personal Belief:				
Belief:				
			Trait Meter	
Long-term goal:			VS	
			30 0000000	
Next:	Deep trai	ts:		
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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			<u> </u>	