

Character Details: Fill these out for reference; Style is your character's default way of going about most situations for roleplay reference.

Impulses: Start with 12 points total; these cost 3 Potential Points each ot raise.

Notes: Keep track of any items, story hooks, or other interesting things along the way here.

Spells: Start with two permanent Spells by drawing Impulse x6 tiles for each; start with 4 points to split between the two Spells; these cost 1

Potential Point each to raise.

Impulses

Character Name	Calm	88888			Hope
Player	Daring				Reason
Campaign Potential Points	Feeling				Renown
Motto	Focus				Scheme
Age	Force				Style
Interests	Grit				Trust
Looks		•	•		
Philosophy	(Impulse)	Sp	ells		
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