

CHARACTER VITAE

DOES PLAY DICE
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CHARACTER NAME

PLAYED BY

BACKGROUND – where you're from, your place in the world

SCHOOL OR JOB

CONNECTIONS – who you know in the Party

HABITS AND QUIRKS – anything that makes you you

YOUR THREE SKILLS – write in the die your Narrator gave you

SKILL	WHAT IT COVERS	DIE
Body Physical	Strength, senses, fine motor skills, stamina	d
Mind Mental	Knowledge, memory, reasoning, aptitude	d
Soul Spiritual	Connection: intuition, empathy, persuasion, deception, nature	d

HOW HARD IS IT?

d4	Easy
d6	Moderate
d8	Challenging
d12	High difficulty
d20	“Impossible”

You roll your Skill die, the Narrator rolls the Difficulty die. Highest wins. **A tie means both sides get something.**

NOTES – what happened, what you're carrying, what you owe