


Character:  
Concept:








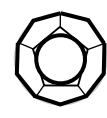








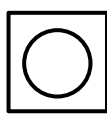
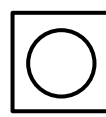
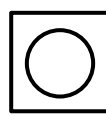
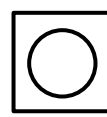







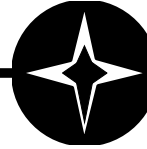
Player:  
Setting:



















Beliefs


Conditions

Attributes

talents