

Character:
Concept:

Player:
Setting:

Beliefs

Influence

Gain Influence when you challenge one of your Beliefs, or all three of someone else's Beliefs have been challenged

Spend Influence when you win a Conflict, or when you Inspire someone to change one of their Beliefs.

Attributes

Body	Heart	Mind	Spark

Broad Talents (+1)

Common Talents (+2)

Deep Talents (+3)