Setting:

Tagline:

GM

Beliefs

Influence

Gain Influence when you challenge one of your Beliefs, or all three of someone elses 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

NPC 1

NPC 2

NPC 3

NPC 4

NPC 5

NPC 6

NPC 7

NPC 8

NPC 9