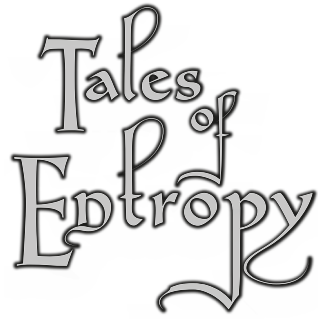


# Character sheet



Player



Character

Trait	Value	Description
<i>Defining trait</i>	3	
<i>Significant trait</i>	2	
<i>Significant trait</i>	2	
<i>Minor trait</i>	1	
<i>Minor trait</i>	1	
<i>Minor trait</i>	1	
<i>Minor trait</i>	1	

Flame □ □ □ □ □ □ □ □ □ □

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Shadow 0 □ □ □ □ □ □ □ □ □ □

Fold limit 4× | 3× | 2× | 1× | 1×

□. | □. | □. | □. | □./□.

## *Burdens*

Nemesis

Description of hostility
