



### Joy



**Keep Going:** you are not affected by stress, remove a Complication, remove a String on yourself

**Make a Discovery:** immediate reward, valuable reward, lasting reward

### Love



**Offer Help:** remove a Complication on someone else, remove harm, gain 1 Karma after helping someone in a meaningful way

### Grief



**Open Up:** if someone does what you beg for, they gain a String on you, tell them a secret to learn something valuable, shed a Complication after a meaningful conversation

### Fear



**Be Cautious:** remain in the background make an escape learn a possible threat

### Anger



**Claw and Bite:** inflict harm, inflict a Complication, force to Keep Going

**Hiss and Growl:** gain a Fear/Grief String, if they do what you want they gain 1 Karma, force to Keep Going

My Name \_\_\_\_\_

Experience \_\_\_\_\_

#### active



#### Callings

#### Mastered Talents



### Gear

Tool \_\_\_\_\_

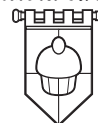
Cloak \_\_\_\_\_

Accessory \_\_\_\_\_

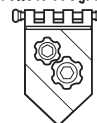


### Principles

#### Care for Others



#### Follow Progress



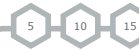
#### Protect Nature



What I fight for \_\_\_\_\_

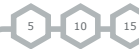
Complications \_\_\_\_\_

### Ultimate Techs



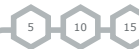
Emotion \_\_\_\_\_

Bonus Trigger \_\_\_\_\_



Emotion \_\_\_\_\_

Bonus Trigger \_\_\_\_\_



Emotion \_\_\_\_\_

Bonus Trigger \_\_\_\_\_