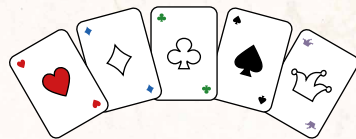


## SOCIETY ♥♥

ART ♥ ♥ ♥ ♥  
 CHARME ♥ ♥ ♥ ♥  
 ELOQUENCE ♥ ♥ ♥ ♥  
 ETIQUETTE ♥ ♥ ♥ ♥  
 GRACE ♥ ♥ ♥ ♥

## ACES UP THE SLEEVE



## TRAITS

**Pathfinder:** Gain +1 to follow trails or to find your way in the wild.


## ACADEMIA ♦♦

CARE ♦ ♦ ♦ ♦  
 CRAFT ♦ ♦ ♦ ♦  
 CULTURE ♦ ♦ ♦ ♦  
 INSIGHT ♦ ♦ ♦ ♦  
 INVESTIGATION ♦ ♦ ♦ ♦

## WAR ♣♣

ATHLETICS ♣ ♣ ♣ ♣  
 AUTHORITY ♣ ♣ ♣ ♣  
 FIGHT ♣ ♣ ♣ ♣  
 STRENGTH ♣ ♣ ♣ ♣  
 WILL ♣ ♣ ♣ ♣

## MOVES

**Sharp eye:** Find an opponent's Weak point, or any other information you can obtain thanks to your sharp sight.


## STREET ♠♠

CAUTION ♠ ♠ ♠ ♠  
 DEXTERITY ♠ ♠ ♠ ♠  
 ELUSION ♠ ♠ ♠ ♠  
 EXPLORATION ♠ ♠ ♠ ♠  
 SHOOT ♠ ♠ ♠ ♠

## EQUIPMENT & WEALTH

POOR WELL-OFF RICH

KEYSKET	Weapon. Firearm: Must be reloaded after each shot by using an Action.

## DECORUM

UNCOUTH DECENT TASTEFUL ELEGANT EMBELLISHED

## CONDITION

♥♦ TURMOIL ☐ ☐ ☐ ☐ ☐  
 - -1 -2 +1 X  
 ♣♠ TENSION ☐ ☐ ☐ ☐ ☐


## CONTRACTS

### OUT OF THE SPARK

**Concession:** Enlightenment. Once per session a salamander can use their acumen to predict the outcome of an event and repeat a dice roll.

**Counterpart:** Coin. A sprite is bound to stay true to any agreement in which they accept a sum of money.

TTT I II III IV V



NAME: Litha Flammel

FOLK: Sprite (Salamander)

HOMELAND: Hearth

PROFESSION: Hunter

VOCATION: Guide

LANGUAGES: Housan, Heartish

## MEMORIES

P. **Experience:** I can do it!

I.

II.

III.

IIII.

V.

E.

## CHAPTER EVENTS