












 +3 for Creativity and Idealism	What do I see at the mirror?				
	Task:		Goal:		
	Task:		Dream:		
Form:	Aesthetics:	Inspiration:	Content:	Accessibility:	


 +2 for Innovation and Progress	What would I change?				
	Opinion:		Opinion:		
	Opinion:		Ideology:		
Alchemy:	Runism:	Spagyria:	Engineering:	Astrology:	

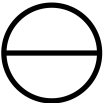
 +1 for Sensibility and Dignity	What is true beauty?				
	Charm:		Charm:		
	Charm:		Flaw:		
Argumentation:	Negotiation:	Acting:	Gossip:	Body Language:	


Name:  Races:  Cultures:  Core:	Maturity:  Nation:		<div>Focus - 0</div>   <div>The True Self</div>	  	 Strength 0 / 0	 Agility 0 / 0	 Endurance 0 / 0	 Health 0 / 0
					Knowledge 0 / 0	Smarts 0 / 0	Perception 0 / 0	Determination 0 / 0
					Influence 0 / 0	Instinct 0 / 0	Luck 0 / 0	Charisma 0 / 0


How do I deal with problems?					 -1 for Pragmatism and Conquest
Pride:	Faction:				
Pride:	Shame:				
Agression:	Control:	Support:	Cohesion:	Tactics:	

What should I preserve?					 -2 for Protection and Justice
Like:	Wealth:				
Like:	Dislike:				
Earht Lore:	Water Lore:	Air Lore:	Pioneering:	Stalking:	

What burden do I carry?					 -3 for Stability and Method
Value:	Value:				
Value:	Vice:				
[Technique]	[Technique]	[Technique]	[Technique]	[Technique]	

 Strain - 0 / 0 {Base = END}		Condition	Load	Gear	Fire	Water	Earth	Air	Aether
	Cabeça:		0 / 0 {Base = STR}				{Base = STR}		
	Torso:		0 / 0 {Base = STR}				{Base = STR}		
	Braços:		0 / 0 {Base = STR}				{Base = STR}		
	Pernas:		0 / 0 {Base = STR}				{Base = STR}		
Gear	Properties	Gear	Properties	Gear	Properties	Gear	Properties		

 Knowledge - 0 / 0 {Base = KNO + DET}		What is	Level	What is	Level	What is	Level
	Knowledge:						
	Knowledge:						
	Knowledge:						
	Knowledge:						
What is	Level	What is	Level	What is	Level	What is	Level

 Contacts - 0 / 0 {Base = CHA + INF}		Who is	Limit	Who is	Limit	Who is	Limit
	Contact:						
	Contact:						
	Contact:						
	Contact:						
Who is	Limit	Who is	Limit	Who is	Limit	Who is	Limit