
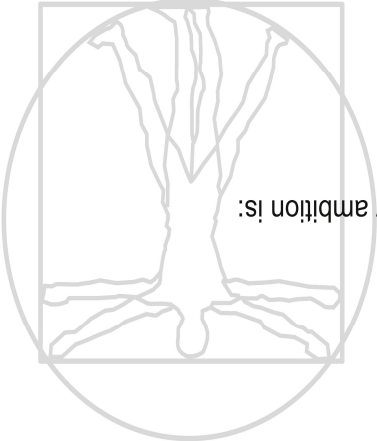

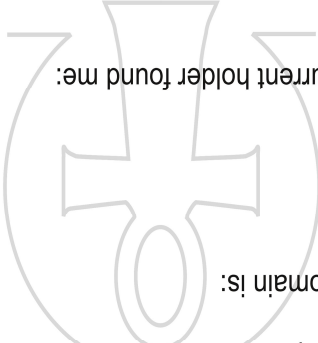


<div>Qualities</div> <div><p>These are facts about you that make you up. If you lose them all, your identity is shattered and you die. Mark these off when you lose them. Note that this will cause them to stop being facts about you. Let the GM worry about what that means.</p><p>My favourite thing in the world is:</p><p>I am afraid of:</p></div>	<div>I am really good at:</div> <div><p>My biggest secret is:</p><p>My biggest flaw is:</p><p>you cannot lose your biggest flaw if you have any other qualities left.</p></div>	<div>Guidelines - Humans</div> <div><p>Now, there are ambitions and then there are Ambitions, those that drive you to do everything you possibly can. Yours is not something like getting a minor promotion or affording nicer-looking car. Your ambition is a goal that drives you to do your utmost, that makes you go to any extreme, that gets you to cross every line. You want to be the world champion at all martial arts or wipe out a mob family for hurting your wife. And you want it bad. If it seems impossible, it might be hard enough. It should also be theoretically be possible to achieve within a few days.</p><p>If you succeed your ambition or a major part of it and the GM says so, you may regain a quality that you have lost through some means.</p></div>	<div>Guidelines - Artifacts</div> <div><p>You won't be playing the artifact you create and more likely than not it won't be the artifact your human character holds. Still, try to come up with something fun and imaginative, not too specific and not too general.</p><p>All your powers work through your domain. The specifics are up to you, but can't be changed afterwards.</p><p>For example an artifact with the domain fire could use clairvoyance to detect all flames in the area and it could use either creation or affect other people to make other people burn to a charred crisp. Be creative.</p><p>You can use your powers at will, but it might be a good idea to barter for its use. You can also give your powers to your holder, but beware that you cannot use them in this case.</p></div>
<div>Character sheet - Human</div> <div><div></div><div><p>Name:</p><p>My ambition is:</p></div><div></div></div>	<div>Character sheet - Artifact</div> <div><p>Name:</p><p>Draw a depiction of the artifact:</p><div></div></div>	<div>Powers</div> <div><p>The player, not the creator of this artifact fills out this page.</p><p>choose a power and mark it. You may gain more powers as your holder offers up qualities, one for one.</p><div><div><input type="radio"/> Be invincible to domain</div><div><input type="radio"/> Affect holder with domain</div><div><input type="radio"/> Affect other people with domain</div><div><input type="radio"/> change surroundings</div><div><input type="radio"/> transform holder with domain</div><div><input type="radio"/> clairvoyance</div><div><input type="radio"/> creation</div><div><input type="radio"/> telekinesis</div></div></div>	<div>Artifact sheet</div> <div><p>What is your domain? All your powers revolve around this theme. They only work on targets belonging to the domain or in a way strongly involving your domain. The GM has last say on how a power can work.</p><p>My domain is:</p><p>My current holder found me:</p><div></div></div>