

## CHARACTER CREATION

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Character creation will break down into several distinct stages, which I am inclined to enforce with some rigidity. Cognitively, I want all the players in the same space as one another throughout the process, and I want the process to be a fairly public one. If you get done with your part early, you become a facilitator and sounding board for the others. So don't skip ahead!

### DECIDE WHO YOU WERE

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Above all, I want you to be rooted in the human (or, if you are so inclined, other creature) you were prior to your ennoblement. Stories of gods and myth are interesting only when elements of personality and fallibility enter into it. Though commencement as a Power is a deeply transformative event, you will, also, still be who you were — or, having turned your back on that, you will have a profound sense of what you have lost.

As a part of this step, I'd like folks to take the time to pick a name, and share a brief version of the character's background with the rest of the group. (This information may not carry over into *In Character* knowledge, however, so keep any planned secrets under your hat.)

### LIST WHO AND WHAT IS IMPORTANT TO YOU

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These things and people will figure strongly in your story. Later, you'll apply some mechanics to these things, giving them weight and substance, but for now, I'd like to see you come up with a handful of supporting cast members from your "before" life — just a name ("Sam") and/or a role ("little sister") and maybe a quick sentence fragment if it strikes you ("fond of piercings; stubborn and independent").

### CHOOSE YOUR ESTATE

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And here's your fun part. Either you've been building towards this in the above steps, or now that you've done those you've gone and hit upon another idea. Share your preferred concept with the group. If you're uncertain, listen to what the others are offering, and see if a theme arises from their estates that suggests another to you. In the next step, we'll clarify the concept further, so for now, be content to paint things in broad strokes. One thing to keep in mind here are the five verbs that are used to construct miracles related to your estate: DIVINE (PERCEIVE), PRESERVE, CREATE, DESTROY, CHANGE.

### CLARIFY YOUR ESTATE'S CONCEPT

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As a GM, I don't share the same brain that you do, so when you indicate your Estate to me, you may be thinking something other than what I am. In this step, I'll ask each person to write out 3-5 things that they feel their personal concept of their Estate covers, and then share them with the group. This should, hopefully, get us all thinking of the Estates in the same, or at least similar, ways.

### DECIDE IF YOU WILL START ENNOBLED

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If you don't wish to start the game invested with your Estate's power — a good choice if you are not familiar with the setting and want to receive your education about it largely *In Character* — now is the time to let the GM know.

Those who start out in this mildly disadvantaged position will be allowed to take a short-term 'Inexperienced' Restriction (see below) that will last only for the first story arc, to reflect your unfamiliarity with your abilities and with the social climate of the Noble courts.

There's no right or wrong answer on this one. Even if you're not that familiar with the setting, if you think you can fake it then, by all means, fake it!

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*I watched as the parade marched past. No member seemed quite a part of the same celebration as the next, each performing his or her or its own piece, oblivious to the others.*

*All this occurred on a marble expanse that moved like a conveyor belt from left to right. At the left, a large faucet poured out each paradeer, and to the right, each plummeted off the edge to a bloody doom on the rocks far below. In those moments I thought I saw a brief flicker of comprehension cross their faces, but the following moments of horror were lost to their descent.*

*It was then that I turned to my host, a silent question upon my brow.*

*"I'm considering my options," he said.*

*—from UNSPOKEN VACATIONS, by Dorskin Rathe*

## MIRACLES

The following stuff in these sidebars is here to give you a feeling for in-play mechanics. *Ignore them if they confuse you or contradict the main text on the page.* (Better ask the GM or a system expert to explain!)

## ASPECT LEVELS

### LVL MIRACLE

- 0 Peak Performance  
*The Sight*  
*Graceful jump*
- 1 High-level Human  
*Olympic long jump*
- 2 World-record feats  
*Guising*  
*World record jump*
- 3 Improbable feats  
*Skeet surfing*
- 4 Very improbable feats  
*Running on heads*
- 5 Humanly Impossible  
*Catching a bullet*
- 6 Universally improbable  
*Parrying Uzi fire*
- 7 Locally Impossible  
*Lifting a hill*
- 8 Non-Locally Impossible  
*Lifting a mountain*
- 9 Fabled  
*Hiding a mountain*

## DOMAIN & REALM LEVELS

### LVL MIRACLE

- 0 Very minor divinations  
*Know about trouble*
- 1 Ghost miracles  
*Used in duels, comforts*
- 2 Lesser Divinations  
*Learn about Estate*
- 3 Lesser Preservations  
*Make things last*
- 4 Lesser Creations  
*Make things, concepts*
- 5 Lesser Destructions  
*Hurt/destroy/remove*
- Major Divinations  
*Scry/ask Estate*
- 6 Lesser Changes  
*Modify things, local*  
Major Preservations  
*Ward, seal, guard*
- 7 Major Creations  
*Make impressive, special, or big things*
- 8 Major Destructions  
*Cause widespread damage*
- 9 Major changes  
*Do anything else in scope*

## MIRACLE POINT COSTS

### MPS DIFFICULTY RANGE

- 0 Up to attribute level
- 1 Attribute + 1
- 2 Attribute + 2
- 4 Up to Attribute + 4
- 8 Up to Attribute + 8  
(Plus a serious injury)

DIFFICULTY = LEVEL + PENETRA-

## CONSTRUCT YOUR CHARACTER SHEET

Character creation is point based. Everyone has 25 CHARACTER POINTS (“CPs”), so the math tends to stay small and manageable.

Unlike some other point-based systems, these are all the points you get. The whole set of “disadvantages” you select later never gives you more CPs; instead they create opportunities to get certain extra resources that are used during game play. We’ll cover that part in greater depth, later.

### 1. PURCHASE ATTRIBUTES

There are four attributes, all of which start at zero (0). These are the “engines” for your character, and they control what miracle levels you can achieve at no cost (*i.e.*, do again and again and again without running out of energy), in their various realms of influence (though Spirit is a special case).

Each level costs 3 CPs. The highest level you can buy an attribute up to is 5 (costing 15). In general, having a zero in an attribute can be nicely thematic, but may also be a bad thing. We can discuss why, among the group. Since this is all multiples of three, it’s inevitable that you’ll have at least 1 CP left over. Depending on what special tricks you want to pick up (below), you may wish to leave yourself 4, 7, or more. A practical minimum to spend on attributes is at least 12 or 15 CPs.

The attributes are:

- **ASPECT**, used for miracles of body and mind; at high levels it becomes easy to pull off “tall tale” feats like roping a whirlwind, and drinking a lake. At middling levels you can pull the occasional Matrix dodge bullets trick. Even at low levels you’re among the best of the best of mankind.
- **DOMAIN**, used for miracles of your Estate. If you want to pull off lots of Estate based special effects, you want a middling to high score here. Starting at 2, you begin to get access to some of those verbs for free (2 = Divine, 3 = Preserve, 4 = Create, 5 = Destroy).
- **REALM** is like having Domain over every Estate there is, within the bounds of your group’s Chancel, which is to your Imperator the way the Dreaming is to Morpheus. The more points you put into this, the more “chancel points” you have to construct your shared Chancel (and the more say you have in how it is designed). Further, Realm reflects your rank in Noble society as a whole and, thus, the amount of respect you’re liable to be shown by other Powers.
- **SPIRIT** is the odd duck of the set, but is very potent in its own way. Firstly, it generates a field within the span of your arms called an Auctoritas, in which it is very difficult for someone other than yourself to perform miracles, forcing your enemies to spend more of their resources in order to be able to affect you directly; the higher your Spirit, the more difficult. Spirit also determines the potency of a number of “Simple Rites” — magic that lets you defend against nonmiraculous damage, transfer resources of one type to another, steal resources from your enemies, and bind other creatures as your Anchors. It also improves the efficacy with which you can perform miracles remotely through your Anchors, and provides a kind of ballpark indication of how well you retain your individuality, defiance, and so forth in the face of your empowerment — in short, the luminescence of your soul.

### 2. PURCHASE SECONDARY DOMAINS

This is where you can bring in your “related concepts” work from earlier steps. Most of the concepts you listed are clearly within the domain of your chosen Estate. Some may fall outside of that, or you may wish to command both your Estate and its antithesis (*e.g.*, Fire and Ice).

To address this, the concept of Secondary Domains shows up. In this, you define another estate that you wish to control as well, and buy yourself another Domain score in that Estate — only this time, it costs you 1 CP per level, and it can’t be more than your primary Domain

score. Most Powers do not have secondary estates, but sometimes it's useful, such as the Power of Crime also having secondary governance over the Estates of Poverty and Punishment — thus enabling him to effect things that fall too far out of Crime's umbra.

### 3. PURCHASE EXTRA MIRACLE POINTS

Each attribute has its own type of permanent miracle points, which determine how many temporary miracle points you get of that type at the start of any story. As a default, you get 5 Aspect Miracle Points (AMPs), 5 Domain Miracle Points (DMPs), 5 Realm Miracle Points (RMPs), and 5 Spirit Miracle Points (SMPs).

These miracle points can be spent on miracles of the appropriate type, in order to achieve miracles that have a difficulty higher than your "free" level granted by your attribute. The practical cap on this is 4 above your attribute. To perform a miracle up to the level of your attribute, costs you 0 temporary miracle points of the appropriate type; 1 above costs 1, 2 above costs 2, and 3 or 4 above costs 4. So, you can see how 5 MPs are a precious commodity. If you'd like to explore the levels of various miracles, we can do so during this step (the book has some helpful charts).

You can increase a given permanent miracle point total at the cost of **+1 MP per 1 CP**. You can also increase your totals by taking Limits (a certain kind of Handicap, covered later).

### 4. PURCHASE GIFTS

Gifts are strange little puppies that you can buy with a base cost of the level of miracle they represent, and then adjusted on the basis of difficulty of invocation, range, flexibility, and commonness. To make this easier, I've put together **an online tool** that we can fire up during the session to build custom gifts with. One word on the "+1 CP if uncommon" thing: this is basically a bribe where you pay +1 point in order to make sure that I don't give this gift to your enemies too.

Cost on these gifts is also affected by their level of Penetration, which is the maximum level of Auctoritas (see Spirit, above) that the effects can occur within. This concept carries through to play-time as well when you're tossing on-the-fly miracles around, so it's worth spending some time with.

Finally, while you're encouraged to create some Gifts of your own, the book contains several standard Gifts that are worth exploring, particularly of the "resisting damage" and "extending lifespan" variety. (If I have time to, I'll provide shorthand of these at the end of this document.)

### 5. CHECK CP TOTALS

At this point, anything that has to do with character points, has been done. Total up your character points spent and make sure that it's 25.

### 6. CHOOSE HANDICAPS

Handicaps exist, by and large, to give you more miracle points. Some of them give you permanent ones, others give you opportunities to gain temporaries during the course of a story (replenishing your supply or even taking it over the level provided by your permanent total).

#### A. LIMITS

Limits strongly and constantly constrain what you can do with your attributes (and in some limited cases, gifts). These in general will yield you one or more extra permanent MPs of an appropriate attribute type. Sample Limits include Dead (You're incorporeal, which definitely limits your Aspect; you get +3 AMPs, and primarily do mental Aspect tricks and ones through your Anchors), Focus (you might have a suit of armor through which 2 levels of your Domain score might convey, giving you more DMPs), and so on. The book has several examples. Limits are the *only* kind of Handicap that get you *permanent* MPs.

### GIFT CONSTRUCTION

Gift costs aren't based on the miracle points they'd cost to "cast" during play; instead they're based on the level of the "packaged miracle" (plus penetration), followed up by a few modifiers. *Minimum cost on a miracle is always 1 CP.*

Here are the modifiers:

#### ACTIVATION

- +1 Automatically when appropriate.
- 1 Simple Miracle (0 MP)
- 2 Normal Miracle (1 MP)
- 3 Hard Miracle (2 MPs)

#### AREA OF EFFECT

- +1 Almost anywhere
- 1 Local things only
- 2 One person
- 3 Self only

#### FLEXIBILITY/UTILITY

- +1 All imaginable uses
- 1 Wide variety
- 2 Limited selection
- 3 One trick

#### RARITY

- +0 Common
- +1 Uncommon

#### BREADTH

- x2 Affects a range of Estates
- x3 Affects every estate

Here's an example:

### IMMORTALITY

- 6 Major Preservation (of the Self)
- +1 Automatic
- 3 Self Only
- +1 Full Flexibility
- +1 Uncommon

*Total: 6 CPs to be Immortal.*

You can find a sampler of standard gifts in the *NOBILIS* book, or in short form toward the end of this document.

## B. *RESTRICTIONS*

Restrictions yield temporary miracle points that are paid to the Power whenever they come up during the story. Therefore, they are usually not persistent, commonly present effects like Limits. Except in unusual circumstance, each time the Restriction surfaces, you get 1 MP (of whatever relevant type). Restrictions include “Cannot cross running water”, “Evil twin”, “Respectful”, “Summonable”, etc. If you’re not sure where the distinction between Limit and Restriction lies, figure out what sort of Handicap you want, and ask the GM to tell you.

## C. *VIRTUES*

Virtues are a sort of way to evoke archetype, and give you a combination of advantage and disadvantage. Not every Power has a Virtue, and very few of them have more than one.

First, Virtues let you define absolutes about your character that are difficult to contravert — you can’t be forced to do something against your nature. For example, someone with the Virtue of Greed can’t be tricked into giving away their fortune (knowingly), though they could probably be prevented from stealing the Crown of England.

Second, you have an uncanny sense for what the “virtuous” course of action is in any situation. (Greed, for example, might give you a supernatural ability to spot opportunities to steal.)

Third, spending 1 Spirit Miracle Point will make your virtue clear and obvious to any on-lookers for a scene (consider what that means if you have the virtue of Trustworthy).

Last, when following your Virtue gets you into horrible, horrible trouble — you get a temporary MP (Restrictions are easier to get temporary MPs from, but they also don’t provide benefit).

## D. *AFFILIATION*

Affiliations are very important, as they will hook you into the factionalized world of Nobilis quite strongly. Factionalizing is as much an instinctive response to empowerment as anything; the moment you become ennobled, the forces of creation call to you, and in those early seconds your Affiliation cements.

**Everyone must take an affiliation.** Like many of the above, when you perform high service to your Affiliation, you get a MP — however, when you perform a disservice, you lose one. Furthermore, for this character creation exercise (house rule alert!), **Do Not Discuss Your Intended Affiliation With The Group.** People should consider which one they want, then write it down on a piece of paper, face down. I’ll have everyone reveal their Affiliations at the same time and this, in turn, may strongly inform what kind of Imperator you end up with.

Before you reveal your Affiliation, you may wish to discuss it with the GM to see how well it fits with your character (and you are in fact encouraged to do so).

Affiliation codes are as follows.

### ✿ *THE CODE OF THE ANGELS*

- Beauty is the highest principle.
- Justice is a form of beauty.
- Lesser beings should respect their betters.

### ✿ *THE CODE OF THE FALLEN ANGELS*

- Corruption is the highest principle.
- Suffering is a form of corruption.
- Power justifies itself.



### ❁ *THE CODE OF THE LIGHT*

- Humanity must live, and live forever.
- What must be done ought be done cleanly.
- Humans must be protected, particularly from themselves.

### ❁ *THE CODE OF THE DARK*

- Humans should destroy themselves, individually.
- Humans should destroy themselves, collectively, except for a few “toys”.
- Ugliness to human eyes shows that one is worthy.

### ❁ *THE CODE OF THE WILD*

- Freedom is the highest principle.
- Sanity and mundanity are prisons.
- Give in kind with a gift received.

### ❁ *THE CODE OF THE SERPENTS (PICK THREE OF THE FOLLOWING)*

- Respect Life
- Respect Plant Life
- An Oath Sworn Under the Stars is Binding
- An Oath Sworn By the Ash is Binding
- Take Only What You Have Earned
- Use Not Fire; Wield Not the Saw; Offend Not the Spirits of the Trees
- Be at Peace

### ❁ *THE CODE OF THE TRUE GODS*

• The most custom of the bunch. You will have to define your own code, but it should be clear and recognizable in some fashion — for example, the Hippocratic Oath is both a good and bad one, good because it is recognizable, but bad because you didn't invent it along some thematic and original line. I'll be happy to work with you on your precepts if you pick this option, but do not pick it lightly.

## 7. CHOOSE BONDS AND ANCHORS

This is where the work you did on what you love and hate earlier comes back to use. Write down everything that matters in your character's life, from the minor (“my favorite motorcycle”) to the major (“my reputation”, “my children”), from the mundane (“conversation over cigarettes”) to the mythic (“the sanctity of my Estate”). Then take 20 “bond points”, and distribute them among these things; the more points, the stronger a bond they are for your character. As a rule of thumb, it is rare to have a bond strength of more than 5 for any one thing. These are your *BONDS*, and they will tend to be important to your character's story.

Next come your *ANCHORS*. You can take a number of Anchors equal to your Spirit score, plus one (yielding a range from 1 to 6). You do not need to claim every Anchor in advance (and in fact, for those of you who are not empowered at the beginning of the game, claiming them will play out in time). These Anchors need not be Bonds, mind you, though some overlap is normal. In order to take an Anchor, you must either love the creature, or hate the creature; only this emotional intensity makes the profound connection represented by Anchoring possible. Anchors let you have eyes in more than one place, and occasionally you can go “skinriding” and possess them for a time. Being an Anchor introduces some serious complications into one's life; we can discuss how when we're on this step.

## 8. CHOOSE A DESIGN (OPTIONAL)

Flowers are possessed of supreme magical properties in the Nobilis universe and thus are components of many a magical rite, as well as in the heraldry of the Powers. If you like, you may create a Design that incorporates one or two flowers (you can pick real ones and tell me what they signify symbolically, or you can simply say ‘The Flower of Regret’ and be done with it) and anything else you prefer. For example, the Power of Religion might have a design showing the flowers of Faith and Hope twined around a sigil that incorporates elements of all the major world religions. This is color, but may be useful color.

### DESIGN YOUR CHANCEL (GROUP ACTIVITY)

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Putting together a Chancel — your collective realm of power — is a cooperative activity that is part freeform description, and part mechanics. Do the freeform brainstorm first to get your ideas going; each Power’s Estate should be represented in some fashion.

Next, total up the Realm scores of the characters. This total yields your Chancel Points. These are then spent on characteristics for your chancel. To make this easier, I have put together a Chancel making tool. In general, the protocol is that folks who contributed more points, have more say.

### DESIGN YOUR IMPERATOR (GROUP ACTIVITY)

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Finally, we design the Emperor, the God-like creature from whom all your Estates flow. This is done as a zero-sum game (and I will provide a construction tool for that), of negative and positive qualities. Your choices of Affiliation, above, will strongly inform what kind of Emperor you end up with.

# A SAMPLER: GIFTS AND HANDICAPS

The following should not be considered the end-all be-all reference for Gifts, not by far. Refer to the earlier sidebar text for guidelines on how to create your own (and please do!)

## THE GIFTS

While grouped by attribute, the attribute association is thin at best — so don't sweat it.

GIFTS OF ASPECT	COST	MIRACLE LEVEL
Immutable <i>Character ages very slowly and can survive indefinitely without food, water, sleep, or air</i>	1	3
Eternal <i>Character will never die of natural causes</i>	3	6
Durant <i>Character is very tough to kill</i>	1	3
Immortal <i>Character is almost indestructable and cannot be bound indefinitely</i>	6	6
Glorious <i>The character's appearance fills onlookers with a particular emotion (fear, awe, inspiration, love, etc.)</i>	2	7
Mythical creature abilities (breathe fire, fly, shapechange, etc.) <i>Assorted standard supernatural schticks</i>	1	various
Sacrosanct <i>Character is hard to injure and heals all wounds within a day -- usually combined with one of the curses below</i>	3	6
Nemesis <i>Anyone who harms or interferes with the character will be relentlessly pursued by an avenging nemesis creature</i>	5	7
Curse <i>Anyone who harms or interferes with the character will lose all good fortune</i>	5-10	5+Penetration
Curse of Dust <i>Anyone who harms or interferes with the character is cursed so that anything he touches crumbles to dust</i>	10-20	5+Penetration

GIFTS OF DOMAIN	COST	MIRACLE LEVEL
Wayfinder <i>Character can see into and through secret places, and can sense them from miles away</i>	1	2
Worldwalker <i>Wayfinder, + ability to step from a chancel's gateway to any point within, and out again</i>	2	6
Gatemaker <i>Character can create a two-way gate into a chancel from any road leading into it (in the Mythic world)</i>	1	4
Elemental <i>Character may assume a body made of the Noble's Estate</i>	2	6
Sovereign's Gift <i>Character can manipulate his Estate in simple, obvious ways for 1 MP each</i>	3	6
Perfect Timing <i>Character is never late and never misses opportunities. Second version means character transcends linear time and can always be "on time" except to actually alter an existing event (subject to observer causality).</i>	2/5	4/7

GIFTS OF REALM	COST	MIRACLE LEVEL
Devoted Populace <i>The inhabitants of the character's Chancel are universally devoted to him and would willingly sacrifice their lives for him</i>	3	7

GIFTS OF SPIRIT	COST	MIRACLE LEVEL
Luck <i>The character can spend 1 SMP to generate a major lucky event (under the GM's control)</i>	4-9	7+Penetration
Unblemished Guise <i>The character's Guise can't be seen through by other Powers</i>	1-5	4+Penetration

*"That's the thing about getting presents," she said, as she trickled vertebrae between her splayed fingers. "It's more fun to return the favor."*

— from WHAT I DID LAST  
SUMMER QUEEN, by Baronet  
Victor Voskram

## *THE HANDICAPS*

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### GENERAL LIMITS

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#### *FOCUS (1 MP PER 3 CHARACTER POINTS INVESTED)*

Attribute levels, Gifts, or Miracle Points can be bought through a Focus, some object which can be taken away and thus deprive the character of the powers invested in it. (Lost or stolen Foci usually return to their owners . . . eventually.)

### LIMITS OF ASPECT

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#### *DEAD (3 MPs)*

Character has no physical body and can only work Aspect miracles through an Anchor. If all his Anchors die, the character expires.

#### *DISABLED (1-2 MPs)*

A physical or mental disability (blind, crippled, schizophrenic, etc.)

### LIMITS OF REALM

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#### *HATED (1 MP PER REALM LEVEL)*

The inhabitants of your chancel don't like you, and the higher your Realm level, the more they hate you and the more organized is the conspiracy against you. They may not act openly against you (since you are a Noble, after all), but any time they might have an opportunity to screw you in some way large or small, count on being screwed.

#### *UNSEEN (2 MPs)*

For some reason, you must maintain anonymity at all times (except to your Familia Caelestis). No one knows your true identity and you must hide your face. If your identity is revealed; you lose 1 MP. If you reveal it voluntarily, you lose 3 MPs.

### LIMITS OF SPIRIT

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#### *LIGHT TOUCH (1 MP PER SPIRIT LEVEL)*

You cannot directly control your Anchors, and cannot work miracles through them without their consent. Better stay on good terms with them . . .

#### *UNINSPIRING (1 MP IF YOUR SPIRIT LEVEL > 2)*

Normally high-Spirit characters have inspiring, forceful personalities. With this Limit, you don't — you get all the other benefits of Spirit, but you don't awe mortals. You seem perfectly ordinary to them.

### LIMITS OF DOMAIN

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#### *MANIFESTATION (1-2 MPs)*

You are vulnerable to things directly opposed to your Estate (light vs. darkness, water vs. fire, lies vs. honesty, etc.). Your powers cannot directly affect such things and/or they do you more harm.

#### *SMALL ESTATE (1 MP PER DOMAIN LEVEL)*

You can only wield your Estate in a very narrow manner; you have control over its literal manifestations, but not any metaphorical ones. You cannot "stretch" the definition of your Estate when trying to come up with creative Domain miracles.



## RESTRICTIONS

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Blatant	<i>Can't use inobvious miracles.</i>
Cannot Cross Running Water	
Cannot Enter a Home Uninvited	
Cannot Kill	
Cannot Use Modern Technology	
Ceremonial	<i>Character must regularly participate in a particular ritual.</i>
Cigarette Bond	<i>Character is formally bound to befriend anyone with whom they share a smoke.</i>
Compromised	<i>Character is blackmailable.</i>
Doomed	<i>A horrible fate awaits the character.</i>
Double	<i>Empowerment divided the character into two individuals. Second individual is an NPC with its own agenda.</i>
Hated by Animals	
Health-Linked	<i>PC suffers when another linked thing (an individual, a concept, a place) is harmed.</i>
Honest	
Repulsed by the Creator's Name	
Respectful	
Revelatory Trait	<i>Something about the Power reveals that she is supernatural in some fashion.</i>
Personal Imperator Property	<i>Character suffers the effects of a negative Imperial trait, even though his Familia does not.</i>
Subtle	<i>Character cannot use obvious miracles.</i>
Summonable	<i>Character can be summoned by ritual; awards are greater if character can not escape an unbroken pentagram, etc.</i>
Visible	<i>Whenever you do something significant, your actions mark you. Lies might make your nose grow longer; chivalry might make you appear like a Knight. This is difficult to hide.</i>

# CHARACTER WORKSHEET

FOR:

WHO WERE YOU?

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WHO AND WHAT IS IMPORTANT?

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WHAT IS YOUR ESTATE AND ITS RELATED CONCEPTS?

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DO YOU START ENNOBLED, OR NOT?

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LEVEL	COST	MPs	COST
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*Aspect:*  
*Domain:*  
*Realm:*  
*Spirit:*

GIFTS AND VIRTUES

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LIMITS AND RESTRICTIONS

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AFFILIATION ( )

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- 1.
- 2.
- 3.

BONDS AND ANCHORS

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STRENGTH SUBJECT

OTHER NOTES

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