

# G L A S S     A N D     S T E E L

Character: \_\_\_\_\_

Player: \_\_\_\_\_

Concept: \_\_\_\_\_

### Personality



Consideration

Vision

Interaction

Type: \_\_\_\_\_

Breakdown: \_\_\_\_\_

### Well-Being

Composure: ○○○○○○○○○○○○

Health: ○○○○○○○○○○○○

Athletics: ○○○ Mode: \_\_\_\_\_

Endurance: ○○○ Mode: \_\_\_\_\_

Knowledge: ○○○ Mode: \_\_\_\_\_

Wits: ○○○ Mode: \_\_\_\_\_

Persuasion: ○○○ Mode: \_\_\_\_\_

Perseverance: ○○○ Mode: \_\_\_\_\_

### Coins

○○ \_\_\_\_\_ / \_\_\_\_\_

Effect: \_\_\_\_\_

○○ \_\_\_\_\_ / \_\_\_\_\_

Effect: \_\_\_\_\_

○○ \_\_\_\_\_ / \_\_\_\_\_

Effect: \_\_\_\_\_

### Fate Cards

(Accordian-Fold for Privacy)

1.) \_\_\_\_\_

2.) \_\_\_\_\_

3.) \_\_\_\_\_

4.) \_\_\_\_\_

5.) \_\_\_\_\_

6.) \_\_\_\_\_

7.) \_\_\_\_\_

8.) \_\_\_\_\_

### Notes & Other Information