

NAME

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Your KINGDOM:

POWER

You are in charge. You decide what the Kingdom does.

PERSPECTIVE

You understand the Kingdom. You can foresee consequences.

TOUCHSTONE

You reflect the people of the Kingdom. They feel the way you do.

Your **ROLE** determines what you can do. Circle one. You can change later on.
Pick character details that you want to see in the game. Complete each step together.

WHO ARE YOU?

BOND

Duty or Relationship.
What makes it difficult?



(you create the bond to the character to your left)

LOCATIONS

Where are you usually found?
Pick two from the list

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(the player to your right creates a bond with your character)

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