NameArchetypeOccupationAppearance		o divinity Lost o	
**Notitude Reflexes Avoid Harry Reason Investigate Read a Pers Perception Observe a Situation Coolness Act Under Pressure Engage in Core Charisma Influence Other	• Disadvantages		
soul See Through the Illusion • Relations			

• Wounds Gerious Wounds (–1 ongoing) Stabilized	• Dramatic Hooks		
Critical Wound (–1 ongoing) Stabilized			
• Stability □ Composed			
☐ Uneasy Moderate stress: ☐ Unfocused −1 to Disadvantage rolls			
□ Shaken Serious stress: □ Distressed −1 Keep it Together □ Neurotic −2 to Disadvantage rolls			
□ Anxious Critical stress: □ Irrational −2 Keep it Together □ Unhinged −3 to Disadvantage rolls +1 See Through the Illusion			
• Gear		· Notes	
·Weapons			