

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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