

# OVERLIGHT

Name \_\_\_\_\_

Folk \_\_\_\_\_

Core Virtue \_\_\_\_\_

Background \_\_\_\_\_

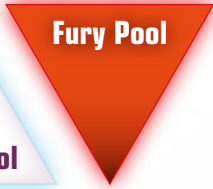
Experience Points \_\_\_\_\_



**SPIRIT**



Spirit Pool



Fury Pool



**WISDOM**



Folklore \_\_\_\_\_

Intuition \_\_\_\_\_

Perception \_\_\_\_\_



**LOGIC**



Windlore \_\_\_\_\_

Machinery \_\_\_\_\_

Science \_\_\_\_\_



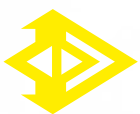
**COMPASSION**



Beastways \_\_\_\_\_

Inspiration \_\_\_\_\_

Performance \_\_\_\_\_



**WILL**



Craft \_\_\_\_\_

Persuasion \_\_\_\_\_

Resolve \_\_\_\_\_



**VIGOR**



Athletics \_\_\_\_\_

Blades \_\_\_\_\_

Survival \_\_\_\_\_



**MIGHT**



Brawl \_\_\_\_\_

Resistance \_\_\_\_\_

HEALTH  
TRACK

## GIFTS

## BELONGINGS

## WEALTH

Rating \_\_\_\_\_

Pool \_\_\_\_\_

## VALUABLES

**Chroma**

[Virtue] + [Virtue]

[ ] Shatter 1

[ ] Shatter 2

[ ] Shatter 3

**Chroma**

[Virtue] + [Virtue]

[ ] Shatter 1

[ ] Shatter 2

[ ] Shatter 3

**Chroma**

[Virtue] + [Virtue]

[ ] Shatter 1

[ ] Shatter 2

[ ] Shatter 3

**Luminon Chroma**

[Virtue] + [Virtue]

**Point Bank**

**Threshold**

**Threshold**

**Threshold**

**Chroma**

[Virtue] + [Virtue]

[ ] Shatter 1

[ ] Shatter 2

[ ] Shatter 3

**Chroma**

[Virtue] + [Virtue]

[ ] Shatter 1

[ ] Shatter 2

[ ] Shatter 3

**Chroma**

[Virtue] + [Virtue]

[ ] Shatter 1

[ ] Shatter 2

[ ] Shatter 3

**Luminon Chroma**

[Virtue] + [Virtue]

**Point Bank**

**Threshold**

**Threshold**

**Threshold**