Appendix C: Blank Character Sheet

Use this template to create your character. Write your character's name and details in each section. Each Tag adds Chance or Risk Dice as noted.

CHARACTER NAME: _____

WIND-KIN CLAN AFFILIATION: (optional) _____

Concept

(Brief description of who you are: role, appearance, or essence)

_____

Adds +1 Chance Die when relevant to your action

Skills

(Three areas of training or expertise. Each adds +1 Chance Die)

1. _____
2. _____
3. _____

Frailty

(A vulnerability, fear, or challenge that complicates your life)

_____

Adds +1 Risk Die when this comes into play

Gear

(Two pieces of equipment or tools you carry. Each adds +1 Chance Die when used)

1. _____
2. _____

Goal

(What you want to achieve. Your driving ambition.)

_____

Adds +1 Chance Die when working toward this goal

Motive

(Why you pursue your Goal. What drives you?)

_____

Adds +1 Chance Die when directly relevant

Nemesis

(A person, organization, force, or concept that opposes you or complicates your life)

_____

Adds +1 Risk Die when this Nemesis comes into play

Relationships

(Two significant bonds with other player characters. Can be allies, rivals, family, mentors, or complicated)

1. Character Name: _____

How you know them: _____

Current status: Ally / Rival / Complicated / Other: _____

2. Character Name: _____

How you know them: _____

Current status: Ally / Rival / Complicated / Other: _____

Psychic Ability (Optional)

(Choose one psychic ability if desired. Starts at Novice level and can advance through play.)

Ability: ☐ Weather Working ☐ Thermal Sense ☐ Deep Bonding ☐ Shadow Walking ☐ Water Finding

Current Level: ☐ Novice ☐ Adept ☐ Master

Cost/Risk: _____

Conditions

(Temporary states that emerge during play: track here as they occur)

_____

_____

_____

Notes & Additional Details

(Any other details about your character: history, beliefs, secrets, plans)

_____

_____

_____

Example: Kaelen kin-Moto Velkara

This completed character sheet shows how to fill out all fields. Use Kaelen as a reference when creating your own character.

CHARACTER NAME: Kaelen kin-Moto Velkara

WIND-KIN CLAN AFFILIATION: kin-Moto (Day-side salvagers and thermal specialists)

Concept

Day-Side Salvage Specialist

Adds +1 Chance Die when relevant to actions involving salvage, day-side navigation, or specialist knowledge

Skills

(Three areas of training or expertise)

1. Thermal Suit Operation
2. Ancient Technology Recognition
3. Day-Side Survival

Frailty

Overconfident in Their Abilities

Adds +1 Risk Die when this overconfidence leads to rash decisions or underestimation

Gear

(Two pieces of equipment or tools)

1. Heavy-Duty Thermal Suit
2. Thermal Lance (salvage tool)

Goal

Recover the *Stellar Horizon*'s navigation core from the day-side wreckage

Adds +1 Chance Die when pursuing this specific objective

Motive

To prove that humanity can reclaim what was lost, that we're not just survivors clinging to the margins, but explorers and builders who can venture into the harshest places

Adds +1 Chance Die when this motivation directly drives the action

Nemesis

The Day Side Trading Consortium

Adds +1 Risk Die when opposing the Consortium or when their interests clash with Kaelen's goals

Relationships

1. Character Name: Zhiren (another character)

How you know them: Trained them in thermal sensing before their Awakening; they're learning to read heat like you do.

Current status: Ally / Mentor relationship

2. Character Name: Thalen kin-Hanga Stormridge (another character)

How you know them: Owes them a life-debt after a rescue mission went wrong. There's complicated history here.

Current status: Complicated / Bonded by obligation

Psychic Ability

(Optional: Kaelen has one)

Ability: ☑ Thermal Sense (Weather Working / Deep Bonding / Shadow Walking / Water Finding)

Current Level: ☑ Novice (Adept / Master)

Cost/Risk: Prolonged exposure to extreme temperatures creates the Overwhelmed by Thermal Noise Condition, adding Risk Dice to Thermal Sense use and concentration-based actions until returning to moderate temperatures.

Conditions

(Currently none. Track conditions that arise during play here)

(Empty at start; updates as play progresses)

Notes & Additional Details

- Scar tissue on left arm from a day-side burn incident: faded but visible
- Keeps a fragment of *Stellar Horizon* hull plating as a reminder of the mission
- Dreams of navigating the day-side expanse where no human has gone before
- Debates internally whether recovering the navigation core is about hope or obsession

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