

# Before the Storm – Character Sheet

[Play a face card (jack, queen, king) to choose any item or write your own]

## I rank among...

- A. Royalty
  2. The magisters
  3. The army's leaders
  4. The scholars
  5. The rangers
  6. The crafters
  7. The healers
  8. The common soldiers
  9. Those outcast by law
  10. Those beneath rank
- F.

## Many know me as...

- A. A refugee from Andar
  2. The only former Stormsworn
  3. The Champion of Iriya
  4. The favoured of the spirits
  5. A hero who came from nothing
  6. A master of the wilds
  7. A bold and inspiring leader
  8. The best at my chosen art
  9. A child of legends
  10. A nameless phantom
- F.

## I am passionate about...

- A. Honour
  2. Patriotism
  3. Rank
  4. Home
  5. Faith
  6. Destiny
  7. Merit
  8. Order
  9. Unity
  10. Politics
- F.

## I value...

- A. Family
  2. Money
  3. Love
  4. Loyalty
  5. Identity
  6. Heroism
  7. Learning
  8. Justice
  9. Renown
  10. Birthright
- F.

**My name is...**

**My kingdom is...** [Iriya, Andar, or somewhere else]

**My history is...**

**I must strive for victory tomorrow because...**

**I believe strongly...** [something related to the passion you chose]

**I disagree with...** [another character]

**'s belief that...**



[Earn a point of destiny when you make your disagreement known – mark this star to record it]

**I know a secret about...** [another character]

**Concerning...** [the value they chose]



[Earn a point of destiny when you make your disagreement known – mark this star to record it]

Once per round, trigger a flashback by drawing a card.

Give it to another player or keep it for yourself and give them one of your cards.

Ask a question to prompt a scene. Use one of these if you can't think of anything.

– What made you join up with the rest of us?

– Who here do you owe your life to?

– What do you most fear losing in the battle tomorrow?

– When did you fall in love with [another character]?

– What part of yourself have you sacrificed in the struggle against the Stormsworn?

When you air your disagreement, you earn a point of destiny

When you come up with and reveal the secret you know, you earn a point of destiny

At the end of the game, characters with mostly red cards won't survive.

You can spend the destiny points you earned to swap your cards with someone else's