

Character	A	E	F	W	Virtue	Flaw	Fate	Magic	Powers
Fish Trader	4 Bargaining	5 Resist Magic	6 Sprint	4 Ambush	Trickery (Deceit)	Soldier (Blind obedience)	Summer (Energy vs Exhaustion)	-	Pass as human (3) Nocturnal (0)
Flame	2 Geography of realms	5 Make/Mend Weapons	6 Fireknives, terrain	3 Finding Paths	Smith (Productivity)	Fool rev. (lack connection)	Priestess (Understanding mysteries vs Impracticality)	4E	Heat manipulation (3) Oracle (1)
Rathgard	7 Public speaking	3 Healing	5 Duelling	3 Motivations	Inspiration (Creativity)	Str. Dragon's Tail (underestimate)	Fool (Freedom / Lack of connection)	5A	Truthsense (0)
Slight	4 Juggling	3 Tireless Wanderer	2 Quarterstaff	7 Judging Moods	Summer (Energy)	Winter (Inexperience)	Priestess (Understanding mysteries / Impracticality)	7W	Sleight of hand (0)
Walker	3 Herb Lore	8 Tireless Stride	5 Quarterstaff	3 Diagnose Illness	Griffin (Valour)	Phoenix rev (Destruction)	Nature (nurture/abandonment)	5E	-
Wishbone	3 Medicine	4 Resist Persuasion	5 Knife	5 Diagnosing Illness	The King (Authority)	Unicorn (Temptation)	Phoenix (Destruction / Rebirth)	-	Bird Familiar (F,V) Summon Birds (F) Speak with Dead (M) Inherit Spirit Intuition (M) Bottle spirits 0 Dreaming 0