		X	/ XXHXXX /
	NAME: XP Avail.: XP Spent:		HEXING+IDE
<u></u>	INHUMANITY: O d6 O O d8 O O d10 O d12 O LEVEL:		
	POWERS INHUMANITY Die + Relevant POWER + Optional PORTENT Pts.		
		XP	
	+	-	
	+	_	
XX.	+	_/	
	+	1	
Y	+		
			PORTRAIT or DESCRIPTION
_	PORTENTS INHUMANITY Die + Targeted PORTENT:	≤ 6	COTERIE (Challenge)
	Current / Max Name / Short Description	ХP	Type:
	/	~	
>	/		Strong Vs.
J	,		
		-[
1		7	Weak Vs.
		H	
7	PACTS INVOKE: Reduce a Portent to 1 SACRIFICE: Gain a Condition		X
X		XP X	Suseptible Conditions:
*	6		1
X	©		
X	G	_	Y
			CLAMORS (Exposure)
	⊘		Weak vs.
	G	- ho	1
	PERSONAL ARC Track XP Progress at the end of every session	on	
	Theme or Motif: Arc XP Length: Progress:	1	
7		Y	COMPULSIONS (Investigation)
4	XP Trigger(s):	-	Strong vs.
		1	
			<u> </u>
	C Climax:		}
		X	
		7	

	PAST CHARACTER ARCS To Record Your	Protagonist's Narrative Hist	ory and XP Advancements
	Theme or Motif:	Starting XP:	Arc XP Length:
/	Summary:	How the XP was Spent:	<u>'</u>
$ \downarrow $			
	Theme or Motif:	Starting XP:	Arc XP Length:
	Summary:	How the XP was Spent:	Ţ.
/			
	Theme or Motif:	Starting XP:	Arc XP Length:
7	Summary:	How the XP was Spent:	
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\checkmark	Theme or Motif:	Starting XP:	Arc XP Length:
	Summary:	How the XP was Spent:	
*		4	
Ì	Theme or Motif:	Starting XP:	Arc XP Length:
			Arc AP Length:
	Summary:	How the XP was Spent:	
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	Theme or Motif:	Starting XP:	Arc XP Length:
	Summary:	How the XP was Spent:	
X			
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7	Theme or Motif:	Starting XP:	Arc XP Length:
I			3
	Summary:	How the XP was Spent:	
/			