



# The Kerberos Club



Character

Player

## Aspects

Archetype ( \_\_\_\_\_ ):

Social Class ( \_\_\_\_\_ ):

**Conviction:**

(Aspect Type \_\_\_\_\_ ):

(Aspect Type \_\_\_\_\_ ):

(Aspect Type \_\_\_\_\_ ):

(Aspect Type \_\_\_\_\_ ):

(Aspect Type \_\_\_\_\_ ):

## Stress

Type	Base	From Skills	From Equipment
<b>Health</b> <i>Armor:</i>	○ ○ ○	○ ○ ○	○ ○ ○
<b>Composure</b> <i>Armor:</i>	○ ○ ○	○ ○ ○	○ ○ ○
<b>Reputation</b> <i>Armor:</i>	○ ○ ○	○ ○ ○	○ ○ ○

## Consequences

P/M/S:	<i>Trifling (-2 Stress)</i>
Any	
P/M/S:	<i>Middling (-4 Stress)</i>
Any	
P/M/S:	<i>Grievous (-6 Stress)</i>
Any	

## Skills

Great (+4):

Good (+3):

Fair (+2):

Average (+1):

## Unique and Strange Skills

## Tier Benefits

## Power Tiers/Gifts

Free Gift:

Base Refresh:      Power Tiers:      Adjusted Refresh:

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## Humble Beginnings.

*Everyone starts somewhere. Who were you before you became who you are? How did your early years mark you and shape you?*

## Follies of Youth.

*Foolishness is a vice of the young and the fondest memory of the old. What did you get up to as you sought independence during your formative years, and with whom did you seek it?*

## First Awakenings.

*When did you begin to realize the world was not as it seemed? When did you become aware of, and involved in, the hidden and not-so-hidden Strangeness lurking about the comfortable hearth of polite society? Consider including another PC in your answer to this question—it will help establish ties between the player characters. Perhaps that other PC was the first Stranger you'd ever seen, or the two of you witnessed something Strange back when you were childhood friends.*

## Mysterious Origins.

*When did you come into power of your own? When did your Touch of Strangeness manifest? How did you become a part of the weird games of the Strangers? This time, definitely include one other PC in your answer, for the reason given in the question above. This need not be the same PC, however. In fact, it's better if it isn't, just to further entangle your past with those of your fellow Kerberans. Take a look at the other players' answers to the previous Questions, keeping an eye out for opportunities to forge connections. Maybe you saved one's life—or nearly ended it. Maybe the two of you teamed up against a common foe, or were accomplices in the same crime.*

## Great Failing.

*What is your greatest flaw, and how did it bring you near to ruin and disaster?*

