



THE SYMBIOTE

MIGHT POISE

ENDURE	○○○	MOVE	○○○
DUEL	○○○	AIM	○○○
FORCE	○○○	SNEAK	○○○

STYLE FOCUS

HAGGLE	○○○	NAVIGATE	○○○
CHARM	○○○	INSPECT	○○○
COMMAND	○○○	MODIFY	○○○

UNIQUE SKILL: _____ ○○○

CONDITIONS (-1 per each)

EXHAUSTED	○	HEATED	○
INJURED	○	WORRIED	○

ROLE _____

Play to find out: _____?
_____?
_____?

GENDER _____

TRINKET _____ (+1)

LOOK(S) _____

PAST _____

DREAM _____

NOTES _____

KEY ATTRIBUTE _____

KEY SKILLS _____

MUTATIONS
Gain an extra die (+1) for each mutation that applies.

Core Mutation: _____

POWERS
Spend a Unity Point to gain advantage (5's and 6's succeed) on a roll.

UNITY POINTS
Support
Gain a Unity Point when a family member:

Bonds
Gain a Unity Point when you bond with your Kirin by:

HELPERS
Helpers are small critters that travel with your family. They are activated using Unity Points, like powers.