

The Character Sheet

Mastering the Game of Allyship

APPENDIX H
THIRTEEN LINES · ONE PAGE
DATE EVERY VERSION

NAME _____ DATE _____

CH 1
HOME FACE ☐ Shaman ☐ Challenger ☐ Regent ☐ Architect ☐ Diplomat ☐ Sage
fill one ring

CH 1
SHADOW
the version of that face you fall into on empty

CH 1
MYTH
the one of the ten that runs you hardest

CH 1
QUEST
the specific fight, community or person you are in this for — name them

CH 2
DAEMON
took the joystick first · and the job it does for you

CH 3
THE CHANNEL YOU SKIP ☐ Metal · fear ☐ Water · sadness ☐ Wood · joy ☐ Fire · anger ☐ Earth · neutrality
the feeling you turn into a task before it has finished telling you anything

CH 4
THE LINE YOU HAVE NOT DRAWN
what you owe a specific person and have been softening — name the person

CH 5
INHERITANCE ☐ Protect ☐ Break *Being wrong about which is allowed. Leaving it unmarked is not.*
one rule you took from a house you belonged to

CH 6
THE HARM YOU KEEP FIXING
the one that comes back · and the condition that keeps producing it

CH 7
WALK-AWAY PRICE
what would have to happen before you left instead of disappearing. Write it so you could say it out loud to the people it concerns

CH 8
THE GAME YOU REACH FOR
past what you can hold · and what it saves you from having to do

CH 9
AUTOPILOT PATTERN
the Face that showed up in _____ of 6. Fill it the day you catch yourself running it

OPEN
SUPERPOWER
the capacity you built to survive, made conscious and usable. Leave it blank until you spot it in motion

“Enough space beside each one for a sentence you would not want read aloud.”

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