

name it

MARKS
max 3 per level

SCORE RANK

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VITALITY & EXERTION

HP

CURRENT MAXIMUM

WOUNDS

FATIGUE

ENERGY

STANDING VALUES

PHYSICAL DEF MENTAL DEF

MOVE INITIATIVE SLOTS

EQUIPPED · PRIMARY

NAME SLOTS DEMAND TRAIT & RANGE

PROPERTY WHILE EQUIPPED

EQUIPPED · SECONDARY

NAME SLOTS DEMAND TRAIT & RANGE

PROPERTY WHILE EQUIPPED

RESOLUTION

GRADIENT

DIFFICULTY

trivial ordinary even risky extreme

THE TURN

3 action points, refresh at the start of your turn

free actions, 3 per turn activities, out of combat

FAVOR / DISFAVOR — add a die, keep the best or worst. cap 3 unspent points stay available for REACTIONS

PURSUIT

WORN

NAME SLOT DEMAND

donning or removing armour is an activity

AT HAND

ring the mark when an item is ACTIVE



NAME

LEVEL

CAPACITY

WORN	ITEM	SLOTS	NOTE
☐			
☐			
☐			
☐			
☐			



NAME _____

PRONOUNS _____

click to place an image, or draw here

agree it together - revisit it when it is met
