

NAME

LEVEL

CAPACITY

name it

MARKS
max 3 per level

SCORE

SCORE

SCORE

SCORE

TRIVIAL

ROUTINE

CHALL

TRIVIAL

ROUTINE

CHALL

TRIVIAL

ROUTINE

CHALL

TRIVIAL

ROUTINE

CHALL

VITALITY & EXERTION



CURRENT

MAXIMUM



1

2

3

4

5



MAX



1

2

3

4

5



MAX



ENERGY



MAX

SKILLS



STANDING VALUES



PHYSICAL DEF



MENTAL DEF



MOVE



INITIATIVE



SLOTS

EQUIPPED · PRIMARY

NAME



SLOTS



DEMAND

TRAIT & RANGE

PROPERTY WHILE EQUIPPED



RESOLUTION

GRADIENT

DIFFICULTY

picks which target you roll against

trivial

routine

challenging

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

EQUIPPED · SECONDARY

NAME



SLOTS



DEMAND

TRAIT & RANGE

PROPERTY WHILE EQUIPPED



WORN

NAME



SLOT



DEMAND

donning or removing armour is an activity

AT HAND



ring the mark when an item is ACTIVE



VIGOR



DEFT



ACUITY



RESOLVE



HP



WOUNDS



FATIGUE



ENERGY



PHYSICAL DEF



MENTAL DEF



MOVE



INITIATIVE



ACTION



FREE ACTION



ACTIVITY



UNIT



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
