

FRONTIERS

d100

NAME

LEVEL

CAPACITY

name it

max 3 per level

SCORE

TRIVIAL ROUTINE CHALL

SCORE

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SCORE

TRIVIAL ROUTINE CHALL

SCORE

TRIVIAL ROUTINE CHALL

VITALITY & EXERTION

+

CURRENT

MAXIMUM

⊗

1 2 3 4 5

MAX

⊖

1 2 3 4 5

MAX

⚡

ENERGY

MAX

SKILLS

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RESOLUTION

GRADIENT

DIFFICULTY

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 · PRIMARY

NAME SLOTS DEMAND TRAIT & RANGE

PROPERTY WHILE EQUIPPED

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

⦿ ACUTY

⚠ RESOLVE

✚ HP

⊗ WOUNDS

⊖ FATIGUE

⚡ ENERGY

🛡 PHYSICAL DEF

🛡 MENTAL DEF

➡ MOVE

➡ INITIATIVE

◆ ACTION

◆ FREE ACTION

✱ ACTIVITY

⦿ UNIT



NAME

LEVEL

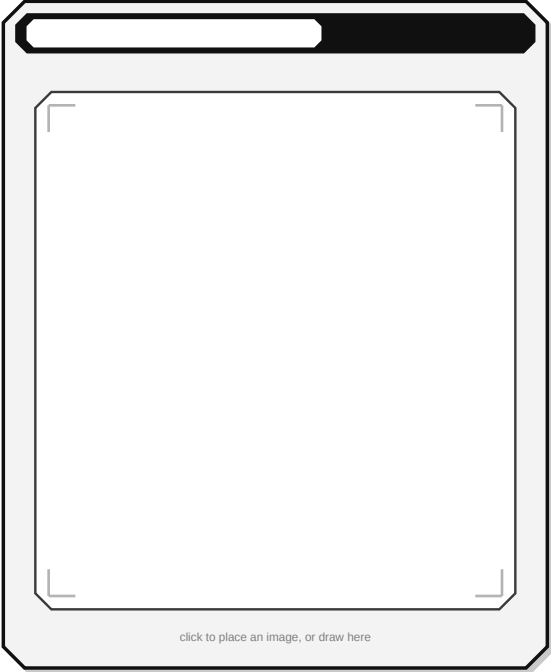
CAPACITY

☐			
☐			
☐			
☐			
☐			
WORN	ITEM	SLOTS	DEMAND
NOTE			



NAME _____

PRONOUNS

[illegible]