

NAME

LEVEL

CAPACITY

name it

MARKS
max 3 per level

SCORE

RANK

SCORE

RANK

SCORE

RANK

SCORE

RANK

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

trivial

ordinary

even

risky

meet or beat
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

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



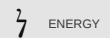
HP



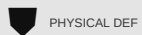
WOUNDS



FATIGUE



ENERGY



PHYSICAL DEF



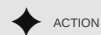
MENTAL DEF



MOVE



INITIATIVE



ACTION



FREE ACTION



ACTIVITY



UNIT