

name it

MARKS
max 3 per level

SCORE

TRIVIAL ROUTINE CHALL

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VITALITY & EXERTION

+

CURRENT / MAXIMUM

1 2 3 4 5 MAX

1 2 3 4 5 MAX

ENERGY MAX

SKILLS

RESOLUTION

GRADIENT

DIFFICULTY

trivial routine challenging

STANDING VALUES

PHYSICAL DEF MENTAL DEF

MOVE INITIATIVE SLOTS

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

WORN

NAME SLOT DEMAND

donning or removing armour is an activity

EQUIPPED · SECONDARY

NAME SLOTS DEMAND TRAIT & RANGE

PROPERTY WHILE EQUIPPED

AT HAND

ring the mark when an item is ACTIVE