

name it

MARKS
max 3 per level

SCORE RANK

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VITALITY & EXERTION

HP

CURRENT / MAXIMUM

WOUNDS

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5 6 7 8 9 10

ENERGY

SKILLS

RESOLUTION

GRADIENT

DIFFICULTY

meet or beat

trivial ordinary even risky extreme

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