

name: _____

ATTRIBUTES & CONDITIONS

DEATH

healed  traumatic  severe  temporary  shaky  **DEXTERITY**

healed  traumatic  severe  temporary  exhausted  **STRENGTH**

healed  traumatic  severe  temporary  slowed  **PACE**

healed  traumatic  severe  temporary  disoriented  **INSIGHT**

DISCIPLINES TRAINED

combat ☐
environmental ☐
social ☐

SPECIAL CONDITION

name _____

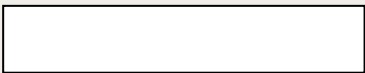
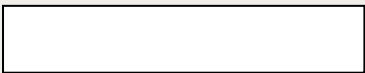
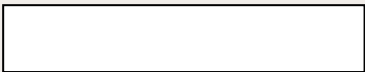
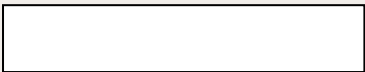
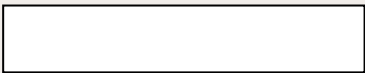
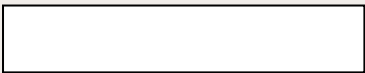
effect _____

round ☐
scene ☐
day ☐
req. rest ☐

ANIMAL COMPANION RULES

- shares action with its handler
- will attempt to flee if it receives a traumatic injury
- severe and serious injuries heal in 1 downtime day
- traumatic injuries do not become permanent
- traumatic injuries heal 1 segment per downtime day

NATURAL TOOLS

	bonus		bonus
			
			
			

name: _____

ATTRIBUTES & CONDITIONS

DEATH

healed  traumatic  severe  temporary  shaky  **DEXTERITY**

healed  traumatic  severe  temporary  exhausted  **STRENGTH**

healed  traumatic  severe  temporary  slowed  **PACE**

healed  traumatic  severe  temporary  disoriented  **INSIGHT**

DISCIPLINES TRAINED

combat ☐
environmental ☐
social ☐

SPECIAL CONDITION

name _____

effect _____

round ☐
scene ☐
day ☐
req. rest ☐

ANIMAL COMPANION RULES

- shares action with its handler
- will attempt to flee if it receives a traumatic injury
- severe and serious injuries heal in 1 downtime day
- traumatic injuries do not become permanent
- traumatic injuries heal 1 segment per downtime day

NATURAL TOOLS

	bonus		bonus
