



name: _____

ATTRIBUTES & CONDITIONS

traumatic permanent temporary severe shaky	DEXTERITY	temporary severe angry	INTELLECT	traumatic permanent temporary severe
traumatic permanent temporary severe exhausted	STRENGTH	temporary severe anxious	GRIT	CHARISMA
traumatic permanent temporary severe slowed	PACE	temporary severe disoriented	INSIGHT	traumatic permanent

AUXILIARY ACTION	COST	EFFECT
set up an ally	1 MP	+d# to ally
assist an ally	2 MP	+attribute to ally
protect an ally	3 MP	make save for ally
perform a group action	-	everyone rolls
estimate progress	4 MP	reveal progress clock
find flaw of a challenge	2 MP	reveal 1 weakness

DOWNTIME ACTIONS	ATTRIBUTE
heal or rest yourself	grit + recovery
prepare for action	intellect + logistics
shop for an item	charisma + settlement
investigate faction	insight + intelligence
make a sacrifice	none (spend money)
work on a project	variable + logistics

SPECIAL CONDITION	name
effect	round ☐ scene ☐ day ☐ req. rest ☐

ITEMS

WEAPONS

name	quality	exploits	bonus load

TOOLS

name	quality	exploits	bonus load

ARMOUR

helmet	1-3	breastplate	load
bracers	4-8	greaves	load
shield	9-10		
æthyreal armour	11-12		

PREPARATION

CURRENT LOAD
◇ discrete ☐ ☐ ☐ ☐ ◇ heavy ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐



ABILITIES

ancestry: _____

background: _____

culture: _____

combat
discipline: _____

exploration
discipline: _____

social
discipline: _____

COST

COST

COST

COST

COST

COST

COST

COST

COST

COST

COST

COST

EXPERIENCE

PATRON DEITY

strength

BONDS

strength

VALUES

PEOPLE

strength

OBJECTS

HANDICAPS

-1d6

-2d6

-3d6



