

PARTY TRACKER

name: _____ playbook: _____

character

player

ancestry

background

culture

combat discipline

exploration discipline

social discipline

BONDS

patron deity

domains

character

player

ancestry

background

culture

combat discipline

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LEFFTOVER

RIVAL FACTION

AA

-MP

+MP

FACTION PROGRESSION

5+ momentum left:

lvl 3+ injury gained:

I.

I.

2.

2.

project

effect

project

effect