




Attributes	Skills				
Reflex ◇ ◇ ◇	<b>Exalted</b> 	Performance ○ ○ ○	Stealth ○ ○ ○	Survival ○ ○ ○	Analysis ○ ○ ○
Vigor ◇ ◇ ◇	<b>Union</b> 	Persuasion ○ ○ ○	Chase ○ ○ ○	Awareness ○ ○ ○	Tactics ○ ○ ○
Will ◇ ◇ ◇	<b>Order</b> 	Command ○ ○ ○	Medicine ○ ○ ○	Crafting ○ ○ ○	Recall ○ ○ ○

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◇ Exertion:

Continuous Maneuver:

Status	Strength [X]
Wounded	
Warded	
Slowed	
Hastened	
Blinded	
Exhausted	
Protected	
Vulnerable	

Vital Health Threshold:  
6 + Vigor

Nonvital Health Threshold:  
12 + (2 \* Vigor)

Injured ☐

Scars:

Travel Role:

Camping Role:

Wounds Received	VITAL	NONV.
BRUTE		
Piercing		
Slashing		
Blunt		
CHEM		
Burn		
Cold		
Corrosive		
BIO		
Asphyxiation		
Nerve		
Toxic		
Hunger		
Thirst		

Source: Persistent Effect:

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ArmorDefense

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ShieldDefense

Weapon Name	Die	Wound	Reach	Target	Hands	Weight	Critical Effect
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Exalted



Union



Order

## Personal Cargo

[illegible]

## Relation

[illegible]

Character name \_\_\_\_\_

# Maneuvers

✦ Maneuver:	Skill & Risk:	Duration:	Action:	Description

Status	Effect
Wounded	Reduce both Critical Health thresholds by X.
Warded	Ignore the next X Status you would gain, including positive Status.
Slowed	Your movement and Reaction is decreased by X. (Speed for non-player characters).
Hastened	Your movement and Reaction is increased by X. (Speed for non-player characters)
Blinded	Roll Awareness at Risk X to perform tasks which rely on sight. If attacking, you must succeed this roll before you can roll your weapon die.
Protected	Defense is treated as X higher.
Vulnerable	Defense is treated as X lower.
Exhausted*	Reduce all individual die results by X.  *Ends at the end of a Downtime period.

Character Drawing: