

Character name _____

Background _____

Player name _____

Skills

Performance ○○○	Stealth ○○○	Survival ○○○	Analysis ○○○
Persuasion ○○○	Chase ○○○	Awareness ○○○	Mysticism ○○○
Command ○○○	Medicine ○○○	Crafting ○○○	Recall ○○○

Attributes

◊	◊	◊
◊	◊	◊
◊	◊	◊

Maneuvers

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Exertion:

Continuous Maneuver:

Wounds

Nonvital
Wounds heal after 1 hour resting

Nonvital
Wounds heal after 1 day resting
When row is filled, gain 1 scar

Vital
Wounds heal after 10 days resting
When row is filled, gain 1 scar, roll for death, and become Injured.

Persistent Effects & Expertise

Equipment

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Armor	Defense	Traits

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Weapon Name Die Wound Reach Target Hands Weight Critical Effect

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Combat Quick-Reference

1. Roll Reflex for the round. The result is your Reaction.
2. GM narrates the situation and states the next actor's Speed.
3. Players may choose to act if their Reflex is equal or greater.
4. Repeat 2 and 3 until GM calls Speed 0.
5. Repeat 1 through 4 until a resolution is achieved.

Actions Quick-Reference

1. Primary: Attacks, Maneuvers, or Spells
2. Secondary: Any one simple interaction.
3. Movement: Travel equal to your Movement (5m by default).
4. Special: Used in contested rolls or specific Maneuvers.

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

Character name _____

Player name _____

Personal Cargo (Max 20kg)

Advancements



Exalted



Union



Order



Downtime Tracking

Downtime Task:

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Downtime Task:

Exploration & Travel

Travel Speed (10km/day):

Expedition Assignment:

Character name _____

Player name _____

Relation

Character name _____

Player name _____

Maneuvers & Spells

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.

Character Drawing:

