

1

2

3

4

FAVORS Reroll 1 die.
Each Episode: Gain #“Luck” as Favors

1 LUCK

CHARACTER NAME(S) (PRON.)

PLAYER NAME (PRON.)

K

MIG

GRIT

ART

EDGE

TUN

FOCUS

1

2

EXHAUSTED
Gain 1 stack per Exhausting Ability success. (Resets each chapter.)
Exhausting Abilities must be rolled with a Disadv. for each stack.

1

2

CONCENTRATING
Gain 1 stack for each active Concentration Ability.
Concentration Rolls must be rolled with a Disadv. for each stack.

1

2

GRAPPLING: Your actions have a disadv. vs non-grapple targets.
+ If Size > Target Size: Can Push or Pull held target. Can Choke mounted target.

1

2

HELD: Slowed 2 (speeds 0.) Action to retry Grit Save.
+ If Size ≤ Source Size: You can be Pushed or Pulled.

1

2

MOUNTED: Attached. Slowed 1 (Speeds Halved.) Action to retry Edge Save.
+ If Size ≤ Source Size: Blunted. Slowed 2. Can be Choked.

1

2

CHOKED: Silenced 2 (cannot speak.)
+ : Bloodied, Blunted

1

2

STRAINED
Gain a stack if you pass a straining ability test.
Straining abilities tests have a disadvantage for each stack.

1

2

BLOODIED: Take 1 True dmg (at end-of-turn)

1

2

CHARMED: Disadv. vs source
+ : 2 Disadv. vs source

1

2

FRIGHTENED: Disadv. on tests
+ : Fear tests

1

2

SILENCED: Disadv. on spells
+ : All vocal spells fail

1

2

SUSCEPTIBLE: Disadv. on saves

1

2

BLUNTED: Disadv. on tests targeting others

1

2

DAZED: No reactions

1

2

RESTRAINED: -1 Action
+ : No actions

1

2

SLOWED: All speeds halved
+ : All speeds are 0

1

2

VULNERABLE: All incoming damage +1

-1

MIGHT

-1

ARTIFICE

-1

TUNING

PER

Recon

COV

Stealth

KNO

Athletics

History

Analysis

Sleight

Rumor

Tinkering

Sensing

Hiding

Conjuring

Enchanting

REFERENCES

SIZE = S/M/L

WALK RANGE = Spitting (4u)

JUMP RANGE = Swinging (1u)

-1

DECEPTION

-1

INSIGHT

-1

SINCERITY

Acting

Charm

Diplomacy

Intimidation

Performance

Language

SOCIAL ABILITIES

DODGES

[-1][+2, Adv][x0, 2Adv]

RECOVERIES

+1 Vit. or +1d10 Hp

1

2

SHIELD

HEALTH

VITALITY

DEFENSES

TYPE

1

GENERAL

1

GREY

1

OBSCURE

-1

FINE

INVENTORY

LEVEL

AT LEVEL 1:

- ☐ Generate Exploration Stats: Roll 4d10 twice and pick favorite or assign 4 points.
- ☐ Gain Improvement in 3 Perception Skill, 2 Covert Skill, and 4 Knowledge Skill.
- ☐ Generate Social Stats: Roll 5d10 twice and pick favorite or assign 5 points.
- ☐ Gain Improvement in 2 Social Skills, 1 Performance Skill, and 1 Language Skill.
- ☐ Choose your starting Constitution and Class and fill out their choices.
- ☐ Choose a primary and secondary archetype, gain 4 and 2 levels respectively.
- ☐ Gain 2 General, Grey, and Obscure Goods. Trade and/or Search for starting gear.

EXP

1	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	----	----	----	----	----

 Level Up!

LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
SOCIAL ABILITIES	1					2								3	
TRAIT OR CLASS ABILITIES	1	2		3			4			5		6			
TRAIT OR CLASS UPGRADES			1	2		3	4		5	6		7	8		9
PRESTIGE UPGRADES					1			2							3

PERKS	ADV. PERKS (Unlocked after 5 Perks)
☐ Social Stat +1 (max '+4') ☐ Exploration Stat +1 (max '+3') ☐ Social Upgrade ☐ Knowledge Skill +1 () & Perception or Covert Skill +1 () ☐ Luck Stat +2 () ☐ Recoveries +2	☐ Social Stat +1 (max '+5') ☐ Exploration Stat +1 (max '+4') ☐ Social Upgrade ☐ 2 Knowledge Skills +1 () & 2 Perception or Covert Skills +1 () ☐ Social Skill Improvement () ☐ Retire to safety after this episode.

FIGHTER

FIGHTER LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
FIGHTER ABILITIES	①					②		③			④		⑤		
PERKS						ADV. PERKS (Unlocked after 5 Fighter Perks)									
☐ Fighter Skill & Grit Save +1 (👑)						☐ Fighter Skill & Grit Save +1 (👑)									
☐ General & Fine +1 (👑&G)						☐ General & Fine +1 (👑&G)									
☐ Vitality +1						☐ 1 Minor Type Damage Resistance									
☐ Fighter Upgrade						☐ Fighter Upgrade									

ROGUE

ROGUE LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ROGUE ABILITIES	①					②		③			④		⑤		
PERKS						ADV. PERKS (Unlocked after 5 Rogue Perks)									
☐ Rogue Skill & Edge Save +1 (🏆)						☐ Rogue Skill & Edge Save +1 (🏆)									
☐ Grey & Fine +1 (🏆&G)						☐ Grey & Fine +1 (🏆&G)									
☐ Lowest Save +1 (🏆)						☐ 1 Status Condition Resistance									
☐ Rogue Upgrade						☐ ☐ ☐ ☐ Rogue Upgrade									
☐ Item Upgrade (always addable)						☐ ☐ ☐ Item Upgrade (always addable)									

MAGE

MAGE LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
MAGE ABILITIES		1				2		3			4			5	
SPELL ABILITIES	1	2		3	4	5	6		7	8		9	10		
PERKS	ADV. PERKS (Unlocked after 5 Mage Perks)														
☐ Mage Skill & Focus Save +1 (👑)	☐ Mage Skill & Focus Save +1 (👑)														
☐ Obscure & Fine + 1 (👑&G)	☐ Obscure & Fine +1 (👑&G)														
☐ Mage Upgrade	☐ Mage Upgrade														
☐ Spell Upgrade	☐ Single Spell Double-Upgrade														

MELEE ATTACK

FIGHTER	[..6]	[7..9]	[10..]
Mig	0	1	2
Star			

RANGED ATTACK

ROGUE	[..6]	[7..9]	[10..]
Art		1	2
Star			

MAGIC ATTACK

MAGE	[..6]	[7..9]	[10..]
Tun		0	1
Star			

ABILITIES

CONSTITUTION: _____

CLASS(ES): _____

TIME TEST

TIME TEST