

IDENTITY

NAME

PLAYER

AGE

GRACE

FOUNDATIONAL CONVICTION

TIER



APPEARANCE / DESCRIPTION

PILLARS

COMPASSION

PROSPER

EXHORT

RECONCILE

HARDENED

CONVICTION

HEART

DEVOTE

FAITH

DISCERN

FORGE

BURDENED

CONVICTION

SOUL

MIND

CONVICTION

STRENGTH

CONVICTION

ACADEMICS

MEDICINE

AWARENESS

PRECISION

CLOUDED

ATHLETICS

PERSEVERE

COMBAT

STEALTH

WOUNDED

CONDITIONS

POSTURES

STATES

AFRAID

CONFUSED

DISCOURAGED

PROVOKED

SICKENED

BLEEDING

BLINDED

EXHAUSTED

RESTRAINED

STUNNED

LIMIT — ONE

BRACED

COVER

GUARDED

HIDDEN

PRONE

EXPOSURE

-1 ← 0 → +1

EXPOSED SHIELDED

STABILITY

-1 ← 0 → +1

UNSTABLE ANCHORED

MOBILITY

-1 ← 0 → +1

HINDERED EVADING

DISCIPLINES

TIER1
TIER1
TIER3
TIER6
TIER9
TIER12
TIER15
TIER18

PRAYERS

IMPACT TABLE

Shift Position: Move one range band with no opposed roll.

Gain Edge: Gain 1 Edge for you or ally to spend this scene.

Read the Moment: Witness gives you one relevant detail.

1 IP

Break Momentum: Cancel 1 Opposition Edge or aid bonus.

Disrupt Posture: Target must reset two positive States.

2 IP

Press the Advantage: Gain Advantage on your next roll.

3 IP

4 IP

EDGES