

IDENTITY

NAME

PLAYER

AGE

INTEGRITY

FOUNDATIONAL CONVICTION

TIER



APPEARANCE / DESCRIPTION

PILLARS

COMMAND

COMPOSURE

EMPATHY

PERSUASION

HARDENED

CONVICTION

HEART

MIND

CONVICTION

AWARENESS

KNOWLEDGE

MEDICINE

PRECISION

CLOUDED

CONFRONT

CREATE

INSPIRE

RESOLVE

BURDENED

CONVICTION

SOUL

STRENGTH

CONVICTION

ATHLETICS

MELEE

STEALTH

SURVIVAL

WOUNDED

CONDITIONS

MINOR

AFRAID

CONFUSED

DISCOURAGED

PROVOKED

STUNNED

MAJOR

BLEEDING

BLINDED

EXHAUSTED

RESTRAINED

SICKENED

POSTURES

LIMIT — ONE

BRACED

COVER

GUARDED

HIDDEN

PRONE

STATES

EXPOSURE

-1

0

+1

EXPOSED

SHIELDED

STABILITY

-1

0

+1

UNSTABLE

ANCHORED

MOBILITY

-1

0

+1

HINDERED

EVADING

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DISCIPLINES

TIER1
TIER1
TIER3
TIER6
TIER9
TIER12
TIER15
TIER18

NOTES

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