

IDENTITY

NAME	PLAYER	AGE	INTEGRITY
FOUNDATIONAL CONVICTION		♂ ♀ TIER	



APPEARANCE / DESCRIPTION

PILLARS

○

COMMAND

✕

○

COMPOSURE

🛡️

○

EMPATHY

🛡️

○

PERSUASION

HARDENED

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□

CONVICTION

HEART

□

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CONFRONT

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CREATE

○

INSPIRE

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RESOLVE

BURDENED

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CONVICTION

SOUL

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MIND

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CONVICTION

STRENGTH

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CONVICTION

○

AWARENESS

🛡️

○

KNOWLEDGE

○

MEDICINE

🛡️

○

PRECISION

✕

CLOUDED

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ATHLETICS

🛡️

○

MELEE

✕🛡️

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STEALTH

🛡️

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SURVIVAL

WOUNDED

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CONDITIONS

POSTURES

STATES

MINOR

○

AFRAID

○

CONFUSED

○

DISCOURAGED

○

PROVOKED

○

MAJOR

○

BLEEDING

○

BLINDED

○

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○

LIMIT — ONE

○

BRACED

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COVER

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GUARDED

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EXPOSURE

-1

←

0

→

+1

EXPOSED

SHIELDED

STABILITY

-1

←

0

→

+1

UNSTABLE

ANCHORED

MOBILITY

-1

←

0

→

+1

HINDERED

EVADING

DISCIPLINES

TIER1

TIER1

TIER3

TIER6

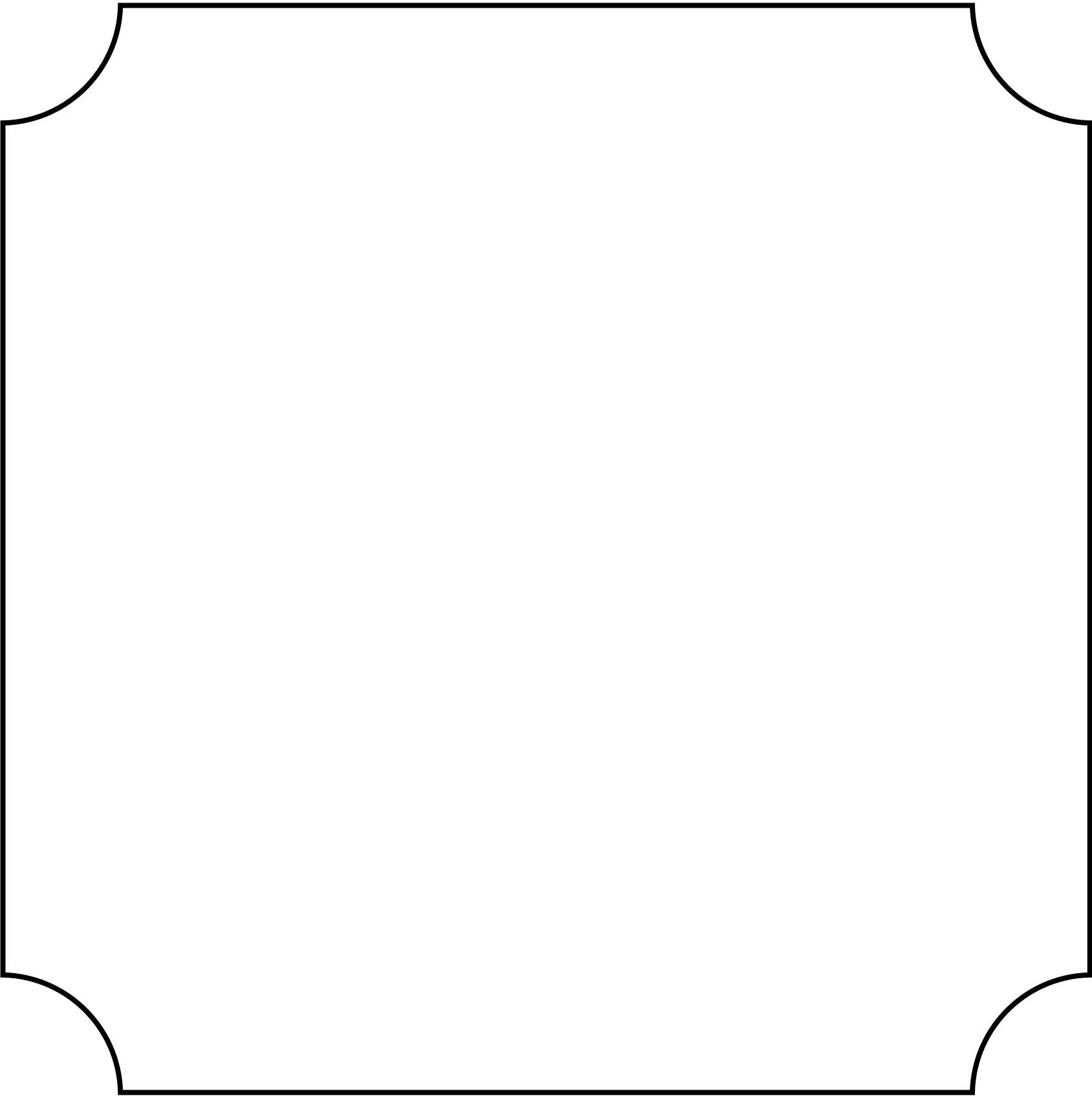
TIER9

TIER12

TIER15

TIER18

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.
Compose Yourself: You may reset two negative States.

2 IP

Press the Advantage: Gain Advantage on your next roll.

3 IP

4 IP

EDGES