

WARRIORS OF THE COVENANT



NAME	PLAYER	AGE
COVENANT	PILLAR	TIER
		GRACE

APPEARANCE / DESCRIPTION

PILLARS

COMPASSION	EXHORT
PROSPER	RECONCILE
HARDENED	

CONVICTION

HEART

DEVOTE	DISCERN
FAITH	FORGE
BURDENED	

CONVICTION

SOUL

MIND

CONVICTION

STRENGTH

CONVICTION

ACADEMICS	AWARENESS
MEDICINE	PRECISION
CLOUDED	

AGILITY	COMBAT
PERSEVERE	STEALTH
WOUNDED	

CONDITIONS POSTURES STATES

AFRAID	BLEEDING
CONFUSED	BLINDED
DISCOURAGED	EXHAUSTED
PROVOKED	RESTRAINED
SICKENED	STUNNED

UNIT - ONE

BRACED
COVER
GUARDED
HIDDEN
PRONE

EXPOSURE	-1	0	+1
	EXPOSED		SHIELDED
STABILITY	-1	0	+1
	UNSTABLE		ANCHORED
MOBILITY	-1	0	+1
	HINDERED		EVADING

CALLING DISCIPLINES

TIER1

TIER3

TIER9

TIER12

TIER18

OTHER DISCIPLINES

TIER1

TIER6

TIER15

IMPACT TABLE

1 TP

Shift Position: Move one range band with no opposed roll.
Gain Edge: Gain 1 Edge for you or ally to use this scene.
Read the Moment: Witness gives you one relevant detail.

2 TP

Break Momentum: Cancel 1 Opposition Edge or aid bonus.
Disrupt Posture: Target must reset two positive States.

3 TP

Press the Advantage: Gain Advantage on your next roll.

4 TP

PRAYERS

EDGES