

NAME: _____

AGE: _____ RANK: _____

PATH: _____

MOVE/DASH: _____ / _____



WOUND TRACKER



CONDITION

- Unharmed
- Bruised
- Beaten
- Maimed

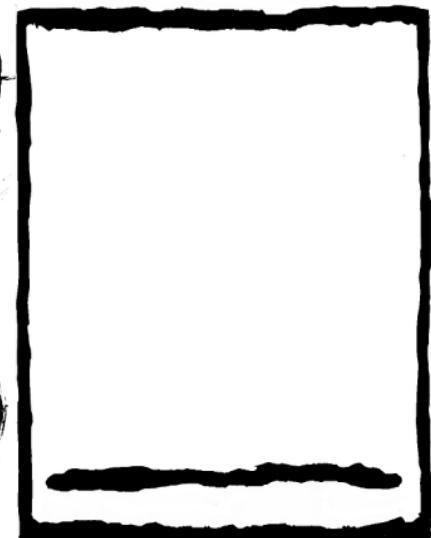
CONDITION CALCULATOR

Bruised	Beaten	Maimed
(1/3 Maximum Wounds)	(1/3 - 2/3 Maximum Wounds)	(2/3 - Maximum Wounds)

1 - []

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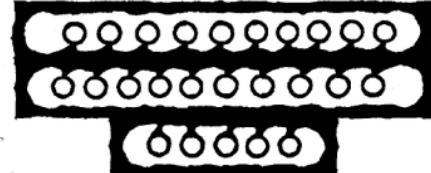
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ADVANTAGES



XP TRACKER



SKILL RANKS



CONVICTION

- +3 **LEGENDARY**
(TRAVEL TIME HALVED, +1 DMG)
- +2 **HEROIC**
(+2 ADAPTABILITY ACTION DICE)
- +1 **RESOLUTE**
(+1 REVERENCE ACTION DICE)
- 0 **STOIC**
(NEUTRAL)
- 1 **APPREHENSIVE**
(-1 SOCIAL ACTION DICE)
- 2 **RATTLED**
(-2 OBSERVATION ACTION DICE)
- 3 **SHATTERED**
(TRAVEL TIME DOUBLED, -3 WARFARE ACTION DICE)

GLOOMTIDE SURGE TRACKER

5
4
3
2
1
0

PATH ABILITIES

GLOOMTIDE SURGE BONUS



ARMAMENT



SHROUD





ATTACHMENTS (INDIVIDUAL)



ATTACHMENTS (LOCATIONS)



ATTACHMENTS (IDEALS)



WISH