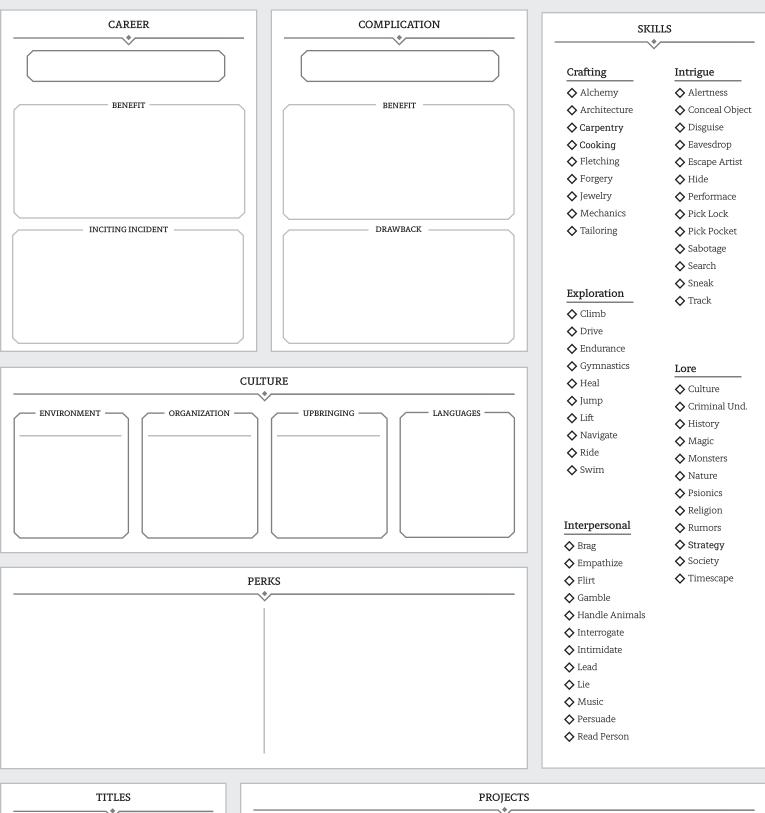


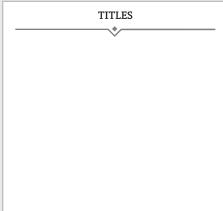
YOUR TURN **Move Actions** Maneuvers - Advance - Aid Attack – Disengage - Catch Breath - Escape Grab - Ride - Grab Actions - Knockback - Make or Assist Test - Charge _ Search for Hidden - Defend Creature - Free Strike – Stand Up Trade for Maneuver - Use Consumable - Trade for Move * Note: Each Creature in combat can take a move action, a maneuver, and an action on their turn--in any order

Condition	End of Turn	Save Ends*	
Bleeding	\Q	♦	
Dazed	\Q	♦	
Frightened	\	♦	
Grabbed	\	♦	
Prone	♦	♦	
Restrained	\	♦	
Slowed	\Q	♦	
Taunted	\Q	♦	
Weakened	\Q	♦	
	\Q	♦	
	♦	♦	

* Save Ends = 6 or higher on 1d10 at the end of your turn removes the effect

ANCESTRY TRAITS						
		·				





PROJECTS								
Project		Assigned		Points	Roll			
				/				
				/				
				/				
				/				
				/				

