FAVORS Reroll 1 die.
Each Episode: Gain #'Luck' as Favors

1 **LUCK**

Character Name(s) (Pron.)

Player Name (Pron.)

K

STATUS

MIG **GRIT** ☆☆

ART **EDGE** ☆☆

TUN **FOCUS** ☆☆

PERSISTENT

EXHAUSTED
Gain 1 stack per Exhausting Ability success. (Resets each chapter.)
Exhausting Abilities must be rolled with a Disadv. for each stack.

CONCENTRATING
Gain 1 stack for each active Concentration Ability.
Concentration Rolls must be rolled with a Disadv. for each stack.

Grappling: Your actions have a disadv. vs non-grapple targets.
If Size > Target Size: Can Push or Pull held target. Can Choke mounted target.

Held: Slowed 2 (speeds 0.) Action to retry Grit Save.
If Size ≤ Source Size: You can be Pushed or Pulled.

Mounted: Attached. Slowed 1 (Speeds Halved.) Action to retry Edge Save.
If Size ≤ Source Size: Blunted. Slowed 2. Can be Choked.

Choked: Silenced 2 (cannot speak.)
: Bloodied, Blunted

FLEETING

STRAINED
Gain a stack if you pass a straining ability test.
Straining abilities tests have a disadvantage for each stack.

Bloodied: Take 1 True dmg (at end-of-turn)

Blunted: Disadv. on tests targeting others

Charmed: Disadv. vs source
: 2 Disadv. vs source

Dazed: No reactions

Frightened: Disadv. on tests
: Fear tests

Restrained: -1 Action
: No actions

Silenced: Disadv. on spells
: All vocal spells fail

Slowed: All speeds halved
: All speeds are 0

Susceptible: Disadv. on saves

Vulnerable: All incoming damage +1

SOCIAL

-1 **DECEPTION** -1 **INSIGHT** -1 **SINCERITY**

Acting Charm Diplomacy Intimidation

Performance _____

Language _____

SOCIAL ABILITIES

EXPLORATION

-1 **MIGHT** -1 **ARTIFICE** -1 **TUNING**

☆☆ ____ Recon	☆☆ ____ Analysis	☆☆ ____ Sensing
☆☆ ____ Stealth	☆☆ ____ Sleight	☆☆ ____ Hiding
☆☆ ____ Athletics	☆☆ ____ Rumor	☆☆ ____ Conjuring
☆☆ ____ History	☆☆ ____ Tinkering	☆☆ ____ Enchanting

☆☆ ☐ **FIGHTER** ☆☆ ☐ **ROGUE** ☆☆ ☐ **MAGE**

REFERENCES

Size = S/M/L

Walk Range = Spitting / 4"

Jump Range = Swinging / 1"

INVENTORY

1 **GENERAL** ☆☆ 1 **GREY** ☆☆☆ 1 **OBSCURE** ☆☆ -1 **FINE** ☆☆☆☆

CONDITION

Type | Defenses

Res Take Cover: All Solid Damage. Requires ≥ ½ Cover or Sneaky.

	/
	/
	/
Recoveries +1 Vit. \ +d10 Hp	/ 4

Dodges	/ 1
Shield	/ 0
Health	/ 10
Vitality	/ 4

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