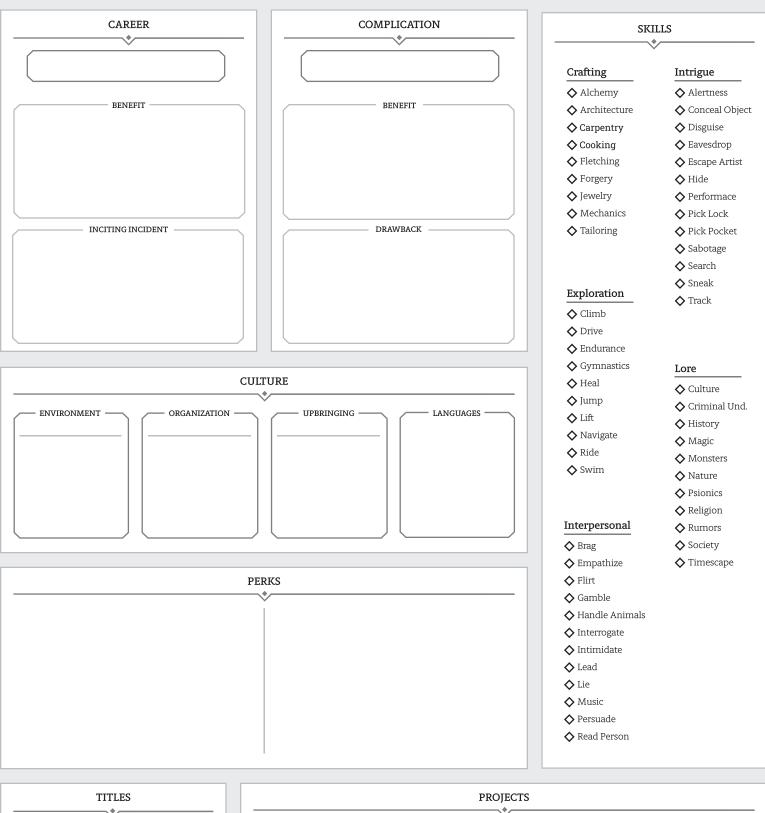


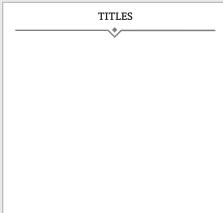
## YOUR TURN **Move Actions** Maneuvers - Advance - Aid Attack – Disengage - Catch Breath - Escape Grab - Ride - Grab Actions - Knockback - Make or Assist Test - Charge \_ Search for Hidden - Defend Creature - Free Strike – Stand Up Trade for Maneuver - Use Consumable - Trade for Move \* Note: Each Creature 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	<b>\Q</b>	<b>♦</b>	
Dazed	<b>\Q</b>	<b>♦</b>	
Frightened	<b>\</b>	<b>♦</b>	
Grabbed	<b>\</b>	<b>♦</b>	
Prone	<b>♦</b>	<b>♦</b>	
Restrained	<b>\</b>	<b>♦</b>	
Slowed	<b>\Q</b>	<b>♦</b>	
Taunted	<b>\Q</b>	<b>♦</b>	
Weakened	<b>\Q</b>	<b>♦</b>	
	<b>\Q</b>	<b>♦</b>	
	<b>♦</b>	<b>♦</b>	

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

ANCESTRY TRAITS						
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PROJECTS							
Project		Assigned		Points	Roll		
				/			
				/			
				/			
				/			
				/			

