

NAME

ASPECT

GUILD

CLASS

LEVEL

EDGES

CONDITIONS

RESOLVER

STRESSED

*no key bonus.
disadvantaged
on books.*



TIRED

*disadvantaged on
boots & bones.*



HURT

*disadvantaged
on blades.*



KEY



BOOKS

23



BOOTS

345



BLADES

4567



56789



BONES

4

CROWN



HUNGRY

*no key bonus.
disadvantaged
on supply.*



BURDENED

*fail on crown.
disadvantaged
on downtime.*



VETERAN

take veteran.



MARKED

*disadvantaged on
death's door.*



WOUNDED

*disadvantage. Roll
death's door on
down.*



DOWN

*no actions except
death's door
or receive aid.*



NAME

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EDGES

CONDITIONS

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STRESSED

*no key bonus.
disadvantaged
on books.*



TIRED

*disadvantaged on
boots & bones.*



HURT

*disadvantaged
on blades.*



KEY



BOOKS

23



BOOTS

345



BLADES

4567



56789



BONES

6

CROWN



HUNGRY

*no key bonus.
disadvantaged
on supply.*



BURDENED

*fail on crown.
disadvantaged
on downtime.*



VETERAN

take veteran.



MARKED

*disadvantaged on
death's door.*



WOUNDED

*disadvantage. Roll
death's door on
down.*

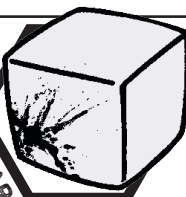


DOWN

*no actions except
death's door
or receive aid.*



VANGUARD



NAME

ASPECT

GUILD

CLASS

LEVEL

EDGES

CONDITIONS

RESOLVER

STRESSED

*no key bonus.
disadvantaged
on books.*



TIRED

*disadvantaged on
boots & bones.*



HURT

*disadvantaged
on blades.*



KEY



BOOKS

23



BOOTS

345



BLADES

4567



56789



BONES

8



CROWN

HUNGRY

*no key bonus.
disadvantaged
on supply.*



BURDENED

*fail on crown.
disadvantaged
on downtime.*



VETERAN

take veteran.



MARKED

*disadvantaged on
death's door.*



WOUNDED

*disadvantage. Roll
death's door on
down.*



DOWN

*no actions except
death's door
or receive aid.*



NAME

ASPECT

GUILD

CLASS

LEVEL

EDGES

CONDITIONS

RESOLVER

STRESSED

*no key bonus.
disadvantaged
on books.*



TIRED

*disadvantaged on
boots & bones.*



HURT

*disadvantaged
on blades.*



KEY



BOOKS

23



BOOTS

345



BLADES

4567



56789



BONES

10



CROWN

HUNGRY

*no key bonus.
disadvantaged
on supply.*



BURDENED

*fail on crown.
disadvantaged
on downtime.*



VETERAN

take veteran.



MARKED

*disadvantaged on
death's door.*



WOUNDED

*disadvantage. Roll
death's door on
down.*



DOWN

*no actions except
death's door
or receive aid.*



SENTINEL



NAME

ASPECT

GUILD

CLASS

LEVEL

EDGES

CONDITIONS

RESOLVER

STRESSED

*no key bonus.
disadvantaged
on books.*



TIRED

*disadvantaged on
boots & bones.*



HURT

*disadvantaged
on blades.*



KEY



BOOKS

23



BOOTS

345



BLADES

4567



56789



BONES

MAX



CROWN

HUNGRY

*no key bonus.
disadvantaged
on supply.*



BURDENED

*fail on crown.
disadvantaged
on downtime.*



VETERAN

take veteran.



MARKED

*disadvantaged on
death's door.*



WOUNDED

*disadvantage. Roll
death's door on
down.*



DOWN

*no actions except
death's door
or receive aid.*

