_____

CONCEPT / HERITAGES _____

LEVEL / BU ___ / ___ of ___ BU / Available ___

Debt ___ used / ___ available / ___ max / Item BU ___

VITALITY MAX / CURRENT	REST CAP / LEFT	DC	PB
__ /	__ /	__	__

PHYSICAL

SAVE __

- ⬡ Prowess __
- ⬡ Finesse __
- ⬡ Fieldcraft __

MENTAL

SAVE __

- ⬡ Awareness __
- ⬡ Reason __
- ⬡ Knowledge __
- ⬡ Influence __

MAGICAL

SAVE __

- ⬡ Mysticism __
- ⬡ Communion __
- ⬡ Intuition __

OWNED ACCESS

Practice hex: empty untrained / dot proficient / filled expertise.

Verbs: ⬡ Tier 1 ⬡ Tier 2 ⬡ Tier 3 ⬡ Tier 4

DOMAINS _____

⬡ Touch 5 ft ⬡ Close 5-10 ft ⬡ Near 30 ft ⬡ Far 60 ft ⬡ Very Far 120 ft ⬡ Extreme 240 ft-3 mi

DIE ⬡ None ⬡ d4 ⬡ d6 ⬡ d8 ⬡ d10 ⬡ d12 ⬡ d20

AT THE TABLE / DECLARE YOUR SCALE

Intent, not purchases. Agree access, CV, Strain and Cost.

DICE COUNT _____

TARGETS	◇ Single ◇ Multiple ◇ Area ◇ Custom
SHAPE	◇ Direct ◇ Cone ◇ Line ◇ Sphere ◇ Zone ◇ Beam ◇ Custom
SIZE	◇ One target ◇ 5 ft ◇ 10 ft ◇ 20 ft ◇ Custom
PLACEMENT	◇ Self ◇ Target ◇ Point ◇ Directional ◇ Custom
EFFECT DURATION	◇ Instant ◇ Short ◇ Medium ◇ Long ◇ Scene ◇ Persistent ◇ Permanent ◇ Custom
CASTING TIME	◇ Action ◇ Reaction ◇ Instant ◇ Short ◇ Medium ◇ Long ◇ Scene ◇ Custom

MOVEMENT / ft

Walk -- / Climb -- / Swim --

Burrow -- / Flight --

USED _____

REACTION ◇ EQUIPPED __ / ___ LOAD __ / ___

_____

PRIMITIVES / REUSABLE EFFECTS

Full rules / stable P references