SWORDWEAVE v0.1 ALPHA

AEGIS / 01 / DENSE

LEVEL / BU

___ / ___ of ___ BU

Available ___ / Item BU ___

Debt ___ used / ___ available / ___ max

CONCEPT / HERITAGES _____

VITALITY MAX	VITALITY CURRENT	SHORT REST CAP	SHORT REST LEFT	DC	PB	MOVEMENT / ft
__		__		__	__	Walk -- / Climb -- / Swim --
						Burrow -- / Flight -- USED

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

RANGE ⬡ 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

PRIMITIVES / REUSABLE EFFECTS

Rules continue by P reference.

ACTIVE EFFECTS / END WHEN

AT THE TABLE / DECLARE YOUR SCALE

Diamonds = 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

REACTION ◇ EQUIPPED SLOTS __ / ___ LOAD / capacity __ / ___