SWORDWEAVE v0.1 ALPHA

AEGIS / 01 / NORMAL

LEVEL / BU

___ / ___ of ___ BU

Available ___ / Item BU ___

Debt ___ used / ___ available / ___ max

_____

CONCEPT / HERITAGES _____

VITALITY MAX	CURRENT	SHORT REST CAP	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 __

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

OWNED ACCESS

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

OUTPUT DIE

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

Dots record owned pieces. Full scope follows each P reference.

PRIMITIVES / REUSABLE EFFECTS

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 __ / ___