# owned ingredients

## OWNED INGREDIENTS

Keep the same P references. Record the actual rule, its limits and how it ends.

| REF | NAME / RULE / LIMITS / ENDING |
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# compositions & effects

## COMPOSITIONS & EFFECTS

Name the composition; reuse owned references. State the outcome, Cost, limits and ending.

CAPABILITY / REF

CAPABILITY / REF

EFFECT / REF

EFFECT / REF

# Carried & Equipped

## CARRIED & EQUIPPED

Character BU and Item BU are separate. Record quantities, Load, slots and item-only rules.

| EQ | ITEM / REF | QTY | LOAD | SLOTS | ITEM BU |
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## ITEM / SOURCE / ACTUAL RULE / ENDING



# Concept & Story

## CONCEPT & STORY

Combine the origins that fit your idea. A personal flaw alone grants no automatic BU.

## CONCEPT / HERITAGES / UPBRINGINGS

## ORIGIN / MOTIVATION / TIES

## DRAWBACK / ACTUAL RULE / ENDING

LEVEL / CHARACTER BU / SEPARATE ITEM BU

# Full rules / continued

## FULL RULES / CONTINUED

Preserve the full actual rule. Continue onto another leaf instead of dropping its limits.

OWNER / SOURCE ◇ Character ◇ Item ◇ Other



# In-play workbench

## IN-PLAY WORKBENCH

Compose with owned ingredients. Record new acquisitions separately when the table agrees.

## INTENT / OWNED REFS / COST / ENDING

## NEW PRIMITIVE / ACTUAL RULE / BU / SOURCE

BU before Spent Left