More owned ingredients

CHARACTER

Mechanical rule first; narrative when absent. Preserve each rule's limits and ending.

CONTINUES FROM / REF

NEXT LEAF / REF

Keep the same P references across the front and every continuation; reusing a reference adds no BU.

PRIMITIVES / REUSABLE EFFECTS / CONTINUED

REF	NAME + ACTUAL RULE / LIMITS

REF	NAME + ACTUAL RULE / LIMITS

Compositions & reusable effects

CHARACTER _____

CAPABILITIES / REMEMBERED COMPOSITIONS

Name / owned refs / actual outcome / Cost / limits / ending

C01
C02
C03
C04
C05
C06
C07
C08
C09
C10
C11
C12
C13
C14
C15
C16
C17
C18
C19
C20

REUSABLE EFFECTS / ACTUAL CHANGE / ENDING

An effect can be reused in other compositions. Reference the same owned ingredients.

E01
E02
E03
E04
E05
E06
E07
E08
E09
E10
E11
E12

carried & equipped

CHARACTER _____

EQUIPMENT / QUANTITY / LOAD / EQUIPPED SLOTS

Character BU and Item BU are separate. Record actual quantities and item-only rules.

EQ	ITEM / REF	QTY	LOAD	SLOTS	ITEM BU	STATE
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						
⬡						

SLOTS used / max _____ / ___ LOAD / capacity _____ / ___ ITEM BU _____

ITEM RULES / SOURCE / LIMITS / ENDING

ITEM / REF _____

ITEM / REF _____

RESOURCES / QUANTITIES / NOTES

The Person & the Becoming

CHARACTER

CONCEPT / MANIFEST / HERITAGES / UPBRINGINGS

Use the combinations that describe this character; these are not fixed slots.

PORTRAIT / SIGIL / PERSONAL MARK

ORIGIN / MOTIVATION / TIES

DRAWBACKS / CONSEQUENCES / HOW THEY END

State the actual rule and any agreed credit. A personal flaw alone grants no automatic BU.

BUILD ACCOUNT / ADVANCEMENT

Level / Budget

Character BU spent / free

Separate Item BU

Agreed bonus ____ Debt used / available / max ____ / ____ / ____ Source _____

DATE	BU / CHANGE	ACQUISITION / REF / AGREEMENT

The Extended Record

CHARACTER

PRIMITIVES / EFFECTS / CAPABILITIES / ITEM RULES

Ref + name + actual rule + limits + ending. Continue for as many lines as needed.

OWNER / SOURCE ◇ Character ◇ Item ◇ Other

REF	NAME / RULE / LIMITS / ENDING

REF	NAME / RULE / LIMITS / ENDING

References reuse owned ingredients. Item-only permissions stay with their item.

The working surface

CHARACTER

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

REACH ◇ Touch ◇ Close ◇ Near ◇ Far ◇ Very Far ◇ Extreme

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

NEW COMPOSITIONS / REUSE OWNED INGREDIENTS

01 INTENT / NAME

Owned refs

OUTCOME / SCOPE / RESOLUTION

CV / Strain / Cost

Upkeep / ending

02 INTENT / NAME

Owned refs

OUTCOME / SCOPE / RESOLUTION

CV / Strain / Cost

Upkeep / ending

03 INTENT / NAME

Owned refs

OUTCOME / SCOPE / RESOLUTION

CV / Strain / Cost

Upkeep / ending

04 INTENT / NAME

Owned refs

OUTCOME / SCOPE / RESOLUTION

CV / Strain / Cost

Upkeep / ending

NEW PRIMITIVES / AGREED DURING PLAY

REF / NAME + ACTUAL RULE	BU / SOURCE / AGREEMENT
◇	
◇	
◇	
◇	
◇	
◇	
◇	

BU before Spent Left Update main record ◇