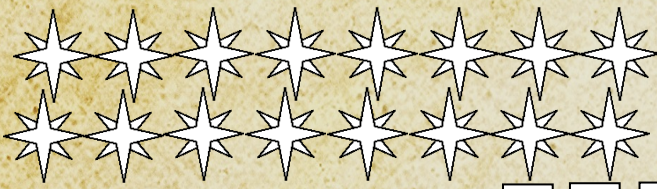


IS:



Dying:

Turn Order:

1 2 3 4

Evolution:

Culture:

Primacy:

Max:

Disciplines:

Body Mind
 Element Tech
 Lore Mystery
 Silence Song

Name

Possessions:

Total Trade Value:

[Empty box for Possessions and Total Trade Value]

Personal History:

[Empty box for Personal History]

Mission:

[Empty box for Mission]

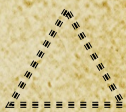
Relationships:

[Empty box for Relationships]

Appearance:

[Empty box for Appearance]

NUOVARDEN



Dice Cache

MS:

Equipped Armor:

AF:

Favored Manifestations:

[Vertical list of 20 empty boxes for Favored Manifestations]

Notes:

Player Reference

Die Results		
<u>1</u>	High Failure	Outcome failure; Reprisal Check
<u>2 or 3</u>	Standard Miss	Outcome failure
<u>4</u>	Standard Success	Outcome success
<u>Double 1s</u>	Standard Miss	Outcome failure; Reprisal Check
<u>Double 2s or 3s</u>	Standard Miss	Outcome failure; Recovery Option
<u>Double 4s</u>	High Success	Outcome success, Additional effect

Recovery Options:

- Heal 1 IS
- Recover 1 PS
- Remove 1 status effect
- Gain 1 AF (Max: 4)

Standard Action: Basic actions that do not require any manifestation energy.

Manifestation Action: Any action requiring the character to manifest as a necessary part of the action.

Assist: Once per turn, after the current player's roll, a second player may roll one die to affect the result. Rolling a 1 causes the assisting player to lose 1 PS, or 1 IS if the current PS is 0.

Common Manifestations	
<u>Body</u>	Enhance Body, Self-Heal
<u>Mind</u>	Confusion, Fear, Flight, Illusion, Mental Attack, Mind Reading, Mind Shield, Stun, Telekinesis, Telepathy
<u>Song</u>	Calm, Charm, Confuse, Deafen, Healing Song, Sleep, Sonic Attack
<u>Silence</u>	Enhanced Vision, Hide, Hush, Mute, Restorative Rest, Silent Trap
<u>Lore</u>	Accuse, All Sight, Deceptive Notion, Find Object, Know Object
<u>Mystery</u>	Dimensional Doorway, Energy Attack, Energy Shield, Invisibility, Scrying, Summon, Teleport, Void Heal
<u>Element</u>	Affect Air, Affect Earth, Affect Electricity, Affect Fire, Affect Light, Affect Water
<u>Tech</u>	Ammunition, Construction, Enhance Item, Repair Item, Temporary Item

