NUWARDEN

IS:

Dying:

Turn Order: 1 2 3 4

Dice Cache

Evolution:

Culture:

MS:

Equipped Armor:

AF:

Primacy:

Max:

Favored Manifestations:

Disciplines:

Body		Mind	
Element		Tech	
Lore		Mystery	
Silence		Song	

Name

Possessions:

Total Trade Value:

Personal History:

Mission:

Relationships:

Appearance:

Notes:

Player Reference

Die Results		
1	High Failure	Outcome failure; Reprisal Check
2 or 3	Standard Miss	Outcome failure
4	Standard Success	Outcome success
Double 1s	Standard Miss	Outcome failure; Reprisal Check
Double 2s or 3s	Standard Miss	Outcome failure; Recovery Option
Double 4s	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	
Body	Enhance Body, Self-Heal
Mind	Confusion, Fear, Flight, Illusion, Mental Attack, Mind Reading, Mind Shield, Stun, Telekinesis, Telepathy
Song	Calm, Charm, Confuse, Deafen, Healing Song, Sleep, Sonic Attack
Silence	Enhanced Vision, Hide, Hush, Mute, Restorative Rest, Silent Trap
Lore	Accuse, All Sight, Deceptive Notion, Find Object, Know Object
Mystery	Dimensional Door, Energy Attack, Energy Shield, Invisibility, Scrying, Summon, Teleport, Void Heal
Element	Affect Air, Affect Earth, Affect Electricity, Affect Fire, Affect Light, Affect Water
Tech	Ammunition, Construction, Enhance Item, Repair Item , Temporary Item

Expanded Inventory

Item	Rarity	Value	Item	Rarity	Value

Design	Rarity	Value	Design	Rarity	Value