

INJURY SCALE

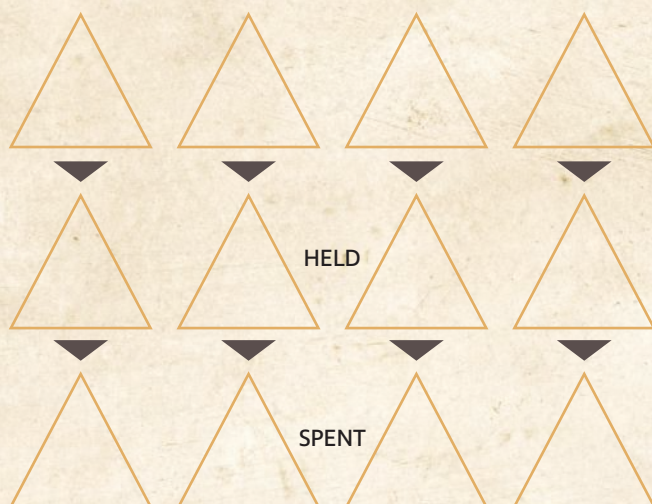


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|----------------|-----------|-------------------|-------------------|
| 1 HIGH FAILURE | 3 FAILURE | 1 NEGATE REPRISAL | 3 RECOVERY OPTION |
| 2 FAILURE | 4 SUCCESS | 2 RECOVERY OPTION | 4 HIGH SUCCESS |

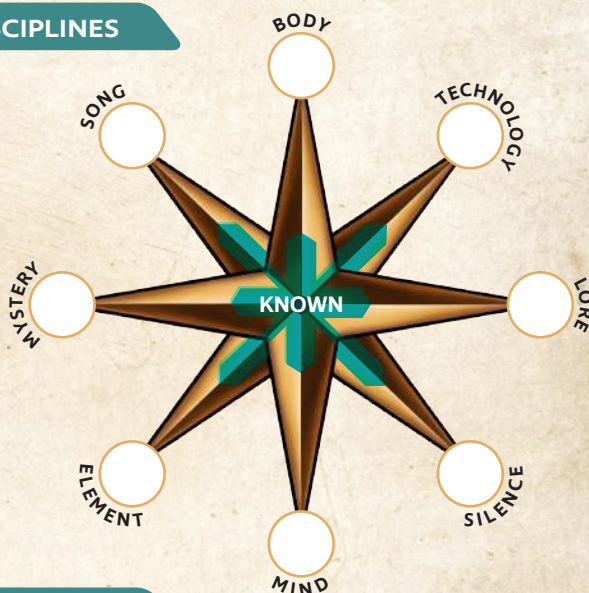
NAME:	
CULTURE:	
INJURY SCALE:	MAX PRIMACY:
HEIGHT:	WEIGHT:

EVOLUTION:	
MOVEMENT:	
ARMOR FACTOR:	ARMOR
COMBAT ORDER:	KEY POINTS:

DICE CACHE



DISCIPLINES



INVENTORY

MATERIALS

NOTES

PRIMACY



FAVORED MANIFESTATIONS

KNOWN DESIGNS

STATUS EFFECTS: IMPEDIMENTS

Afflicted (M)	Bereft (P)
Crushed (P)	Debilitated (M/P)
Hobbled (P)	Immobilized (M/P)
Slowed (P)	Suffocated (P)

STATUS EFFECTS: SUPPORTS

Alert (M/P)	Braced (P)
Dismissed (M/P)	Empowered (P)
Hale (P)	Lucid (M)
Mobilized (P)	Obscured (P)

COMMON MANIFESTATIONS

BODY	Enhance Body, Self-Heal
ELEMENT	Affect Air, Affect Earth, Affect Fire, Affect Light, Affect Water
LORE	Accuse, All Sight, Analyze Weakness, Deceptive Notion, Find Object, Hide Object, Know Object
MIND	Confuse, Flight, Fright, Mental Attack, Mind Reading, Phantasm, Psychokinesis, Stun, Telepathy
MYSTERY	Energy Shield, Heal, Invisible, Planar Doorway, Scry, Summon, Teleport, Void Attacks
SILENCE	Camouflage, Enhanced Low-Light Vision, Hush, Mute, Restorative Rest, Silent Trap
SONG	Beguile, Calm, Confusion, Deafen, Drowse, Healing Song, Sonic Attack
TECHNOLOGY	Ammunition, Construction, Enhance Item, Repair, Temporary Item

COMBAT OPTIONS

- Roll (Up to 2 Action Rolls)
- Hold (Assist or 1 Action Roll)
- Spend (See Options)
- One Free Action

SPEND OPTIONS

- Board/Control Mount or Vehicle
- End/Move/Maintain Manifestation
- Negate Reprisal from Movement
- Make Full Movement
1 Additional Time
- Imbibe/Feed Consumables

RECOVERY OPTIONS

- Recover 1 Injury/Primacy/
Armor Factor
- Invoke a Support on Self
- Remove Impediment from Self