



# Inventory

Melee Weapon:	Ranged Weapon:
Off-hand:	Armour:

<b>Keepsake:</b>
<b>Description:</b>
<b>Effect:</b>
<b>Action:</b> <b>Use:</b> <input type="checkbox"/>

<b>Keepsake:</b> Emberwind Spark
<b>Effect:</b> Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.
<b>Action:</b> Free <b>Use:</b> 1 Per Milestone <input type="checkbox"/>

<b>Item:</b>
<b>Effect:</b>
<b>Action:</b> <b>Use:</b>

<b>Item:</b>
<b>Effect:</b>
<b>Action:</b> <b>Use:</b>

Use a blank sheet of paper to track more.

# Conditions

• Check the  next to the Condition for each Stack you are suffering. If a (Max ∞) is specified, write number of Stacks instead.

<b>POISON</b> DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d6 x [Stack] <b>PIERCING</b> Damage at the start of each of their Turns.
<b>BURNING</b> DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d20 x [Stack] <b>PIERCING</b> Damage at the start of each of their Turns.
<b>FRAGILITY</b> DAMAGE	<input type="checkbox"/>	All Damage Combatant takes has the <b>PIERCING</b> property. <b>FRAGILITY</b> is removed next Round at the start of Combatant's Turn.
<b>VULNERABILITY</b> DAMAGE	____ (Max ∞)	-1 x [Stack]  & .
<b>WEAKNESS</b> DAMAGE	____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.
<b>DAZE</b> HIT RATE	<input type="checkbox"/>	On Hero: -4 <b>A</b> . On Foe: Heroes have +4  against Actions used by Foe.
<b>OFF-GUARD</b> HIT RATE	<input type="checkbox"/>	On Hero: -2 . On Foe: +2 <b>A</b> to <b>CAP</b> Checks to Actions that Target only this Foe.
<b>PRONE</b> HIT RATE	<input type="checkbox"/>	Hero: <b>OFF-GUARD</b> and cannot take Actions. Remove <b>PRONE</b> by expending 1 Fast Action during your Turn. Foe: <b>OFF-GUARD</b> and skips first Action of Action.
<b>SLEEP</b> HIT RATE ACTION RESTRICTION	<input type="checkbox"/>	Combatant cannot take Actions during their next Turn. <b>SLEEP</b> is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the <b>AUTO-CRIT</b> property.
<b>SILENCE</b> ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Cannot use Spells or Tide-Turners. <b>SILENCE</b> is removed next Round at the start of Hero's Turn. On Foe: Skips Special Ability Hexes. <b>SILENCE</b> is removed next Round at the start of Foe's Turn.
<b>CHILL</b> ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Restore -1 Action Point at the start of each your Turns. On Foe: Skip last Action in Action Chain.
<b>PARALYSIS</b> ACTION RESTRICTION	<input type="checkbox"/>	Combatant may only take 1 Action during their next Turn. <b>PARALYSIS</b> is removed at the end of that Turn.

## Anchors

## Deadweights


## SPECIAL PROPERTIES

<b>AUTO-CRIT:</b>	Action is a <b>Critical Hit</b> —hits Target, bypasses  & , and deals Max Damage.	
<b>AUTO-HIT:</b>	Hero Action: Skip <b>CAP</b> Check. Damage dealt is always reduced by  / .	Foe Action: Skip Hero's Defence Check.
<b>PIERCING:</b>	Damage bypasses  & .	

## LEGEND: FOE RANKS

	<b>Grunt</b>		<b>Awakened</b>		<b>Elite</b>		<b>Boss</b>
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