

NAME

FORCE

WILLPOWER

INFLUENCE

REASON

PRECISION

SUBTERFUGE

### CONDITIONS

- ☐ **Anger**  
-1 to **reason**, **precision**, and **subterfuge** rolls
- ☐ **Exhaustion**  
-1 to **force**, **willpower**, and **influence** rolls
- ☐ **Shame**  
You cannot use your **PERSONALITY**
- ☐ **Fear**  
You cannot use your **TRAINING**
- ☐ **Insecurity**  
You cannot use your **MOTIVES**

### WOUNDS

- ☐
- ☐
- ☐
- ☐ **Out of play**  
You cannot act nor face **TESTS**

### BACKGROUND

### MOTIVES

**Aspiration** ☐

Mark it to heal a **WOUND**

**Duty** ☐

Mark it to heal a **CONDITION**

### RESOURCES

-  
-  
-  
-

PERSONALITY

TRAINING

DARK HERITAGE

GIFT

GIFT

Face a **TEST** and explore your **DARK HERITAGE**. Add 1d12 to your pool, but if you roll 9+ on the first mark, 6+ on the second, and 3+ on the third, you will also face a **COMPLICATION**.

URGE

When you do so, remove all marks from **DARK HERITAGE** and **GIFTS**.