Character _____ Company _____

Mission _____

Duty _____

Craving _____

Problems _____ XP:

XP:

XP:

Reign

Character Sheet

Body

Athletics	+	=
Endurance	+	=
Fight	+	=
Parry	+	=
Run	+	=
Vigor	+	=
	+	=
	+	=

Sense

Direction	+	=
Eerie	+	=
Empathy	+	=
Hearing	+	=
Scrutinize	+	=
Sight	+	=
	+	=
	+	=

Charm

Fascinate	+	=
Graces	+	=
Lie	+	=
Jest	+	=
Plead	+	=
	+	=
	+	=
	+	=

Advantages and Esoteric Disciplines

Name	*Effect*	*Page*

Coordination

Climb	+	=
Dodge	+	=
Perform	+	=
Ride	+	=
Stealth	+	=
Weapon:	+	=
	+	=
	+	=
	+	=
	+	=
	+	=
	+	=
	+	=

Command

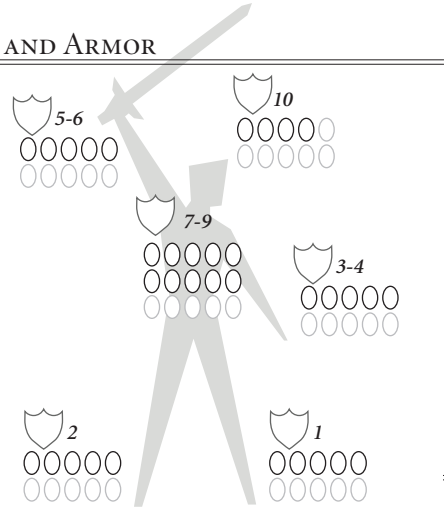
Haggle	+	=
Inspire	+	=
Intimidate	+	=
Perform:	+	=
	+	=
	+	=
	+	=
	+	=
	+	=
	+	=
	+	=
	+	=

Knowledge

Counterspell	+	=
Healing	+	=
Language:	+	=
Lore	+	=
Strategy	+	=
Tactics	+	=
Student:	+	=
	+	=
	+	=
	+	=
	+	=
	+	=
	+	=
	+	=

Attunement Effects

Wounds and Armor



Sorcery

Spell	*Effect*	*Pool*	*Intensity*	*Page*

Weapons (Page 186)

Weapon	*Dmg.*	*Attack Pool*	*Range/Notes*

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Description/Personal History

Grudges and Enemies

Dirty Secrets (Own and Others)

Property

More Spells

Spell	*Effect*	*Pool*	*Intensity*	*Page*

Preferred Moves

Move	*Rank*	*Effect*	*Page*

More Weapons

Weapon	*Dmg.*	*Attack Pool*	*Range/Notes*

Martial Paths

Technique	*Path*	*Level*	*Effect*	*Page*

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Company Sheet

Company Name:

Goal:

Company Leaders:

Assets

Name *Effect*

Notes

Influence

Permanent: Current:

Temporary and Conventional Bonuses/Penalties

Might

Permanent: Current:

Temporary and Conventional Bonuses/Penalties

Sovereignty

Permanent: Current:

Temporary and Conventional Bonuses/Penalties

Territory

Permanent: Current:

Temporary and Conventional Bonuses/Penalties

Treasure

Permanent: Current:

Temporary and Conventional Bonuses/Penalties

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