

Inventory

Melee Weapon: _____ **Ranged Weapon:** _____

Off-hand: _____ **Armour:** _____

Keepsake: _____

Description: _____

Effect: _____

Action: _____ **Use:** _____

Keepsake: Emberwind Spark

Effect: Alter 1 Roll result by up to +/- 4. Usable outside of combat.

Action: Free **Use:** 1 Per Campaign

Item: _____

Effect: _____

Action: _____ **Use:** _____

Item: _____

Effect: _____

Action: _____ **Use:** _____

To track more items or anchors, use a separate sheet of paper.

Conditions

Check off the box next to the Condition you are currently suffering from. If a max is specified, write the number of Stacks instead.

DAZE

- Hero: -4 Accuracy.
- Foe: Heroes have +4 Dodge.

OFF-GUARD

- Hero: -2 Dodge.
- Foe: +2 Accuracy to Hero CAP Checks.

PRONE

- Hero: **OFF-GUARD** and cannot take Actions until they expend a Fast Action to remove **PRONE**.
- Foe: **OFF-GUARD** and removes **PRONE** by skipping the first Action of their Action Chain.

SILENCE

- Hero: Cannot use Spell or Tide-Turner Actions. **SILENCE** is removed at the end of Hero's next Turn.
- Foe: Cannot use Special Ability Hexes. **SILENCE** is removed at the end of the Foe's next Turn.

SLEEP

- Combatant cannot take Actions on their next Turn. **SLEEP** is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target Sleeping Combatant gain the **AUTO-CRIT** property.

POISON [PIERCING]
Max 5

- Combatant takes 1d6 Damage per Stack at the beginning of their Turn.

BURNING [PIERCING]
Max 2

- Combatant takes 1d20 Damage per Stack at the beginning of their Turn.

FRAGILITY

- Actions targeting Combatant gain the **PIERCING** property. **FRAGILITY** is removed at the end of Combatant's next Turn.

VULNERABILITY
Max ∞

- -1 to Barrier Values per Stack.

WEAKNESS
Max ∞

- -1 to Action Damage per Stack.

CHILL
Max 2

- Hero: -1 Action each Round.
- Foe: Skips the last Action in their Action Chain.

PARALYSIS

- Combatant takes 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.

Anchors

DEADWEIGHTS

Icon Legend

FOE RANKS

Grunt Awakened Elite Boss

OFFENSIVE PROPERTIES

AUTO-HIT: *Foe Action:* Skip Hero Defense Check.
Hero Action: Skip CAP Check. Damage dealt is always reduced by Barrier Values.

PIERCING: Damage dealt bypasses Barrier Values.

AUTO-CRIT: Hits and deals Max **PIERCING** Damage.