

Character Sheet

NAME

PLAYER

DOM

MARKS

GRA

MARKS

PER

MARKS

ENDURANCE (7d POOL)

CON

MARKS

REV

MARKS

HAR

MARKS

MORALE (7d POOL)

DOWNED: ALL ACTIONS REQUIRE YOU TO EITHER TAKE A MARK OR BE ASSISTED BY ANOTHER PLAYER.

Conditions and Status Effects

CONDITION

CONDITION

CONDITION

Rage Actions

WHEN YOU PERFORM AN ACTION THAT INVOLVE AN ATTRIBUTE ROLL, YOU MAY CHOOSE TO DO SO WHILE IN A RAGE. WHILE YOU ARE PERFORMING A RAGE ACTION, ON YOUR D8 DICE, TREAT ALL SEVENS (7s) AS IF THEY WERE EIGHT (8s), AND TREAT ALL SIXES (6s) AS IF THEY WERE ONES (1s).



Fueled By Emotion

WHILE PERFORMING A RAGE ACTION, IF YOU ARE REQUIRED TO ROLL EITHER YOUR ENDURANCE OR MORALE DICE POOLS, YOU MAY CHOOSE TO ROLL YOUR ENRAGED POOL INSTEAD.

ENRAGED (7d POOL)

WHEN YOUR ENRAGED POOL IS DEPLETED, YOU ENTER INTO A BERSERK RAGE UNTIL YOU ARE ABLE TO RECOVER AT LEAST ONE ENRAGE DIE. WHILE IN THIS STATE, YOU CAN ONLY PERFORM RAGE ACTIONS AND EVERYTHING (AND EVERYONE) IS A THREAT TO YOU.

Fearless Inspiration

WHEN YOU DROP A DIE FROM YOUR ENDURANCE OR MORALE POOLS, WHILE PERFORMING A RAGE ACTION, ANY ALLY (EXCLUDING YOURSELF) THAT CAN SEE YOU MAY CLEAR ONE MARK, FOR EACH DIE THAT GETS DROPPED, FROM AN ATTRIBUTE OF THEIR CHOICE.

Actions Not Words

IF YOU ARE THE FIRST CHARACTER TO ACT IN A CONFLICT AND CHOOSE TO MAKE A RAGE ACTION, YOU MAY DOUBLE THE NUMBER OF ATTRIBUTE DICE FOR YOUR ROLL.

Vengeance

WHEN AN ALLY YOU SEE GETS DOWNED, YOU FEEL AN INNER RAGE BUILD UP. ON YOUR NEXT ACTION IN THE ALTERCATION, IF YOU ARE PERFORMING A RAGE ACTION, THEN A DIE RESULT OF 2 THROUGH 5 BECOMES A MIXED SUCCESS FOR THAT ONE ACTION.