

Joy

Jolt: Roll Joy and beat 7 to sprint and jump. Set aside d6 to go faster and jump farther.

Detect: Roll Joy to counter Hide. Set aside d6 to breach Hide. May be used *reflexively*.

Love

Cure: Roll Love and beat 7 to heal a light wound. Set aside d6 to heal more severe wounds. Can only Cure others.

If the target uses Weep it can add bonus hits to benefit Cure.

Grief

Weep: Roll Grief and beat 7 to shrug off all attacks with one hit. Set aside d6 to ignore more hits.

Can be used to add hits to Cure.

Fear

Hide: Roll Fear and beat 7 to hide in a stealth zone. Set aside d6 to make Detect harder.

Evade: Roll Fear against enemy Attack to dodge it. May be used *reflexively*. -1 for additional uses.

Anger

Attack: Roll Anger and beat 7 to deal a light wound. Set aside d6 to deal more severe wounds, increasing difficulty of Cure.

If you score 3 hits you also deal a weapon effect.

My Name _____ Experience _____

active	Callings	Mastered Talents
	_____	J L G F A 0 0 0 0 0
	_____	5 4 3 2 1
	_____	7 5 4 3 1
	_____	8 6 5 4 2
	_____	10 8 6 4 2
	_____	15 12 9 6 3
	_____	20 16 12 8 4

Gear

Tool _____

Cloak _____

Accessory _____

Charity	Culture	Conservation
<input type="checkbox"/> refuse to help	<input type="checkbox"/> refuse tools	<input type="checkbox"/> deny regrowth
<input type="checkbox"/> hurt beings	<input type="checkbox"/> deny intellect	<input type="checkbox"/> risk pollution
<input type="checkbox"/> kill beings	<input type="checkbox"/> refuse culture	<input type="checkbox"/> ravage nature

Ultimate Techs

5 10 15

Emotion

5 10 15

Emotion

5 10 15

Emotion