



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



Gear

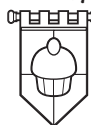
Tool

Cloak

Accessory



Charity



☐ refuse to help

☐ hurt beings

☐ kill beings

Culture



☐ refuse tools

☐ deny intellect

☐ refuse culture

Conservation

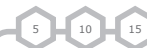


☐ deny regrowth

☐ risk pollution

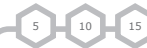
☐ ravage nature

Ultimate Techs



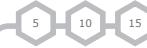
Emotion

Bonus Trigger



Emotion

Bonus Trigger



Emotion

Bonus Trigger