

Michtim



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 _____

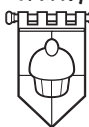
Experience _____

active	Callings	Mastered Talents
<input type="checkbox"/>	_____	J L G F A 0 0 0 0 0
<input type="checkbox"/>	_____	_____★ 5 4 3 2 1
<input type="checkbox"/>	_____	_____★ 7 5 4 3 1
<input type="checkbox"/>	_____	_____★ 8 6 5 4 2
<input type="checkbox"/>	_____	_____★ 10 8 6 4 2
<input type="checkbox"/>	_____	_____★ 15 12 9 6 3
<input type="checkbox"/>	_____	_____★ 20 16 12 8 4

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

5	10	15
_____	_____	_____
Emotion	_____	Bonus Trigger

5	10	15
_____	_____	_____
Emotion	_____	Bonus Trigger

5	10	15
_____	_____	_____
Emotion	_____	Bonus Trigger