

NAME	<input style="width: 95%;" type="text"/>			
PRONOUNS	<input style="width: 95%;" type="text"/>			
CALLSIGN	<input style="width: 95%;" type="text"/>			

  

<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>
EDGE	HEART	IRON	SHADOW	WITS

  

<b>MOMENTUM</b> Current: <input style="width: 40px;" type="text"/> / Max <input style="width: 40px;" type="text"/> / Reset <input style="width: 40px;" type="text"/>	<b>HEALTH</b> <input style="width: 40px;" type="text"/>	<b>SPIRIT</b> <input style="width: 40px;" type="text"/>
<b>SUPPLY</b> <input style="width: 40px;" type="text"/>		

  

LEGACIES		
<b>QUESTS</b> <span style="float: right;"><input type="checkbox"/> +10</span> Progress <input style="width: 40px;" type="text"/> + <input style="width: 40px;" type="text"/> ticks XP <input style="width: 40px;" type="text"/> earned, <input style="width: 40px;" type="text"/> spent	<b>BONDS</b> <span style="float: right;"><input type="checkbox"/> +10</span> Progress <input style="width: 40px;" type="text"/> + <input style="width: 40px;" type="text"/> ticks XP <input style="width: 40px;" type="text"/> earned, <input style="width: 40px;" type="text"/> spent	<b>DISCOVERIES</b> <span style="float: right;"><input type="checkbox"/> +10</span> Progress <input style="width: 40px;" type="text"/> + <input style="width: 40px;" type="text"/> ticks XP <input style="width: 40px;" type="text"/> earned, <input style="width: 40px;" type="text"/> spent

  

BACKGROUND VOW
Progress <input style="width: 40px;" type="text"/> + <input style="width: 40px;" type="text"/> ticks (Epic vow = 1 tick of progress)

  

IMPACTS			
<b>MISFORTUNES</b> <input type="checkbox"/> Wounded <input type="checkbox"/> Shaken <input type="checkbox"/> Unprepared	<b>LASTING EFFECTS</b> <input type="checkbox"/> Permanently Harmed <input type="checkbox"/> Traumatized	<b>BURDENS</b> <input type="checkbox"/> Doomed <input type="checkbox"/> Tormented <input type="checkbox"/> Indebted	<b>CURRENT VEHICLE</b> <input type="checkbox"/> Battered <input type="checkbox"/> Cursed
OTHER IMPACTS <input type="checkbox"/> <input style="width: 100px;" type="text"/> , <input type="checkbox"/> <input style="width: 100px;" type="text"/> .			
MAX MOMENTUM: STARTS AT +10 / REDUCE BY 1 FOR EACH IMPACT MOMENTUM RESET: 0 IMPACTS = +2 / 1 IMPACT = +1 / 2 OR MORE IMPACTS = 0			