

NAME	<input type="text"/>	<input type="text"/>
PRONOUNS	<input type="text"/>	
CALLSIGN	<input type="text"/>	

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
EDGE	HEART	IRON	SHADOW	WITS
MOMENTUM		HEALTH	SPIRIT	SUPPLY
Current:	<input type="text"/> / Max <input type="text"/> / Reset <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

LEGACIES		
QUESTS <input type="checkbox"/> +10 Progress <input type="text"/> + <input type="text"/> ticks XP <input type="text"/> earned, <input type="text"/> spent	BONDS <input type="checkbox"/> +10 Progress <input type="text"/> + <input type="text"/> ticks XP <input type="text"/> earned, <input type="text"/> spent	DISCOVERIES <input type="checkbox"/> +10 Progress <input type="text"/> + <input type="text"/> ticks XP <input type="text"/> earned, <input type="text"/> spent

BACKGROUND VOW	
<input type="text"/>	
Progress	<input type="text"/> + <input type="text"/> ticks (Epic vow = 1 tick of progress)
<input type="text"/>	

IMPACTS			
MISFORTUNES <input type="checkbox"/> Wounded <input type="checkbox"/> Shaken <input type="checkbox"/> Unprepared	LASTING EFFECTS <input type="checkbox"/> Permanently Harmed <input type="checkbox"/> Traumatized	BURDENS <input type="checkbox"/> Doomed <input type="checkbox"/> Tormented <input type="checkbox"/> Indebted	CURRENT VEHICLE <input type="checkbox"/> Battered <input type="checkbox"/> Cursed
OTHER IMPACTS <input type="checkbox"/> <input type="text"/> , <input type="checkbox"/> <input 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			

<input type="text"/>
