

LEGACY OF THE REMNANT

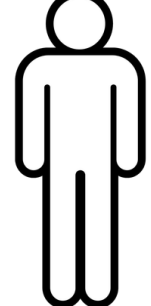
NAME

PLAYER

AGE

GRACE

ANCHOR VERSE





PILLARS

What drives you to keep going, and what have you learned to do because of it?

CONVICTION

HEART

MIND

CONVICTION

What doubt or fear do you wrestle with, and what skill helps you stay focused?

What truth or belief keeps you steady, and how does it show in how you live?

CONVICTION

SOUL

STRENGTH

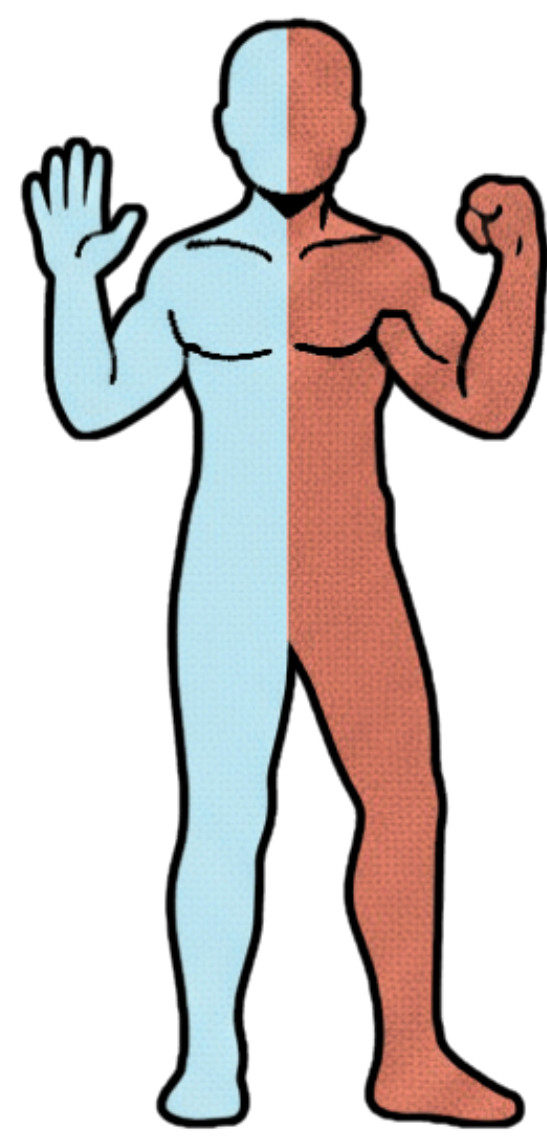
CONVICTION

What hardship shaped you, and what can you do now that helps you survive?

←[][][][] FEAR

When You Collapse to Fear

Choose what your character refuses to abandon
Act in a way that protects others, preserves a truth, or holds the line long enough for something good to survive—even if you do not



FURY →[][][]→

When You Collapse to Fury

Choose what your character is willing to destroy
Act in a way that breaks an enemy, a lie, or a barrier at terrible cost—knowing the world will not be the same afterward

SIGNATURE DISCIPLINE

EDGES & STATES

PRAYERS

EXPOSURE -1 ← 0 → +1
EXPOSED SHIELDED

STABILITY -1 ← 0 → +1
UNSTABLE ANCHORED

MOBILITY -1 ← 0 → +1
HINDERED EVADING