

WARRIORS OF THE COVENANT



NAME	PLAYER	AGE
COVENANT	PILLAR	TIER
		GRACE
APPEARANCE / DESCRIPTION		

PILLARS

COMPASSION PROSPER HARDENED CONVICTION HEART MIND ACADEMICS MEDICINE CLOUDED	EXHORT RECONCILE CONVICTION SOUL MIND AWARENESS PRECISION	DEVOTE FAITH BURDENED CONVICTION SOUL STRENGTH AGILITY COMBAT WOUNDED	DISCERN FORGE CONVICTION SOUL STRENGTH COMBAT STEALTH
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CONDITIONS POSTURES STATES

MINOR	MAJOR	UNIT - ONE	EXPOSURE -1 ← 0 → +1 EXPOSED SHIELDED
AFRAID	BLEEDING	BRACED	STABILITY -1 ← 0 → +1 UNSTABLE ANCHORED
CONFUSED	BLINDED	COVER	MOBILITY -1 ← 0 → +1 HINDERED EVADING
DISCOURAGED	EXHAUSTED	GUARDED	
PROVOKED	RESTRAINED	HIDDEN	
STUNNED	SICKENED	PRONE	

CALLING DISCIPLINES

TIER1

TIER3

TIER9

TIER12

TIER18

OTHER DISCIPLINES

TIER1

TIER6

TIER15

IMPACT TABLE

1 TP

Shift Position: Move one range band with no opposed roll.
Gain Edge: Gain 1 Edge for you or ally to use this scene.
Read the Moment: Witness gives you one relevant detail.

2 TP

Break Momentum: Cancel 1 Opposition Edge or aid bonus.
Compose Yourself: You may reset two negative States.

3 TP

Press the Advantage: Gain Advantage on your next roll.

4 TP

PRAYERS

EDGES