

TENETS OF HONOR				
COMMITMENT	COMPASSION	PURITY	RIGHTEOUSNESS	UNDERSTANDING
Oathsworn? (Pick two Tenets)	Oathsworn? (Pick two Tenets)	Oathsworn? (Pick two Tenets)	Oathsworn? (Pick two Tenets)	Oathsworn? (Pick two Tenets)
Tenet Maneuvers (Pick one if Oathsworn)	Tenet Maneuvers (Pick one if Oathsworn)	Tenet Maneuvers (Pick one if Oathsworn)	Tenet Maneuvers (Pick one if Oathsworn)	Tenet Maneuvers (Pick one if Oathsworn)
When you fail to overcome a Task's Difficulty on your first roll, all rolls against this task gain +1AD.	Each HD spent is an automatic success on Skill rolls to attempt to make someone Compassionate.	Each HD spent is an automatic success toward cancelling an opponent's Difficulty derived from Dishonor.	You are immune to Fear, and allies gain +1D of Advantage to resist Fear while in your presence	Each HD spent is an automatic success when rolling to learn, understand, empathize, or deduce.
Each HD spent removes one Severity of an Injury sustained this round.	Each HD spent is an automatic success toward removing another's Injury or Consequence.	You are immune to Sickness, and allies in your presence receive +1D of Advantage to resist Sickness.	Any HD spent while acting Righteously are considered an automatic success	Spend an HD to automatically know a Task's or Enemy's Difficulty, Severity, and Threshold
Observances	Observances	Observances	Observances	Observances
Violations	Violations	Violations	Violations	Violations
Stained?	Stained?	Stained?	Stained?	Stained?

SKILLS									
Awareness	Coordination	Influence	Knowledge	Logic	Might	Resistance	Stealth		
Exemplary	Exemplary	Exemplary	Exemplary	Exemplary	Exemplary	Exemplary	Exemplary	Exemplary	
Good	Good	Good	Good	Good	Good	Good	Good	Good	
Average	Average	Average	Average	Average	Average	Average	Average	Average	
Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	

Standard Skill Array: one Exemplary, one Good, five Average, one Poor. Exemplary = success on 3+, Good = success on 4+, Average = success on 5+, Poor = success on 6+

Talents	Equipment	Notes
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