Basic Character Statistics

Main Statistics

Attributes

- Strength - improves Stamina damage done
- Dexterity - improves Morale damage done
- Willpower
- Intellect

Action Training

- Strike - uses Strength or Dexterity attribute
- Speak - uses Willpower or Intellect attribute
- Sense - uses Dexterity or Intellect attribute

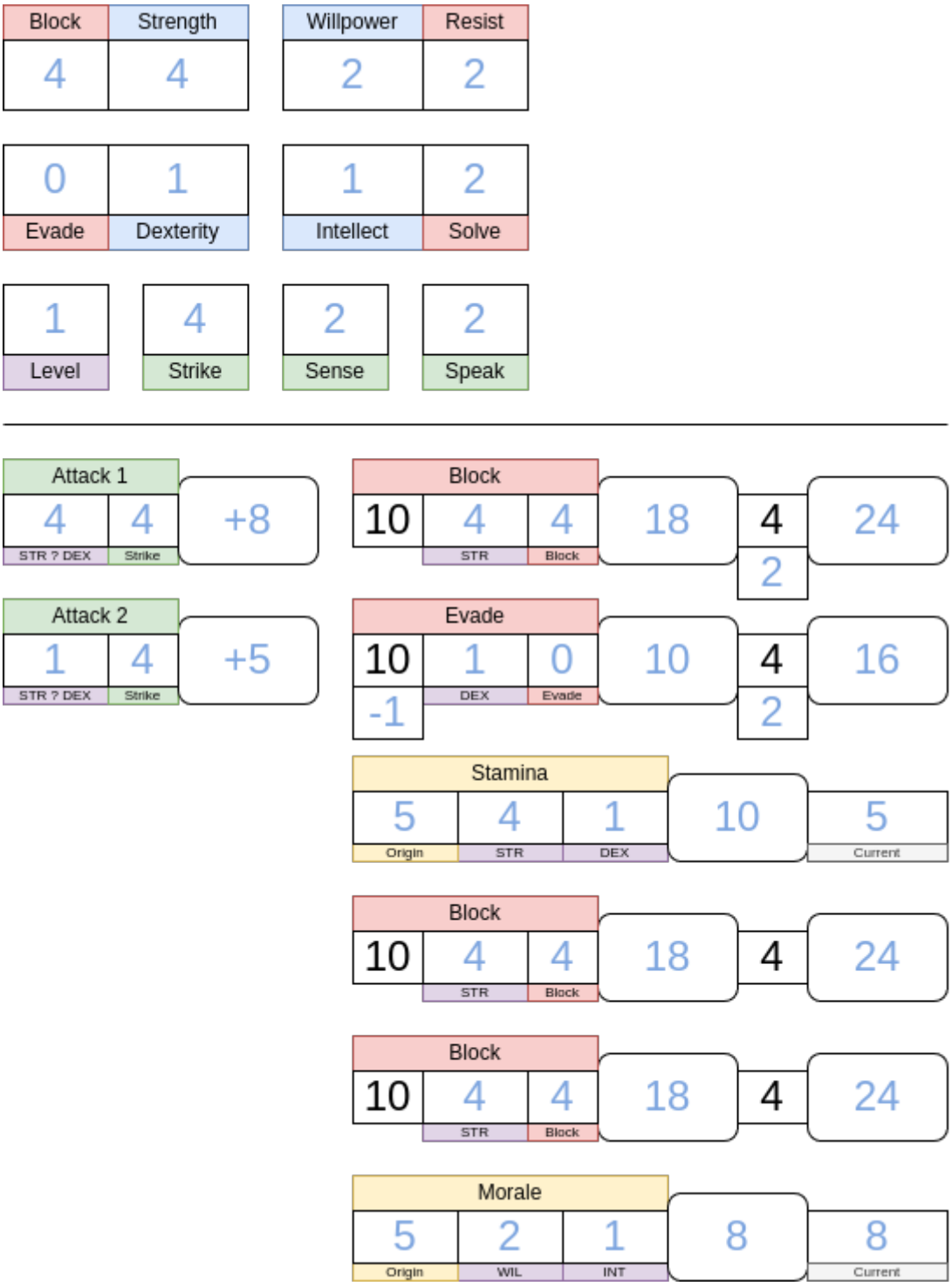
Defense Training

- 1 Defense for each Attribute

Pools

- Stamina - is Origin stamina + Strength + Dexterity
- Morale - is Origin morale + Willpower + Intellect
- Resources - Fokus, Energy, Material
- Empowered - is on or off

Character Sheet



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