POTENTIAL DISCARDS

+ NAME +

+ CONCEPT +

+ AFFINITY +

+ABILITIES+

+POTENTIAL+



DEFAULTS - 000 000 000

- + NATIONALITY +
- + APPEARANCE +
 - + AGE +
- + RECRUITMENT +

+SKILLS+



+ CROWNING CARDS +

Jacks - Trickery, Deception, Subterfuge, THIEVERY - NEFARIOUS DOINGS

QUEENS - WISDOM, HEALING, COMPASSION, LOVE, CHARISMA, NEGOTIATION, KNOWLEDGE, DEFENSE -NURTURING REASON

KINGS - COMBAT, STRATEGY, LEADERSHIP, NOBILITY, DIPLOMACY - FORCEFUL AUTHORITY

ACES - CROWN ANY PLAY REGARDLESS
OF CIRCUMSTANCES

+ ELEMENTAL SUITS +

WIND/INTELLIGENCE & PERCEPTION

RAIN/EMOTION, INSIGHT & HEALING
ORE/STRENGTH, FORTITUDE & HEALTH

ARC/ AGILITY & SPEED

+ POTENTIAL HAND +

+ CACHES +

INNATE KNIGHTS'

INNATE ANCESTRAL

CULTURE

TRIGGER

TRAIT

TRIGGER

TYPE

STORY

TRIGGER

INNATE TYPE
TRIGGER
TYPE
TRIGGER

TRIGGER
TYPE

TYPE
TORY
TRIGGER

+ RELIC +

NAME

EFFECTS

NARRATIVE

MECHANICAL

ACTIVATION

+ EQUIPMENT +

+ BLAZES +

GRADUATION

000

000

0

+ CONSEQUENCES +

+ PLAY HAND +