

THE VEIL & LEAD • Character Sheet

A record of one soul against the Frontier.

CHARACTER NAME		PLAYER	EPITHET / NICKNAME	
ORIGIN	TRAGEDY	CALLING	DISCIPLINE (IF PSIONIC)	
CONCEPT / DESCRIPTION				

ATTRIBUTES

All Attributes begin at Rank 1 and rise to a cap of Rank 5. Record your final scores below.

IRON	GRIT	QUICK	SAVVY	SWAY	ECHO
Strength, Vitality, Melee dmg	Endurance, Strain, resistance	Reflexes, Defense, Initiative	Perception, Mettle, Technical	Social skills, Influence	Willpower, Psionic power

SKILLS

Skills begin at Rank 0 (Untrained) and rise to a cap of Rank 5. At Rank 3 or higher you may declare one Specialization per Skill; check the box, and gain a +1 Roll Bonus whenever that narrow focus applies.

SKILL	GOVERNS	RANK	SPC.
COMBAT			
Ballistics	QUICK		☐
Brawl	IRON		☐
Melee	IRON / QUICK		☐
PHYSICAL			
Athletics	QUICK / IRON		☐
Labor	GRIT / IRON		☐
Resilience	GRIT / IRON or ECHO		☐
Ride	QUICK		☐
Stealth	QUICK		☐
SOCIAL			
Deceit	SWAY		☐
Force	IRON / SWAY		☐
Insight	SAVVY		☐
Persuasion	SWAY		☐

SKILL	GOVERNS	RANK	SPC.
KNOWLEDGE			
Lore	SAVVY		☐
Medicine	SAVVY		☐
Streetwise	SAVVY / SWAY		☐
SURVIVAL			
Awareness	SAVVY		☐
Frontier	SAVVY		☐
Handling	SWAY		☐
Scrounge	SAVVY		☐
TECHNICAL			
Finesse	QUICK		☐
Gamble	SAVVY / SWAY		☐
Demolitions	SAVVY		☐
Engineering	SAVVY		☐
PSIONIC			
Channel	ECHO		☐
Focus	ECHO		☐

DERIVED STATISTICS

VITALITY	METTLE
current max $IRON + 8 \cdot Wounded\ at\ half \cdot Death\ at\ -(IRON + 2)$	current max $(SAVVY + GRIT) \div 2, round\ up$

DEFENSE	SPEED	INITIATIVE	MELEE BONUS
$8 + higher\ of\ QUICK/SAVVY$	$QUICK + Athletics + 3$	$QUICK + Awareness$	$IRON\ 3-4: +1 \cdot IRON\ 5: +2$

STRAIN TRACK Capacity = GRIT + 3. Check boxes left to right as Strain accrues.

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EROSION TRACK Capacity = ECHO + 5. A filled Track triggers a Break.

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WEAPONS

WEAPON	SKILL	WR	RANGE	TEMPO	QUALITIES

ARMOR & DEFENSE

ARMOR	AR	PROPERTIES

CONDITIONS

- ☐ Suppressed
- ☐ Prone
- ☐ Engaged
- ☐ Exposed
- ☐ Blinded
- ☐ Stunned
- ☐ Grappled
- ☐ Bleed
- ☐ Disoriented
- ☐ Immobilized
- ☐ Pinned
- ☐ Nauseated
- ☐ Staggered

COMMON ACTION TEMPOS

ACTION	TEMPO
Draw Weapon	2
Aim	2
Scramble	3
Take Cover	3
Steady Shot (Pistol)	4
Strike (Medium Melee)	4
Reload (Speed)	4
Chase Action	4
Grapple	5
Steady Shot (Rifle)	5
Recover / Manual Reload	6

INITIATIVE RESULTS

MARGIN	START TICK	STATE
Failure	6	Surprised
0-3	4	Slow
4-6	3	Ready
7-9	2	Fast
10+	0	Instant

RANGE BAND TN MODIFIERS

WEAPON TYPE	POINT-BLANK	CLOSE	NEAR	FAR	EXTREME
Pistol	TN -2	-	-	TN +2	TN +4
Shotgun	TN -2	-	TN +2	TN +4	N/A
Rifle	TN +2	-	-	-	TN +2
Scoped Rifle	TN +2	-	-	Roll +2	-

COVER & CHASE TN MODIFIERS

COVER	TN MOD	CHASE TERRAIN	TN
Exposed	-1	Open ground	9
Light	+2	Rough terrain	11
Hard	+4	Tight / cluttered	13
Fortified	+6	Severe hazard	15

THE VEIL & LEAD • The Soul

The five pillars that anchor you against the Erosion.

THE MEMORY PALACE: FIVE PILLARS

Sensory and specific. Emotionally resonant. Brief. Actionable. When a Pillar burns, it empties until Hardened anew. Check Sparked when you Spark a Memory, and clear it at the start of each session.

THE SCAR (Tragedy)
The wound that defined you.

Sparked ☐ Burned ☐ Hardened ☐

THE ROOT (Origin)
A sensory detail of home.

Sparked ☐ Burned ☐ Hardened ☐

THE DRIVE (Calling)
Why you keep fighting.

Sparked ☐ Burned ☐ Hardened ☐

THE ANCHOR (Bond)
Who you love. Required for the Anchoring recovery method.

Sparked ☐ Burned ☐ Hardened ☐

THE SECRET (Hidden)
What you hide from others.

Sparked ☐ Burned ☐ Hardened ☐

QUICK REFERENCE: SPARK, BURN, HARDEN

ACTION	RULES
Spark	Once per session per Memory. The Blaze: sum the three highest dice instead of two on a relevant roll. The Ember: recover 2 Mettle instead. See Chapter 2.
Burn	A Memory is lost to a Break, Backlash, or other catastrophe. The slot stays empty until Hardened.
Harden	Downtime only; not during the same Downtime it burned. Costs 8 XP. Hardened Memories carry a different emotional register (see Chapter 2).

ADVANCEMENT

TOTAL XP EARNED	TOTAL XP SPENT	XP AVAILABLE	LEGEND (0-10)

Everything you've learned to bend the world in your favor.

GENERAL & COMBAT TALENTS

Mundane Talents available to any Calling. See Chapter 7, Section IV.

TALENT	PREREQUISITE	COST	EFFECT

CALLING & DISCIPLINE TALENTS

Talents unique to your Calling, or your Discipline if Psionic. Psionic Talents also record their Rank and Strain cost. See Chapter 7.

TALENT	PREREQUISITE	COST	EFFECT

THE VEIL & LEAD • Equipment, Gear & Scrip

What you carry, what you can trade, and what keeps you breathing.

CARRIED GEAR & TOOLS

Everyday tools, survival gear, and items too mundane for the Weapons or Armor tables on page 2.

ITEM	NOTES

AMMUNITION & RELOADS

Track rounds or charges for up to two weapons. Check a box per shot fired; clear the row on a Reload action.

WEAPON 1: _____

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WEAPON 2: _____

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SCRIP & VALUABLES

SCRIP (\$) ON HAND **PERSONAL ITEM**

VALUABLE / TRADE GOOD	EST. VALUE (\$)

NOTES