

# LEGACY OF THE REMNANT



NAME

PLAYER

AGE

GRACE

ANCHOR VERSE



## PILLARS

What drives you to keep going, and what have you learned to do because of it?

What truth or belief keeps you steady, and how does it show in how you live?

TRUTH

TRUTH

HEART

SOUL

MIND

STRENGTH

TRUTH

TRUTH

What doubt or fear do you wrestle with, and what skill helps you stay focused?

What hardship shaped you, and what can you do now that helps you survive?

← [ ] [ ] [ ] [ ] FEAR

**When You Collapse to Fear**

Choose what your character refuses to abandon  
Act in a way that protects others, preserves a truth, or holds the line long enough for something good to survive—even if you do not

FURY → [ ] [ ] [ ] [ ] →

**When You Collapse to Fury**

Choose what your character is willing to destroy  
Act in a way that breaks an enemy, a lie, or a barrier at terrible cost—knowing the world will not be the same afterward

## SIGNATURE DISCIPLINE

## EDGES & STATES

NOTES

**EXPOSURE** -1 ← 0 → +1  
EXPOSED SHIELDED

**STABILITY** -1 ← 0 → +1  
UNSTABLE ANCHORED

**MOBILITY** -1 ← 0 → +1  
HINDERED EVADING