

# WARRIORS OF THE COVENANT



NAME  PLAYER  AGE

CALLING PILLAR

TIER

GRACE

APPEARANCE / DESCRIPTION

## PIILLARS

COMPASSION  EXHORT

PROSPER  RECONCILE

**HARDENED**

DEVOTE  DISCERN

FAITH  FORGE

**BURDENED**

TRUTH

**HEART**

TRUTH

**SOUL**

**MIND**

TRUTH

**STRENGTH**

TRUTH

ACADEMICS  AWARENESS

MEDICINE  PRECISION

**CLOUDED**

AGILITY  COMBAT

PERSEVERE  STEALTH

**WOUNDED**

## CONDITIONS

- MINOR**
- AFRAID
  - CONFUSED
  - DISGRACED
  - PROVOKED
  - SICKENED

- MAJOR**
- BLEEDING
  - BLINDED
  - EXHAUSTED
  - RESTRAINED
  - STUNNED

## POSTURES

- LIMIT - ONE**
- BRACED
  - COVER
  - GUARDED
  - HIDDEN
  - PRONE

## STATES

- EXPOSURE** -1 ← 0 → +1  
EXPOSED SHIELDED
- STABILITY** -1 ← 0 → +1  
UNSTABLE ANCHORED
- MOBILITY** -1 ← 0 → +1  
HINDERED EVADING

## ✦ CALLING DISCIPLINES

TIER1

TIER3

TIER9

TIER12

TIER18

## ✦ OTHER DISCIPLINES

TIER1

TIER6

TIER15

## ⊕ IMPACT TABLE

**Shift Position:** Move one range band with no opposed roll.  
**Gain Edge:** Gain 1 Edge for you or ally to use this scene.  
**Read the Moment:** Witness gives you one relevant detail.

1 TP

**Break Momentum:** Cancel 1 Opposition Edge or aid bonus.  
**Disrupt Posture:** Target loses Posture and resets States.

2 TP

**Press the Advantage:** Add +2 Pressure or Minor Condition.

3 TP

4 TP

## 📅 NOTES

## ⊕ EDGES