

# WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME  
FUELED BY THE DECK OF FATE

Name \_\_\_\_\_

## ASPECTS

CORE CONCEPT \_\_\_\_\_

TROUBLE \_\_\_\_\_

LEGACY \_\_\_\_\_

### SEASONS ON MISSIONS

1      
4

2      
5

3      
6

## SKILLS

+7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	} Gain a Stunt in Skills of Rank 5 or higher
+6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
+0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

## STUNTS

## HELPING AND HINDERING ASPECTS

You may freely invoke one helpful or one hindering aspect on any skill check. Before resolving skill check, draw one card.

**Helpful Aspect:** Add suns

**Hindering Aspect:** Subtract moons, gain skill advance

### RELATIONSHIPS

The character must be in the same scene to use these Aspects.

CHARACTER _____	Skill _____	Helpful Aspect _____
CHARACTER _____	Skill _____	Hindering Aspect _____

### ASSET

CORE CONCEPT \_\_\_\_\_

Burn two free invokes from campaign aspects to create asset, may add additional aspects to asset by burning more free invokes

2 INVOKES	Skill _____	Helpful Aspect _____	Skill _____	Hindering Aspect _____
4 INVOKES	Skill _____	Helpful Aspect _____	Skill _____	Hindering Aspect _____

## CONSEQUENCES

Recovery Time

MILD (-2) \_\_\_\_\_

MODERATE (-4) \_\_\_\_\_

SEVERE (-6) \_\_\_\_\_

MILD (-2) \_\_\_\_\_

MILD (-2) \_\_\_\_\_

MOVEMENT  0-2: 2 ZONES  3-5: 3 ZONES  6+: 4 ZONES

## STRESS

PHYSICAL (PHYSIQUE) \_\_\_\_\_ 1  2  3  4  5  6

MENTAL (WILL) \_\_\_\_\_ 1  2  3  4  5  6

= Unlocked

## REGIONS AND MANA

BOUND REGION \_\_\_\_\_ REGION MANA \_\_\_\_\_

STARTING MANA Channeling + Region Mana + Developments = \_\_\_\_\_