

WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

Name _____

ASPECTS

CORE CONCEPT _____

TROUBLE _____

LEGACY _____

SEASONS ON MISSIONS

1 ☐ ☐ ☐ ☐

2 ☐ ☐ ☐ ☐

3 ☐ ☐ ☐ ☐

4 ☐ ☐ ☐ ☐

5 ☐ ☐ ☐ ☐

6 ☐ ☐ ☐ ☐

SKILLS

+7	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	} Gain a Stunt in Skills of Rank 5 or higher	
+6	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐		
+5	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐		
+4	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐		☐ ☐ ☐
+3	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐		☐ ☐ ☐
+2	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	
+1	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	
+0	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	
+0	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	

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

☐ MILD (-2)	Recovery Time	☐
☐ 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 = _____