



Breaker Name

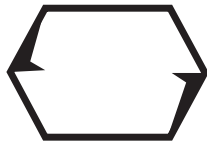
Player Name

Description

Crime

Skills

OPPORTUNITY



Faction

ACTIVE

Repute

BREAKER ASSETS

- **Secure a link** by marking the circle
- **Stress a link** by clearing the circle
- ⊗ **Sever a link** by crossing the circle
- Mark the small circles to indicate the length of links for the asset

NAME

EQP

EXP

NAME

EQP

EXP

NAME

EQP

EXP

NAME

EQP

EXP

NAME

EQP

EXP

GRAVE TRIALS (Contribution Rolls)

Add up to one die for each:

- you use a relevant skill
- you use a relevant experience, stress a link
- you use a relevant experience, stress a link

