



Faction Name

Player Name

Goals

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FACTION TRIALS (Contribution Rolls)

Always start with one die

Add up to one die for each:

- you use a relevant equipment, stress a die
- you use a relevant experience, stress a die

FACTION 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

IN TRANSIT

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