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FACTION SHEET

Faction Name

Orizite Freedom Militia

Player Name

Goals

- ☐ Unite your rebel Kin
- ☐ Sabotage Crown weaponry
- ☐ Convince community elders

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

Alleyway Allies

EQP EXP

We supply crown guard patrol routes to Alleyway gangs

IN TRANSIT

Rajan Forest

EQP EXP

misty rugged

IN TRANSIT

Magic is dying

EQP EXP

Orizite Circle Magic is nearly extinct

IN TRANSIT

NAME

EQP EXP

IN TRANSIT

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EQP EXP

IN TRANSIT

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EQP EXP

IN TRANSIT