

**CHARACTER**

**EXPERIENCE**

Character name input field

Experience level indicator (two rows of 15 circles each)

Vertical scale from +10 to -6, with MAX and RESET at the bottom

Five main character attributes: EDGE, HEART, IRON, SHADOW, WITS

**BONDS**

10 square boxes for tracking bonds

**VOWS**

Progress bar for VOWS

- TROUBLESOME ○ DANGEROUS ○ FORMIDABLE ○ EXTREME ○ EPIC

10 square boxes for tracking vows

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**DEBILITIES**

**CONDITIONS**

- WOUNDED ○ SHAKEN ○ UNPREPARED ○ ENCUMBERED

**BANES**

- MAIMED ○ CORRUPTED

**BURDENS**

- CURSED ○ TORMENTED

Vertical scale for HEALTH, SPIRIT, and SUPPLY, ranging from +5 to 0

MOMENTUM

STATUS

**IRONSWORN**

