

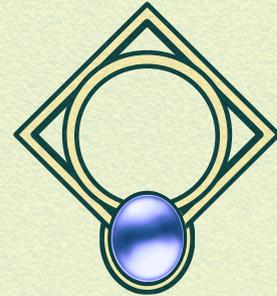
# m u t h i r Bastionland

Name

Title

Citation

Glory



Vigour

Ability

Clarity

Spirit

Passion

Special Traits

Exposed

Exhausted

Fatigued

Impaired

Guard

Armor

Property

Tale

Feats

Smite

- Use before rolling a melee attack.
- The attack gains +d12 or Blast.
- Pass a VIG Save or become Fatigued.

Focus

- Use after rolling an attack.
- Perform a Gambit without a die.
- Pass a CLA Save or become Fatigued

Deny

- Use after an attack roll against you or an ally within arm's reach.
- Discard one attack die.
- Pass a SPI Save or become Fatigued.

Gambits

- **Bolster** the attack for +1 total damage.
- **Move** after the attack, even if you already moved or are unable to move.
- **Repel** a foe away from you.
- **Stop** a foe from moving next turn.
- **Impair** a weapon on their next turn.
- **Trap** a shield until your next turn.
- **Dismount** a foe.
- **Other effect** of a similar level of impact.

Age

# Knight's Journal



## Journey Log

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## Objectives and Aspirations

Empty space for writing Objectives and Aspirations.

## Notes

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## Fellowship

Ally :

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Ally :

Empty space for writing the second ally.

Ally :

Empty space for writing the third ally.

Ally :

Empty space for writing the fourth ally.

Ally :

Empty space for writing the fifth ally.

## Important People

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