

UPWIND

A ROLEPLAYING FABLE OF LOST SCIENCE,
ELEMENTAL MAGIC AND UNCHARTED SKIES.

+ NAME +

+ CONCEPT +

+ AFFINITY +

DEFAULTS - ○○○ ○○○ ○○○

+ NATIONALITY +

+ APPEARANCE +

+ AGE +

+ RECRUITMENT +

+ ABILITIES +

Five rows of ability icons. Each row consists of a circle with four smaller circles around it, and four suits (spade, heart, diamond, club) to its left.

+ POTENTIAL DISCARDS +

+ POTENTIAL +

Four suits (spade, heart, diamond, club) to the left of the main header.

Five rows of potential icons. Each row consists of a circle with four smaller circles around it.

+ POTENTIAL DECK +

+ SKILLS +

Five rows of skill icons. Each row consists of a circle with four smaller circles around it, and four suits (spade, heart, diamond, club) to its right.

+ CROWNING CARDS +

JACKS — TRICKERY, DECEPTION, SUBTERFUGE,
THIEVERY — NEFARIOUS DOINGS

QUEENS — WISDOM, HEALING, COMPASSION, LOVE,
CHARISMA, NEGOTIATION, KNOWLEDGE, DEFENSE —
NURTURING REASON

KINGS — COMBAT, STRATEGY, LEADERSHIP,
NOBILITY, DIPLOMACY — FORCEFUL AUTHORITY

ACES — CROWN ANY PLAY REGARDLESS
OF CIRCUMSTANCES

+ ELEMENTAL SUITS +

WIND/INTELLIGENCE & PERCEPTION   RAIN/EMOTION, INSIGHT & HEALING
 ORE/STRENGTH, FORTITUDE & HEALTH   ARC/AGILITY & SPEED

+ POTENTIAL HAND +

+ CACHES +

- INNATE ○ KNIGHTS'
- INNATE ○ ANCESTRAL
- INNATE ○ CULTURE
- INNATE ○ TRIGGER
- INNATE ○ TRAIT
- INNATE ○ TRIGGER
- INNATE ○ TYPE
- STORY ○ TRIGGER
- INNATE ○ TYPE
- STORY ○ TRIGGER
- INNATE ○ TYPE
- STORY ○ TRIGGER
- INNATE ○ TYPE
- STORY ○ TRIGGER

+ RELIC +

NAME

EFFECTS

NARRATIVE

MECHANICAL

ACTIVATION

+ EQUIPMENT +

+ BLAZES +

- GRADUATION
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+ CONSEQUENCES +

+ PLAY DISCARDS +

+ PLAY DECK +

+ PLAY HAND +