Factions & Reactions

| | T. 0. | | | | REACTION | | | |
|----|---------|------|---------|---------|----------|-----|-----|--|
| [| Faction | Ref. | Enemies | Friends | Notes | ±RM | ±RM | Cure Actions |
| I | | | | | | | | Gute Action: +1 RM for Faction -2 RM for Enemies |
| 2 | | | | | | | | BAD ACTION: -2 RM FOR FACTION |
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| l | Faction | Ref. | Enemies | Friends | Notes | ±RM | ±RM | |