Hero

Class _____

Subclass _____

_____
Character Name

Ancestry _____

Career _____

LEVEL

_____

XP ___ Victories ___

EQUIPMENT

_____
Armor

_____
Weapon/Implement

MIGHT	AGILITY	REASON	INTUITION	PRESENCE

Size	Speed	Stability	Disengage

STAMINA

_____

Max ___ Temp ___

RECOVERIES

_____

Max ___ Stamina ___

SURGES

1 Surge = Damage _____
2 Surges = Potency + 1

HEROIC RESOURCE

Fight start = Victories

Per-turn = _____

FEATURES

INVENTORY

RESOURCE GAINS

REGULAR ACTIONS

• Charge
• Defend
• Free Strike
• Trade for Manoeuvre
• Trade for Move

MANEUVERS

• Aid Attack
• Catch Breath
• Escape Grab
• Grab
• Knockback
• Make or Assist Test
• Search for Hidden Creature
• Stand Up
• Use Consumable

TRIGGERED ACTIONS

CONDITIONS

	End of Turn	Save Ends
Bleeding	☐	☐
Dazed	☐	☐
Frightened	☐	☐
Grabbed	☐	☐
Prone	☐	☐
Restrained	☐	☐
Slowed	☐	☐
Taunted	☐	☐
Weakened	☐	☐
	☐	☐
	☐	☐

WEAKNESSES

IMMUNITIES

MOVE ACTIONS

• Advance
• Disengage
• Ride Mount

Identity

_____   _____
Environment   Organization

                           _____
                           Upbringing

ASSETS

_____   _____
Wealth   Renown

PROJECTS

Name	Assigned	Progress	Roll

COMPLICATION

BENEFIT

DRAWBACK

CAREER

INCITING INCIDENT

ANCESTRY

TITLES

SKILLS

OTHER NOTES

APPEARANCE

CULTURE & UPBRINGING

LANGUAGES

Abilities 1

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Abilities 2

Name		
Keywords		Type
Distance	Target	

Name		
Keywords		Type
Distance	Target	

Name		
Keywords		Type
Distance	Target	

Name		
Keywords		Type
Distance	Target	

Name		
Keywords		Type
Distance	Target	

Name		
Keywords		Type
Distance	Target	

Name		
Keywords		Type
Distance	Target	

Name		
Keywords		Type
Distance	Target	