

Character Sheet

When a new character is created, the player should start a new entry in the character's corresponding character sheet notepad. As players play through a campaign, they will need to keep notes on what experience, gold, items, perks, and available ability cards they have in their deck by using this character sheet.

A CHARACTER SHEET INCLUDES:

- A space to name the character **a**. Every character should have a name. Be creative.
- A space to mark the current level of the character **b**. As characters gain experience, they will increase in level (see Leveling Up on pp. 44–45 for details). The total amount of experience needed is written below each level **c**.
- Spaces to keep detailed notes on the amount of experience **d** and gold **e** a character has.
- A space to track all the items a character has in their possession **f**.
- A perk list specific to the character class **g**. Whenever a character gains a perk (see Additional Perks on p. 44 for details), they mark the one on the list they want.
- A space for additional notes **h**. If players would like to track progress on other aspects of their character, they can do so here. This space also includes a track for checkmarks **i** attained through battle goals.

Inox Brute							
a Name:							
b Level: 1 2 3 4 5 6 7 8 9							
XP : c 0 45 95 150 210 275 345 420 500							
d XP Notes:							
e Gold Notes:							
f Items:							
g Perks <ul style="list-style-type: none"> <input type="checkbox"/> Remove two cards <input type="checkbox"/> Replace one card with one card <input type="checkbox"/> Add two cards <input type="checkbox"/> Add one card <input type="checkbox"/> Add three PUSH 1 cards <input type="checkbox"/> Add two PIERCE 3 cards <input type="checkbox"/> Add one STUN card <input type="checkbox"/> Add one DISARM card and one MUDDLE card <input type="checkbox"/> Add one ADD TARGET card <input type="checkbox"/> Add one Shield 1, Self card <input type="checkbox"/> Ignore negative item effects and add one card 							
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