


RACE _____	SURGE CHARGES
RACIAL ABILITY	○ ○ ○ ○ ○

CLASS _____
CLASS ABILITY _____

CLASS PASSIVE _____

GUILD _____
GUILD PERK _____



HEALTH

BASE

+

LEVEL UP


±

STATUS

=

/

TOTAL



ATTACK

BASE

+

LEVEL UP

+


EQUIP

±

STATUS

=

TOTAL



DEFENSE

BASE

+

LEVEL UP

+









EQUIP











































±

STATUS

=

TOTAL

WEAPONS & SHIELDS		WEAPON CHARGES	EQUIP BONUS
<div>   <input type="radio"/> </div> <input type="text"/>		<div> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> </div>	<input type="text"/>
<div>   <input type="radio"/> </div> <input type="text"/>		<div> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> </div>	<input type="text"/>
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BACKPACK		EQUIP MAX 2 LUNITE SHARDS	
  		  	
  		  	
  		  	
  		  	
  		  	
  		  	
  		  	

TITLES					

NOTES	<div> <div>PRIMARY ACTIONS</div> <div>FREE ACTIONS</div> </div>
<div></div>	<div> <div> <div>Heroes get 1 Primary Action per turn.</div> <ul style="list-style-type: none"> • Attack • Guard (DEF +2) • Use certain Racial Abilities • Use certain Weapon Skills • Convert to a Free Action </div> <div> <div>Heroes start with 1 Free Action per turn. Each free hand at the start of your turn grants +1 Free action.</div> <ul style="list-style-type: none"> • Use 1 consumable • Change equipment • Exchange 1 consumable stack with an ally • Use certain Racial Abilities • Use certain Weapon Skills </div> </div>