Hero							LEVEL
11010			Class		Subclass		
Character Nam	ie		Ancestry		Career		XP Victories
MIGHT	AGILITY		INTUITION PRESENCE	STAMINA	RECOVERIES	SURGES	HEROIC RESOURCE
	Size	Speed	Stability	Max Temp	Max Stamina	1 Surge = Damage 2 Surges = Potency + 1	Fight start = Victories Per-turn =
CC	ONDITION	S	WEAKNESSES	INV	ENTORY	RESOU	RCE GAINS
Bleeding Dazed Frightened Grabbed Prone Restrained Slowed Taunted Weakened	End of Turn	Save Ends	IMMUNITIES				
PECI II A	R ACTION		MANOEUVRES			IFIERS	
Charge Defend Free Strike Trade for Manoeuvre Trade for Move  M Se		id Attack atch Breath scape Grab rab nockback take or Assist Test earch for Hidden Creature	Augmentation Enchantment Kit Prayer Ward	FEAT	TURES		
MOVE	ACITIVONIC	U	and Up se Consumable  RIGGERED ACTIONS				
MOVE Advance Disengage Ride Mount	ACTIONS						

Identity				ASSE	ETS
				Wealth	Renown
Environment	Organisation	Upbringing			
APPEARANCE		ANCESTRY	TITLES	SKIL	LS
CAREER		CULTURE &	LANGUAGES		
INCITING INCIDE					
COMPLICATIO	ON		ROJECTS		
BENEFIT		Name	Assigned OTHER NOTES	Progress	Roll
DRAWBACK			OTHERNOIES		

## Abilities 1

							$\overline{}$				
Name				Name				Name			
Keywords		Type		Keywords		Type		Keywords		Type	
Distance	Target		—	Distance	Target			Distance	Target		
											`
Name		—— [		Name				Name			
Varmranda		Type		Keywords		Type		Keywords		Type	
Keywords		туре		Keywords		туре		Keywords		туре	
Distance	Target		—	Distance	Target			Distance	Target		
		I	=				$\overline{}$				$\overline{}$
Name				Name				Name			
Keywords		Type	—	Keywords		Туре		Keywords		Type	
Distance	Target			Distance	Target			Distance	Target		

## Abilities 2

Name  Keywords  Distance  Ta	Type	Name Keywords Distance	Type	Name Keywords Distance	Type
Name  Keywords  Distance  Ta	Type	Name Keywords Distance	Type	Name Keywords Distance	Type
Name Keywords Distance Ta	Type	Name Keywords Distance	Type	Name Keywords Distance	Type