

Hero

Class

Subclass

Character Name

Ancestry

Career

LEVEL

XP

Victories

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 =

CONDITIONS

	End of Turn	Save Ends
Bleeding	<input type="checkbox"/>	<input type="checkbox"/>
Dazed	<input type="checkbox"/>	<input type="checkbox"/>
Frightened	<input type="checkbox"/>	<input type="checkbox"/>
Grabbed	<input type="checkbox"/>	<input type="checkbox"/>
Prone	<input type="checkbox"/>	<input type="checkbox"/>
Restrained	<input type="checkbox"/>	<input type="checkbox"/>
Slowed	<input type="checkbox"/>	<input type="checkbox"/>
Taunted	<input type="checkbox"/>	<input type="checkbox"/>
Weakened	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

WEAKNESSES

IMMUNITIES

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

EQUIPMENT

Armor

Weapon/Implement

FEATURES

Identity

Environment

Organization

Upbringing

ASSETS

Wealth

Renown

APPEARANCE

ANCESTRY

TITLES

SKILLS

CAREER

INCITING INCIDENT

CULTURE & UPBRINGING

LANGUAGES

COMPLICATION

BENEFIT

DRAWBACK

PROJECTS

Name	Assigned	Progress	Roll

OTHER NOTES

Abilities 1

<div>Name</div>		
<div>Keywords</div>	<div>Type</div>	
<div>Distance</div>	<div>Target</div>	

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<div>Distance</div>	<div>Target</div>	

Abilities 2

Name		
Keywords	Type	
Distance	Target	

Name		
Keywords	Type	
Distance	Target	

Name		
Keywords	Type	
Distance	Target	

Name		
Keywords	Type	
Distance	Target	

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