

# Hero

Class

Subclass

Character Name

Ancestry

Career

LEVEL

XP

Victories

MIGHT

AGILITY

REASON

INTUITION

PRESENCE

Size

Speed

Stability

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

MANOEUVRES

Aid Attack

Catch Breath

Escape Grab

Grab

Knockback

Make or Assist Test

Search for Hidden Creature

Stand Up

Use Consumable

MODIFIERS

☐ Augmentation

☐ Enchantment

☐ Kit

☐ Prayer

☐ Ward

FEATURES

MOVE ACTIONS

Advance

Disengage

Ride Mount

TRIGGERED ACTIONS

# Identity

Environment

Organisation

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

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

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# Abilities 2

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