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	☐	☐
Dazed	☐	☐
Frightened	☐	☐
Grabbed	☐	☐
Prone	☐	☐
Restrained	☐	☐
Slowed	☐	☐
Taunted	☐	☐
Weakened	☐	☐
	☐	☐
	☐	☐

WEAKNESSES

IMMUNITIES

INVENTORY

RESOURCE GAINS

REGULAR ACTIONS

• Charge
• Defend
• Free Strike
• Trade for Maneuver
• Trade for Move

MANEUVERS

• Aid Attack
• Catch Breath
• Escape Grab
• Grab
• Knockback
• Make or Assist Test
• Search for Hidden Creature
• Stand Up
• Use Consumable

EQUIPMENT

_____
Armor

_____
Weapon/Implement

FEATURES

TRIGGERED ACTIONS

MOVE ACTIONS

• Advance
• Disengage
• Ride Mount

Identity

_____   _____   _____
Environment   Organization   Upbringing

APPEARANCE

ANCESTRY

TITLES

SKILLS

CAREER

INCITING INCIDENT

CULTURE & UPBRINGING

LANGUAGES

COMPLICATION

BENEFIT

DRAWBACK

PROJECTS

Name	Assigned	Progress	Roll

OTHER NOTES

Abilities 1

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Abilities 2

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

Name

Keywords   Type

Distance   Target

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Keywords   Type

Distance   Target

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Keywords   Type

Distance   Target

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Keywords   Type

Distance   Target