

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

Start at 10



ARMOR



AGILITY


Sprint
Leap
Maneuver

STRENGTH


Lift
Smash
Grapple

FINESSE


Control
Hide
Tinker

INSTINCT


Perceive
Sense
Navigate

PRESENCE


Charm
Perform
Deceive

KNOWLEDGE


Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

Mark 1 HP

MAJOR
DAMAGE

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.

Make a Scene: Spend 3 Hope to temporarily *Distract* a target within Close range, giving them a -2 penalty to their Difficulty.

EXPERIENCE

GOLD



HANDFULS



BAGS



CHEST

CLASS FEATURE

RALLY

Once per session, describe how you rally the party and give yourself and each of your allies a Rally Die. At level 1, your Rally Die is a **d6**. A PC can spend their Rally Die to roll it, adding the result to their action roll, reaction roll, damage roll, or to clear a number of Stress equal to the result. At the end of each session, clear all unspent Rally Dice.

At level 5, your Rally Die increases to a **d8**.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON


☐ PRIMARY

☐ SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE