GUARDIAN
VALOR & BLADE

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

EVASION Start at 9

ARMOR

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP

STRESS

HOPE

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

Frontline Tank: **Spend 3 Hope** to clear 2 Armor Slots.

EXPERIENCE

GOLD

HANDFULS   BAGS   CHEST

CLASS FEATURE

UNSTOPPABLE

Once per long rest, you can become *Unstoppable*. You gain an Unstoppable Die. At level 1, your Unstoppable Die is a **d4**. Place it on this sheet in the space provided, starting with the 1 value facing up. After you make a damage roll that deals 1 or more Hit Points to a target, increase the Unstoppable Die value by one. When the die's value would exceed its maximum value or when the scene ends, remove the die and drop out of *Unstoppable*. At level 5, your Unstoppable Die increases to a **d6**.

While *Unstoppable*, you gain the following benefits:

- You reduce the severity of physical damage by one threshold (Severe to Major, Major to Minor, Minor to None).
- You add the current value of the Unstoppable Die to your damage roll.
- You can't be *Restrained* or *Vulnerable*.

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