



NAME _____

RESOLVE

_____/_____
max

SPEED

_____ feet

PHYSICAL DEF.

MENTAL DEF.

AFFINITIES _____

AVERSIONS _____



SENSES

PASSIVE
DETECTION _____



COMBAT OPTIONS

▶ _____
Accuracy _____
Damage _____
Property _____

▶ _____
Accuracy _____
Damage _____
Property _____

▶ _____
Accuracy _____
Damage _____
Property _____

▶ _____
Accuracy _____
Damage _____
Property _____



ACTION POINTS

ACTIONS

Move
Attack
Guard
Maneuver
Use
Skill
Assist
Recover
Magic
Exert

FREE ACTIONS

Communicate
Environment
Fall
Grab
Hop
Magic Tap
Strike
Release
Release Spell
Step



STATUS
EFFECTS

- Afflicted
- Agony
- Concealed
- Fallen
- Hampered
- Helpless
- Staggered
- Stuck
- Winded
- Wounded
- Dying

TRIGGER ACTIONS

