





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

**TRIGGER ACTIONS**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



STATUS  
EFFECTS

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

