



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

