





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

