



HERO
NAME

you can be anything

PORTRAIT

HERO XP

PET NAME

PET LVL

PET

DEFENCE

HEALTH

PET SUPER
BONUS

PET
BONUS

pet+hero bonus

PET ABILITIES

attack 1
attack 2
special
.....

CARRY

LIKES

PET XP

LIKES

HATES

FRIENDS

ENEMIES

W I Z A R D

LEVEL

SKILLED



=hero bonus

EXPERT



skilled x2

SKILLS

- wand, rod, staff, crystal ball
- dagger and staff
- weapon:
- magic:
- history and the classics
-
-
-
-
-
-

LANGUAGES

native
living
dead
+
+
+
+
hard DT

ABILITIES

you can do magic
palace of the mind (memories)
lvl 1
lvl 2
lvl 3
lvl 4
lvl 5
lvl 6
lvl 7
lvl 8
lvl 9
+
+

SYMBOL



STATS

STRENGTH		MELEE ATTACK str+bonus
ENDURANCE		RANGED ATTACK agility+bonus
AGILITY		DEFENCE armor+agility
CHARISMA		ARMOR 10 + armor bonus
AURA		SPELL ATTACK stat+bonus
THOUGHT		SPELL SAVE DT 8+bonus+stat

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WEAPON & SPELL damage

.....
.....
.....
.....

FATIGUE

- rested
- disadvantage
- half speed
- half max hp
- coma
- death

MAX HEALTH **BONUS HEALTH**

HERO DICE (HD)

.....
 ⚡ ⚡ ⚡
 ⚡ ⚡ ⚡
 ⚡ ⚡ ⚡

CURRENT HEALTH

.....
.....
.....
.....
.....
.....

SPELL MEMORIES

- ⊗ lvl 1
- ⊗ lvl 2
- ⊗ lvl 3
- ⊗ lvl 5
- ⊗ lvl 6
- ⊗ lvl 7
- ⊗ lvl 9
- ⊗ +

SPELL STAT

.....
spells cost x1

HERO BONUS

- lvl 1 +2
- lvl 5 +3
- lvl 9 +4

MAGIC ITEMS magic cost

.....
.....
.....
.....
.....
.....

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EQUIPMENT

MAIN SACK

- small things
-
-
-
-
-
-
-
- +1 Str
- +2
- +3
- +4
- +5

'stones', 1 stone = 250 cash

SMALL THINGS

-
-
-
-
-
-
-
-
-
-

'soaps', 1 soap = 25 cash

CASH

CUMBERSOME SACK

-
-
-
-
-
-
-
-
- +1 Str
- +2
- +3
- +4
- +5

encumbered: disadvantaged and slow



**HERO
NAME**

LIKES

you can be anything

HATES

FRIENDS

ENEMIES

PORTRAIT

T H I E F

HERO XP

LEVEL

SKILLS

- all simple weapons
- weapon:
- break ins (mechanics)
- deception
- stealth
-
-
-
-
-

SKILL BONUS



=hero bonus

EXPERT BONUS



skilled x2

PET NAME

PET LVL

PET

LANGUAGES

native

2nd

argot

+

+

+

+

medium DT

ABILITIES

getting the gang together

sneak attack

lvl 1

lvl 2

lvl 3

lvl 4

lvl 5

lvl 6

lvl 7

lvl 8

lvl 9

+

+

DEFENCE

HEALTH

SUPER
BONUS

BONUS

pet+hero bonus

PET ABILITIES

attack 1

attack 2

special

.....

CARRY

SYMBOL

PET XP

LIKES



STATS

STRENGTH		→	MELEE ATTACK str+bonus
	FULL	NOW	
ENDURANCE		→	RANGED ATTACK agility+bonus
AGILITY		→	DEFENCE armor+agility
CHARISMA		→	ARMOR 10 + armor bonus
AURA		→	SPELL SAVE DT 8+bonus+think
THOUGHT		→	SNEAK ATTACK

WEAPON damage

.....
.....
.....
.....

FATIGUE

- rested
- disadvantage
- half speed
- half max hp
- coma
- death

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MAX HEALTH

BONUS HEALTH

HERO DICE (HD)

.....

⬡ ⬡ ⬡
⬡ ⬡ ⬡
⬡ ⬡ ⬡

CURRENT HEALTH

.....

HERO BONUS ● lv1 +2
○ lv5 +3 ○ lv9 +4

spells cost x2

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THE GANG

- ♠ lv2 sidekick
- ♥ lv4 comrade
- ♣ lv6 comrade
- ♦ lv8 comrade

comrade and sidekick bonus = level + hero bonus

SIDEKICK

name

skill

level

bonus

likes

hates.....

COMRADE

name

skill

level

bonus

likes

hates.....

COMRADE

name

skill

level

bonus

likes

hates.....

COMRADE

name

skill

level

bonus

likes

hates.....

EQUIPMENT

MAIN SACK

- small things
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- +1 Str
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CASH

CUMBERSOME SACK

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- +1 Str
- +2
- +3
- +4
- +5

encumbered: disadvantaged and slow



**HERO
NAME**

LIKES

you can be anything

HATES

FRIENDS

ENEMIES

PORTRAIT

FIGHTER

HERO XP

LEVEL

SKILLS

- all weapons
- athletics
- riding
-
-
-
-
-
-
-
-

SKILL BONUS



=hero bonus

EXPERT BONUS



skilled x2

PET NAME

PET LVL

PET

LANGUAGES

native

2nd

+

+

+

+

+

hard DT

ABILITIES

worthy hands

suck it up, buttercup

lvl 1

lvl 2

lvl 3

lvl 4

lvl 5

lvl 6

lvl 7

lvl 8

lvl 9

+

+

DEFENCE

HEALTH

SUPER
BONUS

BONUS

pet+hero bonus

PET ABILITIES

attack 1

attack 2

special

.....

CARRY

SYMBOL

PET XP

LIKES



STATS

STRENGTH		MELEE ATTACK str+bonus	MELEE DAMAGE BONUS str+bonus	RANGED DAMAGE BONUS agility+bonus	CRIT
ENDURANCE		RANGED ATTACK agility+bonus	WEAPON damage		
AGILITY		DEFENCE armor+agility			
CHARISMA		ARMOR 10 + armor bonus	MAX HEALTH	BONUS HEALTH	
AURA			HERO DICE (HD) ○ ○ ○ ○ ○ ○ ○ ○ ○		
THOUGHT		SPELL SAVE DT 8+bonus +thinking			

FATIGUE

- rested
- grumbling
- disadvantage
- half speed
- half max hp
- coma
- death

HERO BONUS

- lv1 +2
- lv5 +3
- lv9 +4

spells cost x3

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FIGHTER GEAR

WEAPON	SECOND HAND	ARMOR	RIDE
name	name	name	name
damage	effect	armor bonus	defence
ability	ability	ability	health
.....	bonus
.....	carry
.....	ability
.....

fighter gear takes no inventory space

EQUIPMENT

MAIN SACK	SMALL THINGS	CUMBERSOME SACK
<input type="radio"/> small things	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
+1 Str	<input type="radio"/>	+1 Str
+2	<input type="radio"/>	+2
+3	<input type="radio"/>	+3
+4	<input type="radio"/>	+4
+5	<input type="radio"/>	+5

'stones', 1 stone = 250 cash

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CASH

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encumbered: disadvantaged and slow