



character name

Played by: \_\_\_\_\_

class & concept

ATTRIBUTES



**brawn**

sheer size, number of heavy things you can carry, physical intimidation factor



**cunning**

trickery, sneakiness, doing stuff that others are trying to prevent



**daring**

courage, facing your fears and attempting dangerous stuff without hesitation



**commitment**

devotion and intensity, catch-all saving throw, shrugging off magic and other wiles



**charm**

social aptitude, ability to inspire or encourage people to see things your way



**awareness**

alertness and perception, reflexes, "reading between the lines"

**Tricky or Sneaky Stuff Penalty**

Heavy Armor (-2)

V. Heavy Armor (-5)

CONSTANT



talents

PER ARENA



AFTER A REST



Inherent Ability



current health



Only use if Fighter Talent



Glancing blow



Been nicked, a few bruises



Wind knocked out, panting



Taken a nasty hit, bleeding



Messed up and hurting, making some dangerous mistakes



Roll a d10 and consult the rules to see if you are *Knocked Out* or *Bleeding Out*

Primary Weapon



Favored Arena (+2 bonus)

Equipment

SCARS

Other Weapons

Every weapon after your first two counts as a **Heavy** item.

Armor

Armor Type

Check boxes if using  
Light Shield (1) or  
Heavy Shield (both)



armor class

coin purse

treasure & other Goodies