



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



Equipment

SCARS

Other Weapons

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

Favored Arena (+2 bonus)



armor class

Armor

Armor Type

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

coin purse

treasure & other Goodies