



Pixels /

Advancements:

Story

Hero

Armour	1 2 3	Tolerance	1 2 3	Universal	1	Health	1 2 3
	1 2 3		1 2 3		2		1 2 3
	1 2 3		1 2 3		3		1 2 3

Player Name

Critical Health

1 2 3

Flaws & Values

AP

Temporary Effects

Assets

Skills

Traits

Goals & Conditions

Background Trait

Skills

Traits

Player []
Name []

Gold []

Silver []

Fighting Styles []
Heavy Armour []

Quick Items

#	Name	Description

#	Name	Description

#	Name	Description

Additional Proficiencies

#	Name	Description

Special Mechanics and Custom Traits

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Notes []

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Notes []

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Notes []

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Portrait

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Notes []

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Description

Race		Age	
Height			
Weight			
Skin			
Hair			