

STATS FEATS

FEATS STATS

HL = Hero Level | EL = Epic Level | TP = Talent Points | LP = Loyalty Points | SP = Spell | DMG = Damage | M = Mild, S = Serious, F = Fatal | H.C. = Hero Credits | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | Sp. = Speed | St. = Strong | Immune S. = Immune System | Res. = Resistance | CDC = Cooldown Counter | CA = Combat Active | AA = Always Active |

HERO LEVEL (HL) (You start the game at Hero Level 1 and with 0 EXP. The bar below represents your Hero Level experience. For each EXP that you earn, fill in 1 box below. You will receive level awards at Hero Levels 1, 2, 3, 4, and 5. In addition, you will gain +1 Attribute Point for each box that you fill in. Once you fill in all 24 boxes below and attain Hero Level 5, you will begin gaining Epic Level experience.)

					HL2						HL3						HL4						HL5
--	--	--	--	--	-----	--	--	--	--	--	-----	--	--	--	--	--	-----	--	--	--	--	--	-----

EPIC LEVEL (EL) (Same protocol as above, except you no longer gain +1 Attribute Point for each box that you fill in. You only gain Level Awards now.)

					EL1						EL2						EL3						EL4
--	--	--	--	--	-----	--	--	--	--	--	-----	--	--	--	--	--	-----	--	--	--	--	--	-----

When you fill in the box with HL 2 in it, you gain Hero Level 2. (Same protocol applies for the rest.)

TEC & STAT POINTS (Where you keep track of your TEC attribute.)	CHARACTER BACKGROUND & TRAITS	BACKPACK & UNITS
--	-------------------------------	------------------

TECHNIQUE: 1

(Where you spend your Stat Points from TEC.)

Max HP:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Initiative:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Speed:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
RAD:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Craft Mastery:	☒ ☒ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Healing Mastery:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Spell Mastery:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Armor:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
MAD:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
SP Armor:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Minion Mastery:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Minion Speed:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Minion Damage:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Song Effect:	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

APPEARANCE & ALIGNMENT (optional)

The Sacred 6 met each other at an unkempt cemetery.
Here, the stars blessed them with the same Soul Purpose.
Each one of them came to the cemetery for their own
reasons; But they left together with a common goal.

Grey is one of these 6.

Grey is a grizzled veteran that has a dry sense of humor.
He comes to the cemetery yearly to honor his fallen
platoon. As he ages, he's starting to rely more on crafting
and technology.

GUNNER ABILITIES: Firearms Training, Custom Shot

TINKER ABILITIES: Heal Bots

DEATH D6: ☐ ☐ ☐ ☐ (You start with all 4.)

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

(Alchemical, Material, & Technological Units.)

 **A.U.** _____

 **M.U.** _____

 **T.U.** _____