

STATS FEATS

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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
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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.)

TECHNIQUE: _____

(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)

CHARACTER BACKGROUND & TRAITS

The 4 Wanderers are a group of wayfarers that were kidnapped and encaged by raiders. Before they were brought back to the raider's stronghold, a terrible radiation storm hit, killing almost everybody and knocking out the rest. Once the storm past, the 4 found themselves alone, uninjured, and freed from their cages. They also found that the stars have now connected their paths, giving them a common Soul Purpose.

Syn is one of these 4.

Syn is an open minded, fun, yet dark humored cleric. She doesn't always filter herself, but she generally means well. After a dispute with the clergy, Syn decided to travel on her own, helping others with actions as opposed to prayers.

CONJURER ABILITIES: Healing Gust, Animate Night Scythe

ENCHANTER ABILITIES: Enchant Enemy: Doom

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

BACKPACK & UNITS

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

(Alchemical, Material, & Technological Units.)



A.U. _____



M.U. _____



T.U. _____