

HEIRS to HERESY

THE FALL OF THE KNIGHTS TEMPLAR

ALAN BAHR

CHARACTER SHEETS





NAME		
NATIONALITY		ADVANCEMENT POINTS

ATTRIBUTES	
MIGHT	<input type="radio"/>
VITALITY	<input type="radio"/>
QUICKNESS	<input type="radio"/>
INTELLECT	<input type="radio"/>
COURAGE	<input type="radio"/>
FAITH	<input type="radio"/>

COMBAT	
MELEE ATTACK	<i>Might + Quickness</i>
MELEE DAMAGE	<i>Might + Vitality + Damage die</i>
RANGED ATTACK	<i>Intellect + Quickness</i>
RANGED DAMAGE	<i>Intellect + Quickness + Damage die</i>
DEFENCE	<i>10 + Quickness + Intellect + Courage</i>
DAMAGE REDUCTION	<i>See Equipment</i>

SKILLS	
ATHLETICS	
AWARENESS	
BATTLE	
CRAFT	
COURTESY	
EXPLORE	
HEALING	
HISTORY	
HUNTING	
INSPIRE	
INSIGHT	
PERSUADE	
RELIGION	
STEALTH	
TRAVEL	

WEAPONS		
NAME	DAMAGE DIE	SPECIAL
LONGSWORD (1H)	D12	On a 1: ignore Damage Reduction
LONGSWORD (2H)	2D8	On two 1's: ignore Damage Reduction
DAGGER	D6	On a 1: ignore Damage Reduction
MACE	2D4	On a 1: permanently reduce Damage Reduction by 1
AXE	D8	On a 1: shatter shield, or reduce Damage Reduction by 1
CROSSBOW	D10	On a 1 or 2: ignore Damage Reduction

ARMOUR	
NAME	EFFECT
CHAINMAIL	5 Damage Reduction
SHIELD	+2 Damage Reduction

HEIRS to HERESY

HEALTH			FAITH POINTS
MAXIMUM	CURRENT	CRIPPLING BLOW	
<i>10 + Might + Courage + Vitality</i>		<i>Courage + Faith</i>	

CONDITIONS		
<input type="checkbox"/> <input type="checkbox"/>	STUNNED	Start of turn: lose an action, then uncheck this condition. If checked twice, fall unconscious for 2d6 turns.
<input type="checkbox"/>	BLEEDING	Start of turn: take 2 irreducible damage. Healing Test (difficulty 12) to uncheck.
<input type="checkbox"/>	BROKEN LIMB	It takes 2 actions to move zones. Healing Test (difficulty 12) to uncheck.
<input type="checkbox"/>	DYING	Start of turn: you die. Healing Test (difficulty = maximum health) to uncheck.

EQUIPMENT

SPECIAL ABILITIES

NOTES

NAME	IRÈNE PERROT		
NATIONALITY	FRENCH	ADVANCEMENT POINTS	

ATTRIBUTES	
MIGHT	+4
VITALITY	+1
QUICKNESS	+2
INTELLECT	+1
COURAGE	+4
FAITH	+0

COMBAT	
MELEE ATTACK	+6
MELEE DAMAGE	DAMAGE DIE +5
RANGED ATTACK	+3
RANGED DAMAGE	DAMAGE DIE +3
DEFENCE	17
DAMAGE REDUCTION	7

SKILLS	
ATHLETICS	3
AWARENESS	3
BATTLE	3
CRAFT	
COURTESY	3
EXPLORE	3
HEALING	
HISTORY	3
HUNTING	3
INSPIRE	3
INSIGHT	
PERSUADE	
RELIGION	3
STEALTH	
TRAVEL	3

WEAPONS		
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ARMOUR	
NAME	EFFECT
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HEIRS to HERESY

HEALTH			FAITH POINTS
MAXIMUM	CURRENT	CRIPPLING BLOW	
19		4	

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EQUIPMENT
CHAINMAIL ARMOUR SHIELD LONGSWORD DAGGER MACE AXE CROSSBOW 10 BOLTS

SPECIAL ABILITIES

NOTES

NAME	KRISTOF ULLRSON		
NATIONALITY	SWEDISH	ADVANCEMENT POINTS	

ATTRIBUTES	
MIGHT	+3
VITALITY	+3
QUICKNESS	+1
INTELLECT	+1
COURAGE	+2
FAITH	+2

COMBAT	
MELEE ATTACK	+4
MELEE DAMAGE	DAMAGE DIE +6
RANGED ATTACK	+2
RANGED DAMAGE	DAMAGE DIE +2
DEFENCE	14
DAMAGE REDUCTION	7

SKILLS	
ATHLETICS	3
AWARENESS	3
BATTLE	3
CRAFT	
COURTESY	3
EXPLORE	3
HEALING	
HISTORY	3
HUNTING	3
INSPIRE	3
INSIGHT	
PERSUADE	
RELIGION	3
STEALTH	
TRAVEL	3

WEAPONS		
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ARMOUR	
NAME	EFFECT
CHAINMAIL	5 Damage Reduction
SHIELD	+2 Damage Reduction

HEIRS to HERESY

HEALTH			FAITH POINTS
MAXIMUM	CURRENT	CRIPPLING BLOW	
18		4	

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EQUIPMENT
CHAINMAIL ARMOUR SHIELD LONGSWORD DAGGER MACE AXE CROSSBOW 10 BOLTS

SPECIAL ABILITIES

NOTES

NAME	ANGÈLE DE LA SALMONE		
NATIONALITY	SPANISH	ADVANCEMENT POINTS	

ATTRIBUTES	
MIGHT	+3
VITALITY	+1
QUICKNESS	+3
INTELLECT	+2
COURAGE	+2
FAITH	+1

COMBAT	
MELEE ATTACK	+6
MELEE DAMAGE	DAMAGE DIE +4
RANGED ATTACK	+5
RANGED DAMAGE	DAMAGE DIE +5
DEFENCE	17
DAMAGE REDUCTION	7

WEAPONS		
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SKILLS	
ATHLETICS	
AWARENESS	3
BATTLE	
CRAFT	3
COURTESY	5
EXPLORE	
HEALING	3
HISTORY	
HUNTING	
INSPIRE	
INSIGHT	3
PERSUADE	5
RELIGION	
STEALTH	2
TRAVEL	

ARMOUR	
NAME	EFFECT
CHAINMAIL	5 Damage Reduction
SHIELD	+2 Damage Reduction

HEIRS to HERESY

HEALTH			FAITH POINTS
MAXIMUM	CURRENT	CRIPPLING BLOW	
16		3	

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EQUIPMENT
CHAINMAIL ARMOUR SHIELD LONGSWORD DAGGER MACE AXE CROSSBOW 10 BOLTS

SPECIAL ABILITIES

NOTES

NAME	AMMAR, THE LION OF OUTREMER		
NATIONALITY	SYRIAN	ADVANCEMENT POINTS	

ATTRIBUTES	
MIGHT	+2
VITALITY	+4
QUICKNESS	+4
INTELLECT	+0
COURAGE	+1
FAITH	+1

COMBAT	
MELEE ATTACK	+6
MELEE DAMAGE	DAMAGE DIE +6
RANGED ATTACK	+4
RANGED DAMAGE	DAMAGE DIE +4
DEFENCE	15
DAMAGE REDUCTION	7

WEAPONS		
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SKILLS	
ATHLETICS	3
AWARENESS	3
BATTLE	3
CRAFT	3
COURTESY	3
EXPLORE	
HEALING	3
HISTORY	3
HUNTING	
INSPIRE	3
INSIGHT	3
PERSUADE	
RELIGION	
STEALTH	3
TRAVEL	

ARMOUR	
NAME	EFFECT
CHAINMAIL	5 Damage Reduction
SHIELD	+2 Damage Reduction

HEIRS to HERESY

HEALTH			FAITH POINTS
MAXIMUM	CURRENT	CRIPPLING BLOW	
17		2	

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SPECIAL ABILITIES

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