

# HEIRS to HERESY

THE FALL OF THE KNIGHTS TEMPLAR

ALAN BAHR

CHARACTER SHEETS



|             |  |                    |
|-------------|--|--------------------|
| NAME        |  |                    |
| NATIONALITY |  | ADVANCEMENT POINTS |

| ATTRIBUTES |                      |
|------------|----------------------|
| MIGHT      | <input type="text"/> |
| VITALITY   | <input type="text"/> |
| QUICKNESS  | <input type="text"/> |
| INTELLECT  | <input type="text"/> |
| COURAGE    | <input type="text"/> |
| FAITH      | <input type="text"/> |

| 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   |         |                               |
|--|---------|-------------------------------|
| MAXIMUM  | CURRENT | CRIPPLING BLOW                |
| 10 + <i>Might</i> + <i>Courage</i> + <i>Vitality</i> |         | <i>Courage</i> + <i>Faith</i> |

| FAITH POINTS |
|--------------|
|              |

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

| EQUIPMENT |
|-----------|
|           |

| SPECIAL ABILITIES |
|-------------------|
|                   |

| NOTES |
|-------|
|       |



|             |                     |                    |
|-------------|---------------------|--------------------|
| NAME        | <b>IRÈNE PERROT</b> |                    |
| NATIONALITY | <b>FRENCH</b>       | ADVANCEMENT POINTS |

| Ⓜ ATTRIBUTES Ⓜ |           |
|----------------|-----------|
| MIGHT          | <b>+4</b> |
| VITALITY       | <b>+1</b> |
| QUICKNESS      | <b>+2</b> |
| INTELLECT      | <b>+1</b> |
| COURAGE        | <b>+4</b> |
| FAITH          | <b>+0</b> |

| Ⓜ COMBAT Ⓜ       |                      |
|------------------|----------------------|
| MELEE ATTACK     | <b>+6</b>            |
| MELEE DAMAGE     | <b>DAMAGE DIE +5</b> |
| RANGED ATTACK    | <b>+3</b>            |
| RANGED DAMAGE    | <b>DAMAGE DIE +3</b> |
| DEFENCE          | <b>17</b>            |
| DAMAGE REDUCTION | <b>7</b>             |

| Ⓜ SKILLS Ⓜ |          |
|------------|----------|
| ATHLETICS  | <b>3</b> |
| AWARENESS  | <b>3</b> |
| BATTLE     | <b>3</b> |
| CRAFT      |          |
| COURTESY   | <b>3</b> |
| EXPLORE    | <b>3</b> |
| HEALING    |          |
| HISTORY    | <b>3</b> |
| HUNTING    | <b>3</b> |
| INSPIRE    | <b>3</b> |
| INSIGHT    |          |
| PERSUADE   |          |
| RELIGION   | <b>3</b> |
| STEALTH    |          |
| TRAVEL     | <b>3</b> |

| Ⓜ 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 |              |
| 19      |         | 4              |              |

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

| EQUIPMENT  |
|--|
| CHAINMAIL ARMOUR<br>SHIELD<br>LONGSWORD<br>DAGGER<br>MACE<br>AXE<br>CROSSBOW<br>10 BOLTS |

| SPECIAL ABILITIES |
|-------------------|
|                   |

| NOTES |
|-------|
|       |



|             |                        |                    |  |
|-------------|------------------------|--------------------|--|
| NAME        | <b>KRISTOF ULLRSON</b> |                    |  |
| NATIONALITY | <b>SWEDISH</b>         | ADVANCEMENT POINTS |  |

| Ⓜ ATTRIBUTES Ⓜ |           |
|----------------|-----------|
| MIGHT          | <b>+3</b> |
| VITALITY       | <b>+3</b> |
| QUICKNESS      | <b>+1</b> |
| INTELLECT      | <b>+1</b> |
| COURAGE        | <b>+2</b> |
| FAITH          | <b>+2</b> |

| Ⓜ COMBAT Ⓜ       |                      |
|------------------|----------------------|
| MELEE ATTACK     | <b>+4</b>            |
| MELEE DAMAGE     | <b>DAMAGE DIE +6</b> |
| RANGED ATTACK    | <b>+2</b>            |
| RANGED DAMAGE    | <b>DAMAGE DIE +2</b> |
| DEFENCE          | <b>14</b>            |
| DAMAGE REDUCTION | <b>7</b>             |

| Ⓜ SKILLS Ⓜ |          |
|------------|----------|
| ATHLETICS  | <b>3</b> |
| AWARENESS  | <b>3</b> |
| BATTLE     | <b>3</b> |
| CRAFT      |          |
| COURTESY   | <b>3</b> |
| EXPLORE    | <b>3</b> |
| HEALING    |          |
| HISTORY    | <b>3</b> |
| HUNTING    | <b>3</b> |
| INSPIRE    | <b>3</b> |
| INSIGHT    |          |
| PERSUADE   |          |
| RELIGION   | <b>3</b> |
| STEALTH    |          |
| TRAVEL     | <b>3</b> |

| Ⓜ WEAPONS Ⓜ    |            |   |
|----------------|------------|---|
| NAME           | DAMAGE DIE | SPECIAL   |
| LONGSWORD (1H) | D12        | On a 1: ignore Damage Reduction                         |
| LONDSWORD (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 |              |
| 18      |         | 4              |              |

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

| EQUIPMENT  |
|--|
| CHAINMAIL ARMOUR<br>SHIELD<br>LONGSWORD<br>DAGGER<br>MACE<br>AXE<br>CROSSBOW<br>10 BOLTS |

| SPECIAL ABILITIES |
|-------------------|
|                   |

| NOTES |
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|       |



|             |                             |                    |
|-------------|-----------------------------|--------------------|
| NAME        | <b>ANGÈLE DE LA SALMONE</b> |                    |
| NATIONALITY | <b>SPANISH</b>              | ADVANCEMENT POINTS |

| Ⓢ ATTRIBUTES Ⓢ |           |
|----------------|-----------|
| MIGHT          | <b>+3</b> |
| VITALITY       | <b>+1</b> |
| QUICKNESS      | <b>+3</b> |
| INTELLECT      | <b>+2</b> |
| COURAGE        | <b>+2</b> |
| FAITH          | <b>+1</b> |

| Ⓢ COMBAT Ⓢ       |                      |
|------------------|----------------------|
| MELEE ATTACK     | <b>+6</b>            |
| MELEE DAMAGE     | <b>DAMAGE DIE +4</b> |
| RANGED ATTACK    | <b>+5</b>            |
| RANGED DAMAGE    | <b>DAMAGE DIE +5</b> |
| DEFENCE          | <b>17</b>            |
| DAMAGE REDUCTION | <b>7</b>             |

| Ⓢ SKILLS Ⓢ |          |
|------------|----------|
| ATHLETICS  |          |
| AWARENESS  | <b>3</b> |
| BATTLE     |          |
| CRAFT      | <b>3</b> |
| COURTESY   | <b>5</b> |
| EXPLORE    |          |
| HEALING    | <b>3</b> |
| HISTORY    |          |
| HUNTING    |          |
| INSPIRE    |          |
| INSIGHT    | <b>3</b> |
| PERSUADE   | <b>5</b> |
| RELIGION   |          |
| STEALTH    | <b>2</b> |
| TRAVEL     |          |

| Ⓢ WEAPONS Ⓢ    |            |   |
|----------------|------------|---|
| NAME           | DAMAGE DIE | SPECIAL   |
| LONGSWORD (1H) | D12        | On a 1: ignore Damage Reduction                         |
| LONDSWORD (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 |              |
| 16      |         | 3              |              |

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

| EQUIPMENT  |
|--|
| CHAINMAIL ARMOUR<br>SHIELD<br>LONGSWORD<br>DAGGER<br>MACE<br>AXE<br>CROSSBOW<br>10 BOLTS |

| SPECIAL ABILITIES |
|-------------------|
|                   |

| NOTES |
|-------|
|       |

|             |                                    |                    |  |
|-------------|------------------------------------|--------------------|--|
| NAME        | <b>AMMAR, THE LION OF OUTREMER</b> |                    |  |
| NATIONALITY | <b>SYRIAN</b>                      | ADVANCEMENT POINTS |  |

### Ⓞ ATTRIBUTES Ⓞ

|           |           |
|-----------|-----------|
| MIGHT     | <b>+2</b> |
| VITALITY  | <b>+4</b> |
| QUICKNESS | <b>+4</b> |
| INTELLECT | <b>+0</b> |
| COURAGE   | <b>+1</b> |
| FAITH     | <b>+1</b> |

### Ⓞ SKILLS Ⓞ

|           |          |
|-----------|----------|
| ATHLETICS | <b>3</b> |
| AWARENESS | <b>3</b> |
| BATTLE    | <b>3</b> |
| CRAFT     | <b>3</b> |
| COURTESY  | <b>3</b> |
| EXPLORE   |          |
| HEALING   | <b>3</b> |
| HISTORY   | <b>3</b> |
| HUNTING   |          |
| INSPIRE   | <b>3</b> |
| INSIGHT   | <b>3</b> |
| PERSUADE  |          |
| RELIGION  |          |
| STEALTH   | <b>3</b> |
| TRAVEL    |          |

### Ⓞ COMBAT Ⓞ

|                  |                      |
|------------------|----------------------|
| MELEE ATTACK     | <b>+6</b>            |
| MELEE DAMAGE     | <b>DAMAGE DIE +6</b> |
| RANGED ATTACK    | <b>+4</b>            |
| RANGED DAMAGE    | <b>DAMAGE DIE +4</b> |
| DEFENCE          | <b>15</b>            |
| DAMAGE REDUCTION | <b>7</b>             |

### Ⓞ WEAPONS Ⓞ

| NAME           | DAMAGE DIE | SPECIAL   |
|----------------|------------|---|
| LONGSWORD (1H) | D12        | On a 1: ignore Damage Reduction                         |
| LONDSWORD (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  |         |                |
|---------|---------|----------------|
| MAXIMUM | CURRENT | CRIPPLING BLOW |
| 17      |         | 2              |

| FAITH POINTS |
|--------------|
|              |

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

| EQUIPMENT  |
|--|
| CHAINMAIL ARMOUR<br>SHIELD<br>LONGSWORD<br>DAGGER<br>MACE<br>AXE<br>CROSSBOW<br>10 BOLTS |

| SPECIAL ABILITIES |
|-------------------|
|                   |

| NOTES |
|-------|
|       |