

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			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