

Name  Treasure Rank

Archetype  GC

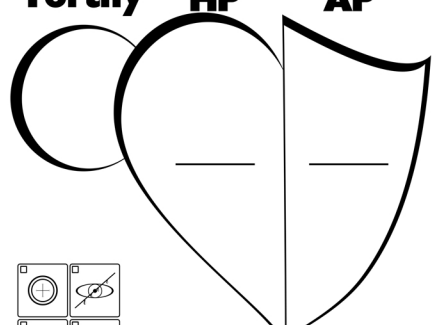
Heritage  Chaos  /

Level & Class   APG

EXP Total/To Lvl/Trained    APL

Awardable EXP  /5 MOV  RL

**Fortify** **HP** **AP**



**Conditions Tracker**

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**Bolster** **Weaken**

**Approaches**

P | S

(P) (M)

(FRC)   
Forceful

(DEX)   
Dexterous

(END)   
Enduring

(INT)   
Intellectual

(ADP)   
Adaptable

(CHA)   
Charismatic

**Level Dice (d )** Current Action Points

**CAP**

**Physical Attack**   
Primary Physical Approach + Weapon Bonus + Features + Passives

**Magical Attack**   
Primary Magical Approach + Weapon Bonus + Features + Passives

**Physical Defense**   
Secondary Physical Approach + Armor Bonus + Features + Passives

**Magical Defense**   
Secondary Magical Approach + Armor Bonus + Features + Passives

**Bonus Damage**  (P)  (M)

**Quick Play Reference**

<b>Room Size d6</b>	<b>Covers # d6</b>	<b>Motifs d6</b>	<b>Furnishings d6x3</b>
1. Diminutive	1. 0	1. Religious	1. Furniture & Comforts
2. Tiny	2. 1	2. Occult	2. Workstation & Supplies
3. Standard	3. 2	3. Industrial	3. Belongings & Sundries
4. Enormous	4. 3	4. Primitive	4. Magical Abnormalities
5. Vast	5. 4	5. Quaint	5. Texts & Manuscripts
6. Immense	6. 5	6. Elaborate	6. Artworks & Vandalism

<b>Event d4</b>	<b>Beast/Foe d12</b>	<b>Variant d4</b>	<b>Overcome Checks CR</b>
1. Beast	1-6 Pushover	1. Feeble -2	Effortless 14
2. Foe	7-9 Competitor	2. Inept -1	Basic 17
3. Trap	10-11 Hazard	3. Capable +1	Ambitious 20
4. Development	12 Boss	4. Fierce +2	Demanding 23
			Troublesome 26
			Arduous 29
			Insane 32

<b>Beast &amp; Foe Modifiers</b>	<b>Dice Size</b>																																																							
<table border="1"> <tr><th></th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th></tr> <tr><td>Pushover</td><td>6</td><td>9</td><td>10</td><td>12</td><td>13</td><td>16</td><td>17</td><td>19</td><td>20</td><td>23</td></tr> <tr><td>Competitor</td><td>8</td><td>11</td><td>14</td><td>17</td><td>20</td><td>23</td><td>26</td><td>29</td><td>32</td><td>35</td></tr> <tr><td>Hazard</td><td>9</td><td>13</td><td>17</td><td>21</td><td>25</td><td>29</td><td>33</td><td>37</td><td>41</td><td>45</td></tr> <tr><td>Boss</td><td>10</td><td>15</td><td>20</td><td>25</td><td>30</td><td>35</td><td>40</td><td>45</td><td>50</td><td>55</td></tr> </table>		1	2	3	4	5	6	7	8	9	10	Pushover	6	9	10	12	13	16	17	19	20	23	Competitor	8	11	14	17	20	23	26	29	32	35	Hazard	9	13	17	21	25	29	33	37	41	45	Boss	10	15	20	25	30	35	40	45	50	55	<ul style="list-style-type: none"> <li>1d4</li> <li>1d6</li> <li>1d8</li> <li>1d10</li> <li>1d12</li> <li>1d12+1d4</li> <li>1d12+1d6</li> <li>1d12+1d8</li> <li>1d12+1d10</li> <li>2d12</li> </ul>
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**Equipment AP/Hit Location d8**

H1.	S2.
T3.	G4.
P5.	B6.
OH7.	N8.

**Active Item Enchantments**

H1.	S2.
T3.	G4.
P5.	B6.
OH7.	N8.

Ring 1

Ring 2

Trinket

Item 1

Item 2

Item 3

**Quick Inventory**

# Archetype Feature

## Heritage Features

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Attack Bonus

Trained ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Attack Bonus

## Class Feature

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Attack Bonus

## Shared Techniques

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## Class Techniques

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Attack Bonus

## Weapon Training

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## Enhancements

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# Shared Techniques

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# Class Techniques

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# Class Techniques

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# Other Inventory