Hero Record

VAGABOND

PULP FANTASY ROLEPLAYING GAME

STATS

MIGHT

DEXTERITY

AWARENESS

REASON

PRESENCE

LUCK

Name | Size | Being Type

Ancestry | Level | Class | XP

HIT POINTS

Current

Max

At 0 HP, you die.

ARMOR

Reduces Attack damage taken.

FATIGUE: ____

Each Fatigue takes up one of your Inventory Slots.
3 Fatigue: You can't Rush
5 Fatigue: You die

SPEED

Speed Bonus

Crawl Speed

Travel Speed

Current Luck

SAVES

____ **Endure** [MIT + MIT]
Withstand poison and death

____ **Reflex** [DEX + AWR]
Avoid area effects and attacks

____ **Will** [RSN + PRS]
Resist curses and enthrallment

SKILLS

____ **Arcana** [RSN]
Magic knowledge & esoteric sense

____ **Brawl** [MIT]
Physical prowess & brute force

____ **Craft** [RSN]
Artisanal talent & value perception

____ **Detect** [AWR]
Perceptive deduction & reflex

____ **Finesse** [DEX]
Physical coordination & talent

____ **Influence** [PRS]
Social talent & soul force

____ **Leadership** [PRS]
Social prowess & diplomacy

____ **Medicine** [RSN]
Clinical knowledge & talent

____ **Mysticism** [AWR]
Supernatural knowledge & rites

____ **Performance** [PRS]
Social chicanery & cultural talent

____ **Sneak** [DEX]
Physical concealment & chicanery

____ **Survival** [AWR]
Natural knowledge & adaptability

ATTACKS

____ **Melee** [MIT]

____ **Brawl** [MIT]

____ **Ranged** [AWR]

____ **Finesse** [DEX]

Weapon | Grip | Damage | Properties

INVENTORY

Item | Slots

G | S | C
WEALTH

Occupied | Max | Bonus
ITEM SLOTS [8 + Might]

ABILITIES

MAGIC

Current | Max | Casting Max
MANA