Hero Record
VAGABOND
PULP FANTASY ROLEPLAYING GAME

STATS

MIGHT
2

DEXTERITY
2

AWARENESS
2

REASON
2

PRESENCE
2

LUCK
2

Name: _____ Size: M Being Type: Humanlike

Ancestry: _____ Level: 0 Class: _____ XP: 0

HIT POINTS
Current
Max
At 0 HP, you die.

ARMOR
Reduces Attack damage taken.

FATIGUE: 0
Each Fatigue takes up one of your Inventory Slots.
3 Fatigue: You can't Rush
5 Fatigue: You die

SPEED
25 ft
Speed Bonus +0 ft

75 ft
Crawl Speed
5 miles
Travel Speed

Current Luck

SAVES
16 **Endure** [MIT + MIT]
Withstand poison and death
16 **Reflex** [DEX + AWR]
Avoid area effects and attacks
16 **Will** [RSN + PRS]
Resist curses and enthrallment

SKILLS
- ☐ 18 **Arcana** [RSN] — *Magic knowledge & esoteric sense*
- ☐ 18 **Brawl** [MIT] — *Physical prowess & brute force*
- ☐ 18 **Craft** [RSN] — *Artisanal talent & value perception*
- ☐ 18 **Detect** [AWR] — *Perceptive deduction & reflex*
- ☐ 18 **Finesse** [DEX] — *Physical coordination & talent*
- ☐ 18 **Influence** [PRS] — *Social talent & soul force*
- ☐ 18 **Leadership** [PRS] — *Social prowess & diplomacy*
- ☐ 18 **Medicine** [RSN] — *Clinical knowledge & talent*
- ☐ 18 **Mysticism** [AWR] — *Supernatural knowledge & rites*
- ☐ 18 **Performance** [PRS] — *Social chicanery & cultural talent*
- ☐ 18 **Sneak** [DEX] — *Physical concealment & chicanery*
- ☐ 18 **Survival** [AWR] — *Natural knowledge & adaptability*

ATTACKS
- ☐ 18 **Melee** [MIT]
- ☐ 18 **Ranged** [AWR]
- 18 **Brawl** [MIT]
- 18 **Finesse** [DEX]

Weapon	Grip	Damage	Properties
	F		
	F		
	F		

INVENTORY
Item	Slots

G S C
WEALTH

Occupied	Max	Bonus
0	10	0

ITEM SLOTS [8 + Might]

ABILITIES

MAGIC
Current | Max MANA | Casting Max