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]

☐ ____ **Ranged** [AWR]

____ **Brawl** [MIT]

____ **Finesse** [DEX]

| Weapon | Grip | Damage | Properties |
|---|---|---|---|
| | | | |
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## INVENTORY

| Item | Slots |
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G | S | C

WEALTH

Occupied | Max | Bonus

ITEM SLOTS [8 + Might]

## ABILITIES

## MAGIC

Current | Max MANA | Casting Max