

BATTLE SHEET

PHYSICAL

BD		AR		DMG Mod			
----	--	----	--	---------	--	--	--

Melee Weapon		AP	SR	MR	SN	DMG

Ranged Weapon		AP	SR	MR	SN	DMG

PB	Short	Med	Long	Dist	Ext

Ranged Weapon		AP	SR	MR	SN	DMG

PB	Short	Med	Long	Dist	Ext

Other	AP	SR	MR	SN	DMG
CHANNELING					

Gear, Equipment

MENTAL

MD		AR		DMG Mod			
----	--	----	--	---------	--	--	--

MENTAL SKILLS				AP	SR	MR	SN
OBSERVATION							
PERSUASION							

Other:		AP	SR	MR	SN
BINDING					

Mastered Spells				AP	Bind	Chan

KEY				AP	Action Points
SR	Skill Rank	MD	Mind Defense	BD	Body Defense
SN	Second Nature	PB	Point Blank	AR	Armor Rating
MR	Minimum Roll	DMG	Damage	XP	Experience Points

Total		Total Spent	
Hero Points		Conviction	

PHYSICAL

Endurance Total Spent Mod

Rested			—
Fatigued			+1 MR -1 AP
Depleted			+1 MR -1 AP

Vitality Total Spent Mod

Healthy			—
Injured			+1 MR -1 AP
Critical			+1 MR -1 AP

MENTAL

Tenacity Total Spent Mod

Rested			—
Fatigued			+1 MR -1 AP
Depleted			+1 MR -1 AP

Sanity Total Spent Mod

Healthy			—
Injured			+1 MR -1 AP
Critical			+1 MR -1 AP

FAITH		AP	SR	SN	MR
DEITY:					

Misc.
