

Hero's Gambit Character sheet

Fortune favours the bold!

Character name:		Abilities (grey)	Skills (white)	Fatigue:
Race:		Strength	Martial	
Age:		Survival	Wisdom	Mods:
Sex:		Stamina	Grace	Armour:
		Tenacity	Faith	
		Constitution	Charisma	
		Magic	Inspiration	
Height:		Mana	Performance	
Weight:		Intelligence	Dexterity	
Move:		Guile	Cunning	

EP

Milestone Ladder

Health Track
☐ Healthy
☐ Hurt
☐ Wounded (-1)
☐ Maimed (-3)
☐ Unconscious
☐ Dead

Tiers	Favourite feats		Signature moves
T1 – Basic DC 10 / EP 1			#1
T2 – Skilled DC 15 / EP 3			#2
T3 – Challenging DC 20 / EP 5			
T4 – Difficult DC 25 / EP 7			#3
T5 – Epic DC 30 / EP 10			

Equipment		Weapons / Armour	
		Magic Items	

Feats quick reference

In general, T1 feats have 1 unit of effect (e.g. health track), T2 have 2 points, etc.

Failing a DC roll can result in a fizzle, mild backlash, or catastrophic effects.

Martial

T1:	Basic strike (group), basic parry (group), brace, advance, iron grip
T2:	Skilled strike (group) skilled parry (group), Wall of steel, Break the line, Power throw
T3:	Advanced strike (group), Advanced parry (group), Single combat, Capture, Grim determination
T4:	Masterful strike (group), Masterful parry (group), Break the charge, Route the enemy, Titanic strength
T5:	Legendary strike (group), Legendary parry (group), None shall pass, One man army, Immortal feat

Guile

T1:	Backstab (group), Evasion (group), Interference, Disrupt group, Move silently
T2:	Ambush (group), Artful dodge (group), Bind and twist, Entangle group, Pick pocket / Open locks
T3:	Assassin's blow, Crippling Cut, Misdirection, Total confusion, Drive off, Scatter foes, Vanish without trace
T4:	Death blow (group), Shadow warrior, Fog of war, Pin foe, Block escape, Fast talk
T5:	Master assassin, Silent massacre, Cheat death, Fade away, Frozen in place, Frozen group, Shadow passage

Faith

T1:	Sacred flame, Sacred rain, Bless, Bless group Command, Bless water, Purify food/drink
T2:	Guiding bolt, Searing light, Protection from good/evil, Circle of protection, Hold person, Sanctuary, Cure wounds / disease /poison
T3:	Flame finger, Flame strike, Stoneskin (group), Turn undead, Geas, Augury
T4:	Holy smite, Holy judgment, Divine ward, Divine circle, Consecrate ground, Dispel evil, Commune
T5:	Holy word, Sunburst, Sanctuary Absolute, Chosen Vessel, Divine will, Spirit prison, Resurrection

Survival

T1:	Hunter's Strike, Hunting Thrust, Brace Against Harm, Endure Exposure, Find Shelter, Read the Land, Keep Going
T2:	Savage Counter, Predator's Precision, Hardened Hide, Endure the Elements, Forage and Prepare, Trail breaker, Second Wind
T3:	Feral Assault, Anatomy of Prey, Iron Constitution, Weather the Storm, Master Forager, Hazard Sense, Relentless Advance
T4:	Apex Hunter, Kill Zone Control, Unyielding Physiology, Defy Death, Command the Wilds, Cataclysm, Indomitable Will
T5:	Mythic Predator, End the Hunt, Beyond Mortal Limits, Refuse to Die, Rule the Land, Natural disaster, Living Legend

Performance

T1:	Vicious Mockery (group), Distracting performance (group), Captivating Note, Cutting remark, Bardic inspiration
T2:	Caustic whisper (group), Heroic verse (group), Broken rhythm, Dismissal, Lore-keeper
T3:	Public humiliation (group), Tale of defiance (group), Lead the dance, Lose the crowd, Do you know who I am?
T4:	Epic of doom (group), Victory anthem (group), Commanding performance, Clear the stage, Legend weaver
T5:	Final verse (group), Final stand (group), Enrapture, Fade to black, Song of destiny

Arcane

T1:	Magic Missile (group), Mage armour, Mage shield, Kindle Flame, Chill Air, Detect Magic
T2:	Burning hands (group), Mirror image, Prismatic shield, Fog Cloud, Grease the Ground, Invisibility
T3:	Lightning bolt, Fireball, Mirror image, Mirror group, Wall of Wind, Web of Binding, Fly
T4:	Disintegrate, Chain Lightning, TBA (group), Wall of Force, Cloud-kill, Dimension Door
T5:	Power word Kill, Meteor storm, Invulnerability, Time stop, Dimension trap, Planar rift, Wish