Heroines of the First Age

Character Name

Player Name

Stats

Starting Stats: 3d6, 2d6, 1d6, 1d6, 0d6

Alertness ____	Reflexive, graceful, sharp, clever, smart
Charm ____	Persuasive, assertive, attractive, subtle, gracious, inspiring
Power ____	Aggressive, forceful, stern, strong, violent, mean
Cunning ____	Calculating, methodical, rational, clearheaded, calm
Spirit ____	Psychic, magical, inquisitive, exploratory, strange, lucky, fateful

Relationships

Character/Group/Entity	Tag

Equipment

Gold:

Fealty:

Weapons	Harm	Tags	Value

Armor	Armor	Tags	Value

Bonus Armor:_____ **Total Armor** _____

Tools & Resources	Tags	Value

Traits & Race

Health Constellation

Willpower Constellation

Experience Constellation

Spent: Total:

When to Mark Experience:
* Your Flaw is Invoked
* You indulge to your Flaw
* Fate Intervenes on your roll
* Your Relationship is resolved
* Your Relationship is the focus of a scene

Archetype:

Roll Mechanic: (Stat)d6>3
Roll (stat)d6, count up 4s, 5s, and 6s.
Compare with Difficulty Number (DN).

Roll > DN:	**S**	**Success**
Roll = DN:	**T**	**Tie**
Roll < DN:	**F**	**Fail**

Difficulty		DN
Divine		4
Mythical		3
Legendary		2
Heroic	default	1

Tragic Flaw

Flaw Indulgences

Basic Moves
- ● Risky Proposition
- ● Read a Person
- ● Read a Situation
- ● Open Your Mind
- ● Help/Hinder Someone
- ● Move Stealthily
- ● Seize by Force
- ● Exchange Harm
- ● Deal Harm
- ● End of Session

Battle Moves
- ○ Melee
- ○ Ranged
- ○ Arcane
- ○ Backstab
- ○ En Garde

Social Moves
- ○ Decieve
- ○ Threaten
- ○ Beguile
- ○ Get Intimate
- ○ Courtship
- ○ Seek Council
- ○ Weight of Reputation
- ○ Athletics & Sport

Flaw Moves
- ● Tragic Flaw
- ● Invoke Flaw

War Moves
- ○ Besiege
- ○ Withstand Siege
- ○ Sortie
- ○ Open Battle
- ○ Formation
- ○ Light Cavalry
- ○ Shock Cavalry
- ○ Atillery
- ○ Volley
- ○ Scout and Range
- ○ Maneuver
- ○ Resupply
- ○ Sabotage
- ○ Battlefield Enchantment

Special Powers
- ○ Biteshake
- ○ Swallow Whole
- ○ Poison
- ○ Constrict
- ○ Agile Flyer
- ○ Transformation
- ○ Supernatural Allure
- ○ Regenerate
- ○ Mystic Eye
- ○ Evil Eye
- ○ Binding Thread
- ○ Psychic
- ○ Super Ability
- ○ Great Roar
- ○ Echolocation
- ○ Solid Thought

Outlander
- ○ Sturdier Stuff
- ○ Feral
- ○ Great Roar
- ○ Nomadic Ranger
- ○ Plunderer
- ○ Berserker

Shadewalker
- ○ Technique
- ○ Agility
- ○ Dancer
- ○ Darksome Folk
- ○ Flash Step
- ○ Assassin

Socialite
- ○ Noble
- ○ Connections
- ○ Commander
- ○ Bard
- ○ Rogue
- ○ Believable

Soldier
- ○ Combat Medic
- ○ Specialist
- ○ Formation
- ○ Fortitude
- ○ Duelist
- ○ Weapon Blast

Sorceress
- ○ Sanctuary
- ○ Creator
- ○ Mindreader
- ○ Summoner
- ○ Witch
- ○ Seer

Priest
- ○ Healing Ritual
- ○ Daily Prayers
- ○ Warding
- ○ Ritual of Devotion
- ○ Proclamation
- ○ Sacrifice

Companion
- ○ Follow the Lead
- ○ Easily Dismissed
- ○ Pull You From The Fire
- ○ Observant
- ○ Comforting Presence
- ○ Obfuscating Supidity

Devourer
- ○ Predator
- ○ Natural Hunter
- ○ Carnivore
- ○ Eclipse
- ○ Dimensional Belly
- ○ Drain the Blood

Wyrdling
- ○ Focus
- ○ Telekinesis
- ○ Warp Reality
- ○ Mind Blast
- ○ Aegis
- ○ Debris Storm

Pact Mistress
- ○ Bind Pact
- ○ Benediction
- ○ Stalwart
- ○ Beast Mistress
- ○ Truthsayer
- ○ Covenant

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