



Background

Gives six Skills (at most two of which may go to Wealth), and your first Trick.

☒

Origin

Gives two Skills (one of which may go to Wealth) and one Complication.

◉

Skills

Use Skills to perform actions within the game world.

☒

☒

☒

☒

☒

☒

◉

◉

L1

Earn additional Skills through succeeding at Unskilled tasks.

Name

Player

Level Wealth

Action Points

For first level characters, fill in your basic details: ☒ Green cells come from your Background, and ◉ Orange from your Origin. Blue cells are your choice!

Complications

Use Complications to create Twists in the story and earn Action Points.

◉

L1

L4

L8

Tricks

Spend an Action Point and use your Trick to auto-succeed on a task.

☒

L1

L2

L6

L10

Fallback

Use your Fallback to reverse Twists once per session. Gain at first level-up.

L2*

Motivation & Notes

Items, Relationships, and Reputations

Kit Advances

Base

L1

L3

L5

L7

L9

Current Costs

Track Conditions suffered, Favors owed, and Flaws in items or information.

Minor Conditions Major Conditions

Angry/Minor Mental

Injured

Winded

Sick

Exhausted

Major Mental

Lost Confidence:

Other Major:

Flaws and Favors

Level 1? Start here!



Use this sheet when playing Tactical Combat!

Name Class Role

Hit Points Action Points Speed

Feats

Lvl	Name	Effect
1		
3		
5		
7		
9		

Role Powers & Boosts

Level	Name	Usage	Action	Range	Effect
1(4,8)					
1(4,8)					
1(6)		Encounter			
2(10)		Encounter			
6(10)		Encounter			

Class Features:

Class Powers (or Stances, Trick Arrows, etc)

Level	Name	Usage	Action	Range	◆	Effect

Upgrade Role Powers at indicated level!

Print another copy for more space!