FAOS

Hero Sheet

Name: Tier: Level:
Description: Owner:

Skills	Skill Modifier	Action Type	Action Description
1. Melee Attack		1 Action	Your ability for Melee Attacks
2. Ranged Attack		1 Action	Your ability for Ranged Attacks
3. Arcane Spell		1 Action	Your ability to cast Arcane Spells learned from the study of arcane magic
4. Divine Spell		1 Action	Your ability to cast Divine Spells from your connection to your patron deity
5. Primal Spell		1 Action	Your ability to cast Primal Spells from tapping into the powers of nature
6. Psionics		1 Action	Your ability to use Psionics through the power of your mind to bend reality and physics
7. Parry		1 Reaction	Your ability to use your melee weapon, fists or feet to Parry an incoming Melee Attack agains you or an adjacent ally. Does not work on magical spell attacks
8. Dodge		1 Reaction	Your ability and keen sense of danger to Dodge a Ranged Attack or Ranged Spell
9. Armour		Free Action	Your ability to use your Armour to strategically block any attack on yourself without damaging the armour. Does not work on magical spell attacks unless the armour being hit is magical or has a shield spell applied
10. Strength		GMs Discretion	Your ability to perform feats of Strength such as grapples, shoving, arm-wrestling, climbing, lifting, breaking or moving things
11. Dexterity		GMs Discretion	Your ability to perform Dexterity based checks such as acrobatics, parkour, jumping, climbing down, balancing, escaping grapples
12. Focus		GMs Discretion	Your ability to Focus on something to successfully learn something or discover something
13. Insight		GMs Discretion	Your ability to understand situations, avoid surprises or read body language
14. Willpower		GMs Discretion	Your ability to resist conditions, maintain a spell, or intimidate Creatures
15. Charisma		GMs Discretion	Your ability to perform for, persuade or deceive another Creature
16. Survival		GMs Discretion	Your ability to track another Creature, to take advantage of the environment around you, or stabilize a Creature suffering damage from Bleeding wounds
17. Stealth		GMs Discretion	Your ability to stay hidden and quiet
18. Handywork		GMs Discretion	Your ability to utilize equipment, build stuff, pick pockets or skillfully use your hands or other appendages

Inventory Not Represented by a Card	
Gold	
First Round Free Movement (12' + Dexterity Skill Modifier rounded down to nearest 5')	
Notes	

Body Area	Max HP	Current HP	Max Armor Points	Current Armor Points
Head				
Torso				
Arms				
Legs				

Max Mana Points	Current Mana Points
Max Grit Points	**Current Grit Points**

More Notes: