

# ARC

A HERO RISES TO SAVE THE WORLD, THUS NAMED:

Pronouns

Player Name



## Portrait

Blood

2d6

+

MOD

=

MAX

CURRENT

Guts

2d6

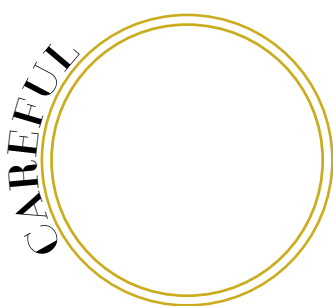
+

MOD

=

MAX

CURRENT



## Skills

### KNOWLEDGE

Creative: theorize, shift, make logical connections  
Careful: assess, inquire, analyze  
Concerted: recall, memorize, restore

Academic



Observe



Culture



Tactics



### SOCIAL

Creative: charm, incite, inspire  
Careful: reason, detail, guide  
Concerted: intimidate, enforce, invade

Charisma



Insight



Impose



Guile



### PHYSICAL

Creative: bedazzle, innovate, exceed expectations  
Careful: assess, be safe, be calm, follow guidelines  
Concerted: charge, endure, overwhelm

Acrobatics



Physique



Coordination



Weaponry



### PRAGMATIC

Creative: invent, adapt, experiment  
Careful: soothe, refine, survey  
Concerted: rush, withstand, brute force

Artistry



Tinker



Survival



Trade



### PROWESS

Creative: explore, expand, create  
Careful: sense, attune, investigate  
Concerted: assail, subsist, give all

Arcana



Focus



What makes them different?

Three rumors (believed by?)

Most painful lesson?

## Bonds

Grid for recording bonds

## Inventory

Inventory table with columns for item, quantity, and value

XP

XP Total and Unspent boxes

Total

Unspent