

HESPERA

Character name/pronouns _____

Player name _____

TRAITS

Inspire: +1
Desperation, +1
die, keep 2
highest.

Hinder: -2
Desperation, +1
die, keep 2
lowest.

Identity _____

Struggle _____

Drive _____

SKILLS

2d6+skill vs
Target Number.
Advantage and
disadvantage
cancel out 1 for
1, then cap at
+2/-2.

Athletics _____ Might _____ Ritual _____

Combat _____ Nature _____ Subterfuge _____

Contacts _____ Perception _____ Technology _____

Education _____ Performance _____ Wealth _____

Empathy _____ Persuasion _____ Willpower _____

Mods (incl. injury) _____ Armor disadvantage _____

TALENTS

Special qualities
and abilities.

Resilience _____ Cnd. total _____ Armor _____

Desperation: _____

Fatigue: _____

Held _____

Held _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

CONDITIONS

Resilience is 12 +
2xMight +
2xWillpower -
witch penalty.

Damage above
max resilience is
critical.

Write conditions
in the table to
the left.

GEAR

Max carry is 7 +
Might. Held
items don't
count against
Bulk, within
reason.

You're normally
assumed to
have enough
gear to use your
skills.