Custom Hero Rules for the
2023 Quest Calendar

INTRODUCTION

The instructions below describe the steps for creating and leveling up your own hero for the 2023 Quest Calendar: The Voidspark Chronicles. This character can be used in play beginning on January 18th, 2023.

Warning: Creating your own hero will increase the complexity of the game. While death can be common with the base heroes provided, you may build your custom hero in a way that becomes extremely difficult to survive as you continue to progress throughout the year. It is also possible to discover a set of abilities that make the game too easy and do not offer a significant challenge.

For this hero, you can use a Blank Hero Sheet found in the published Hero Book companion, or at the end of this document.

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HERO CREATION

HERO: 1.

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VIRTUE
-10 -5 0 +5 +10
10.

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CON
INT
WIS
CHA
8.
5.

Weapon:
4.

Credits: 6.
EQUIPMENT & LOOT
7.

Bonus:
Penalty

STATS
HP   MAX   DEF
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1. Hero Name

What is the name by which the bards of the realm will sing of the great legend of your adventure? The name you choose for your hero will not affect play of the game and is meant purely for flavor. Consider naming the hero after yourself or getting creative. Your name may be Alice, but you could be Alice the Magnificent.

2. Type

Your hero's type includes their Species and Class (a term used to differentiate the abilities).

Species

Species within the Zenula Prime galaxy are quite diverse. The species you choose for your hero will not affect play of the game and is meant purely for flavor. Consider choosing a standard human, making up your own race, or choosing one of the following examples. These are just a fraction of the species in the Zenula Prime Galaxy:

d10	Species	Description
1		**Hexian** Home Planet: Misetis, Thilmone System Evolved from amphibious snails, these people spend most of their elder years emersed in water. Never having a native word for their species, they were named for having six appendages. Most Hexian's develop a preference for using their upper arms, though some prefer their lower arms naturally, and even fewer are adept at using both sets. Hexians regularly ally with the Frosk people to maintain safety against the Inktivon.
2		**Orkann** Home Planet: Erus, Vepirus System A race of peaceful lizards known for disfavoring advanced technology in their daily life. They live in rudimentary huts and clay dwellings per tradition. Due to this, they are viewed as unintelligent, excluded from government council positions, and often hunted for sport illegally. It is rare to see an Orkann off world.
3		**Gobrant** Home Planet: Photh A6, Vepirus System Gobrants are often vilified as the scourge of the galaxy because a code of morals is not inherently established in their culture. However, this race of small creatures can band together to do great things. They have achieved advanced strides in technology as a society and build impressive civilizations. Even so, they frequently descend into war amongst themselves and their society lacks artistry and other creative pursuits as a whole.

4		### Gavonite **Home Planet: Elliri, Pheobis System** Gavonites resemble humans in every physical aspect except the development of carapace that forms on their skin. Some can be completely covered with it while others could have very little and may even be mistaken for humans entirely. This hard bug-like shell forms randomly and is not determined by genetics. Their culture has used it as a status symbol and grants better opportunities to those with more carapace. Only those with full covering are granted membership to high councils.
5		### Erzan **Home Planet: Unknown** Not much is known about the origin of the Erzan peoples. It is rumored that they are the original founders and colonizers of all life within the galaxy, but their home planet exploded and now they have no homes. This can't be substantiated due to a lack of any historical recordings. Groups of them can be found in just about any colony, but there are no large society of Erzan's in existence. They resemble humans in most ways except for their skin color, which varies in shades of blue and purple hues.
6		### Gunnbaar **Home Planet: Pitania, Gibyke System** Gunnbaar are a race of people with broad bodies and a large muscular and skeletal system. They have double the number of individual muscles than humans. Female Gunnbaar are often larger and stronger than the males. Males feature large spikes that begin to grow on the head, shoulders, and back in adolescent periods. The people range in color from deep yellows to light and dark greens in colors. Gunnbaar are often mistaken for brutish people due to their build and appearance.
7		### Frosk **Home Planet: Misetis, Thilmone System** The Frosk people come from a planet mostly covered in water. They are descendants of an amphibious species that lay eggs in water, but primarily live on land after their adolescent years. They have peaceful relations with the Hexian people of the planet and co-mingle regularly in daily life, even in smaller cities. The Frosk people often ally with the Hexian people to maintain safety against the Inktivon.

8		### Husqel **Home Planet: Abramia, Sarvis X77 System** A race of nimble and intelligent people that are often fluent in many of the native tongues across the galaxy. This is due to their unusually malleable vocal cords. Husqel people are found in all manner of professions but are often suitable in roles as translators, negotiators, and in hospitality careers. They travel back to their home planet for a ritual shedding of their skin upon the planet's celebratory rotation around its sun, Sarvis X77.
9		### Drone/Robot Called by many names: drone, bot, android. They have no real home world and can be found everywhere across the galaxy. Many combat droids were built during the wars of the Zorian Empire but they are often built by civilians for practical purposes, such as ship maintenance or farming. They can be upgraded and configured for various tasks. Since they are built or bought, they are almost always owned by another person or entity. It is rare to discover such a complex machine acting on its own free will, but it does happen.
10		### Inktivon **Home Planet: Misetis, Thilmone System** The Inktivon people are notoriously known for their aggression and tribal brutalism. While earlier Inktivon civilizations regularly hunted and killed the Hexian and Frosk people on their home planet, they have since dwindled in population and dominance. The Zorian Empire found their combat and organization tactics effective enough to draft entire generations into their military. Few ever grew in rank and many died honorably in combat. This left a dwindling population on their home planet that they now struggle to replenish.

Class

What skills, services, combat abilities, and techniques in dealing with the world does your hero have? Your hero's "class" is their profession, their calling, and even their upbringing. If you can summarize these all up into one word, this could describe your class.

The class you choose for your hero will not affect play of the game and is meant purely for flavor. It could help guide the abilities you choose and the naming of these abilities, but it will not limit you in any way.

Warrior or Spellcaster

Regardless of what you call your class, for the purposes of this document, you will either be playing a "Warrior" or a "Spellcaster".

- A Spellcaster has a limited resource pool of Spell Points. Choose a name for this resource pool that suits your hero: charges, surges, chi, etc. For the purposes of this document, they will be called "Spell Points".
- Spell Points are used to activate some Spellcaster abilities. These will say "Use 1 Spell Point: …"
- A Spellcaster will start with 2 points in this resource pool.
- Additional points are available to purchase at each level-up, to a max of 7.
- There will be some abilities that are only available to your class (Warrior or Spellcaster) and not the other.

In general, a Spellcaster will have access to abilities that are slightly less effective but can be used more frequently with their Spell Points. Their stats can be a bit lower since you will want to purchase more Spell Points when you level up. Conversely, a Warrior will have access to abilities that are a bit stronger but have less frequent uses and their stats can be slightly higher.

3. Level

Your starting level is 1.

4. Weapon

What tool does your hero use to dispatch and fight foes in the midst of combat? The weapon you choose for your hero will not affect play of the game and is meant purely for flavor. The stats of your weapon are determined as you level up.

5. Picture

There is space within the Blank Hero Sheet for a picture of your hero. A picture will help your hero feel real. Consider drawing your hero or locating a picture online to use. Try to find or draw one with the class, race, and weapons you chose.

6. Credits

Starting credits for your custom hero is determined on a later day. Leave this as zero to start.

7. Equipment & Loot

Your Hero starts with no equipment or loot. Leave this blank.

8. Traits

Your Hero's traits are Strength (Str), Dexterity (Dex), Constitution (Con), Wisdom (Wis), Intellect (Int), and Charisma (Cha). These determine the strengths and weaknesses of your hero's skills and how they interact with the world around them.

To determine the starting values of these traits for your hero, first start with all values at 0 (zero). You may choose to keep all values at zero, or vary the values. If you want to vary the values:

1. Increase (+) the value of any trait by 1 and,
2. Decrease (−) the value of a different trait by 1.

You may continue to increase and decrease values as long as when you are done, the values meet the following conditions:

- The sum of all traits (Str + Dex + Con + Wis + Int + Cha) must equal 0 (zero).
- No trait may be greater than +4.
- No trait can be less than −4.

9. Stats

Your Hero's stats are Health (Hp), Defense (Def), Attack (Atk), Damage (Dmg). These primarily determine your hero's survivability in combat.

The starting values for these stats are as follows:

- Hp = 10
- Def = 10
- Atk = +0
- Dmg = d6 (Level 1 on the Damage Track)

You will be able to increase the starting values for these. See the "Leveling Up" section below.

10. Virtue

Your Hero will start at a Virtue of 0 (zero).

11. Abilities

You will select all your starting abilities in the "Leveling Up" section below.

Warrior versus Spellcaster

In the tables for abilities that you select, you will find a section that lists Warrior Abilities and one that lists Spellcaster Abilities.

- If you choose a class that is a Spellcaster, you cannot select from the Warrior Abilities.
- If you choose a class that is a Warrior, you cannot select from the Spellcaster Abilities.
- Spellcaster abilities will require spending a Spell Point from your resource pool.
- Abilities that say "Use 1 Spell Point" can be used multiple times as long as there is an available Spell Point to use.

LEVELING UP

When creating your hero for the first time, they begin at Level 1. Your hero will also increase in levels on specific days throughout the year, up to level 6. Follow the guide below to increase your hero's Traits, Stats, and Abilities for Level 1 and beyond.

Traits

Level 1:

Use the starting values.

Level 2 through 6:

You have 2 points to allocate however you choose to your hero's Traits: Strength, Dexterity, Constitution, Intellect, Wisdom, Charisma.

Example A: You could increase Strength by +2

Example B: You could increase Strength by +1 and Dexterity by +1.

Stats
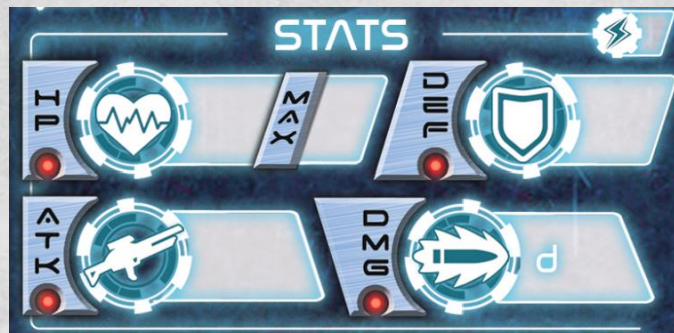
You have a certain number of points to spend to increase your hero's Stats. See table below for the number of points you get at each level:

Level	Stat Points to Spend
1	23
2	16
3	17
4	18
5	19
6	18

Notes about buying Stat increases:

- You can spend these points as you see fit to purchase increases for your hero's Stats.
- You may purchase an increase more than once if you can afford it.
- These points do not carry over to the next level if you do not use them.

See below rules for how buying Stats works:

Stat	Point Cost	Description
Max Health	1	Increase your Max Health by 1. This does not heal your current health. — **Example**: If your Max Health *was* 10, you can spend 1 Stat Point to increase it to 11. If you *were* damaged and at a Current Health of 5, it *will* increase to 6. **Max Health Cap**: Do not increase your Max Health by more than 6 per Level. Max Health should not exceed a *value* of 40. This cap is before applying all bonuses from Items and Equipment.
Defense	3	Increase your Defense by 1. — **Example**: If your Defense *was* 12, you can spend 3 Stat Points to increase it to 13. **Defense Cap**: Do not increase your Defense by more than 2 per Level. Defense should not exceed a *value* of 19. This cap is before applying all bonuses from Items and Equipment.
Attack	3	Increase your Attack by +1. — **Example**: If your Attack *was* +2, you can spend 3 Stat Points to increase it to +3. **Attack Cap**: Do not increase your Attack by more than 2 per Level. Attack should not exceed a *value* of +10. This cap is before applying all bonuses from Items and Equipment.
Damage	5	Increase your Damage by moving up one level on the Damage Track (see below). — **Example**: If your Damage *was* 2d6 (Level 5), you can spend 5 Stat Points to increase it to 2d8 (Level 6). **Damage Cap**: Do not increase your Damage by more than 2 Levels on the Damage Track per Hero Level. Damage can't exceed 3d12 (Level 11 on the Damage Track). This cap is before applying all bonuses from Items and Equipment.
Spell Points (Charges, Spells, Surges, Chi, etc.)	2	For Spellcasters only. *Level* 2 and higher: Expand your resource pool (Spell Points) by 1. — **Example**: If you have 2 Spell Points, you can spend 2 Stat Points to increase your Spell Points to 3. **Spell Point Cap**: You can only *ever* have a max number of spell points equal to Your Current Level + 1. *Level* 1 has 2 Spell Points. *Level* 2 can have 3 Spell Points. *Level* 3 can have 4 Spell Points. Etc.

Damage Track

When you first create your character, you will start at Level 1 on this damage track. You can use Stat Points to increase your Damage when you level up. When you increase your Damage level, use the die indicated for that level.

Level	1	2	3	4	5	6	7	8	9	10	11
Damage Die	d6	d8	d10	d12	2d6	2d8	2d10	2d12	3d8	3d10	3d12

Recommendations

- It is best to spread out the Stat Points to buy different Stat increases instead of only increasing a single Stat.
- Consider rebalancing your Stats if you find yourself dying too often.

Abilities

You have a certain number of points to spend to acquire and improve upon your hero's abilities. See table below for the number of points you get at each level:

Level	Ability Points to Spend
1	7
2	2
3	3
4	3
5	3
6	2

- You can spend these points as you see fit to purchase new abilities.
- You may purchase an ability more than once if it shows "Max Purchases:"
  - You cannot purchase these abilities more than the number stated.
  - Additional purchases of the same ability will usually increase the number of times you can use that ability per Rest or per Page, or the bonus from that ability.
- You can only ever have a max of 12 unique abilities due to a space limit on the character sheets.
- These points do not carry over to the next level if you do not use them.

Ability Name

The names of many abilities below are generic in their description for what they do (i.e Attack Boost). To encourage immersion in the story and a better connection with your hero, we suggest coming up with a name that suits your character. Consider your hero's race, class, and weapon.

For example, consider changing the name of "Attack Boost" to "Fierce Strike".

See below rules for each ability (they are broken up into different tables for organization and formatting).

Ability Use

Some abilities are designed to be used either inside combat (I), outside combat (O), or both inside and outside combat (B). There are a couple of skills that are used in Ship Combat (S).

Skills

All skills in the table below can be purchased a max of 2 times. The second purchase increases the bonus from the skill to +4.

Ability	Point Cost	Use	Description
Animal Tamer	1	O	Add +2 to all rolls to train and handle animals.
Arcane Adept	1	O	Add +2 to all rolls to handle and deal with magic.
Athlete	1	O	Add +2 to all rolls to overcome physical and athletic hurdles.
Computers	1	O	Add +2 to all rolls to operate computer systems.
Danger Sense	1	O	Add +2 to all rolls to avoid traps and surprise hazards.
Engineering	1	O	Add +2 to all rolls to build and repair devices.
Intimidating	1	O	Add +2 to all rolls to threaten and intimidate.
Investigator	1	O	Add +2 to all rolls to search and investigate.
Locksmith	1	O	Add +2 to all rolls to pick a lock.
Persuasive	1	O	Add +2 to all rolls to persuade and convince.
Piloting	1	O	Add +2 to all rolls to navigate and fly a ship.
Stealthy	1	O	Add +2 to all rolls to sneak and remain hidden.
Student	1	O	Add +2 to all rolls to recall history and knowledge.
Survivalist	1	O	Add +2 to all rolls to survive while traveling.

Ability	Point Cost	Use	Description
Lucky	1	B	IF you roll a 1 on any d20, reroll and take the *new* result. IF the *new* result is also a 1, it must be kept.
Pickpocket	2	O	When you Pickpocket: Gain d6 in credits. On a result of 6: Lose 1 Virtue Point. (See pickpocket rules)
Reduce Cost	2	O	Reduce the cost of items by 20%, rounded up. You can't sell back items bought this *way*.
Reroll	3	B	Once per Page: Reroll any die roll and take the new result. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Physical Trait Bonus Page	2	B	Once per Page: Add d4 to a single roll For Strength, Dexterity, or Constitution. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Mental Trait Bonus Page	2	B	Once per Page: Add d4 to a single roll For Wisdom, Intellect, or Charisma. — Max Purchases: 2 The second purchase increases the use to Twice per Page.

Ability	Point Cost	Use	Description
Extra Attack and Damage	2	I	Once per Page: Make an extra Attack and Damage roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Double Damage	1	I	Whenever you roll a 20 on an Attack roll (*without modifiers*), double the Damage roll. (Roll the damage dice again and add it to the original roll). — Max Purchases: 2 The second purchase changes the roll to a 19 or 20.
Reduce Damage Page	2	I	Once per Page: Take half of the damage from a single source, rounded down.
Attack Bonus Page	2	I	Once per Page: Add d4 to a single Attack roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Attack Bonus After Damage	1	I	If you take damage From an enemy, add +2 to your next Attack roll.
Damage Bonus Page	2	I	Once per Page: Add d4 to a single Damage roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.

Ability	Point Cost	Use	Description
Reduce Attack Gain Defense	2	1	Once per Page: Reduce your Attack rolls by –3 to gain a +1 to Defense. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Damage Gain Defense	2	1	Once per Page: Reduce your Damage rolls by –3 to gain a +1 to Defense. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Attack Gain Damage	2	1	Once per Page: Reduce your Attack rolls by –2 to gain +2 to all Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Defense Gain Damage	1	1	Once per Page: Reduce your Defense by –2 and add +2 to all Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Damage Gain Attack	2	1	Once per Page: Reduce your Damage rolls by –2 and add +2 to all Attack rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Reduce Defense Gain Attack	1	1	Once per Page: Reduce your Defense by –2 and add +2 to all Attack rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Page.

Ability	Point Cost	Use	Description
Credits for Attack	2	1	Spend 1 credit: Add +1 to a single Attack roll.
Credits for Damage	2	1	Spend 1 credit: Add +1 to a single Damage roll.
Credits for Trait	2	B	Spend 1 credit: Add +1 bonus to any d20 roll for Strength, Dexterity, Constitution, Wisdom, Intellect, or Charisma.
Credits for Defense	2	1	Spend 4 credits: Gain a +1 Defense bonus for the Page.
Credits for Health	2	B	Spend 2 credits: Restore 1 Health, up to your maximum health.
Credits for Cure	1	O	Spend 4 credits: Remove Infected and Malfunction conditions.
Credits for Combat Bonus	2	1	Spend 10 credits: Add an additional d4 on all Attack and Damage rolls for the Page.
Chemist	1	O	Spend 4 credits: Change 1 Rx in your inventory to any other type of Rx.
Virtue Attack	3	1	Once per Rest: Add your current Virtue amount to all Attack rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Virtue Damage	3	1	Once per Rest: Add your current Virtue amount to all Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Virtue Health	3	B	Once per Rest: Restore your Health by the amount of your current Virtue up to your maximum. — Max Purchases: 1
Heal on Kill	2	1	When you kill an enemy, regain 1 Health Point, up to your maximum health.
Health for Bonus	2	B	Once per Page: Reduce your Health by −1 to gain a +2 bonus to a single dice roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.

Ability	Point Cost	Use	Description
Shield Boost	1	S	Once per Page: Increase the ship's Shield value by d4 for a single round. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Repair Ship	1	S, O	Once per Rest: Restore Integrity to any Ship Compartment by 1. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Evasion Bonus	1	S	Once per Page: Add a d20 to a single Evasion roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.
Aim Bonus	1	S	Once per Page: Add a d20 to a single Aim roll. — Max Purchases: 2 The second purchase increases the use to Twice per Page.

Warrior Abilities

Reminder:

- Spellcaster classes cannot select these abilities when leveling up.

Ability	Point Cost	Use	Description
Damage Bonus Rest	1	1	Once per Rest: Add d6 to all Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Attack and Damage Bonus	1	1	Once per Rest: Add d4 to all Attack and Damage rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Attack Bonus Rest	1	1	Once per Rest: Add d6 to all Attack rolls for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Defense Bonus	1	1	Once per Rest: Gain a +2 Defense for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Reduce Damage Rest	1	B	Once per Rest: Reduce the first 4 points of incoming damage on the Page to 0 (zero). — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Physical Trait Bonus Rest	2	B	Once per Rest: Add d8 to all rolls for Strength, Dexterity, and Constitution for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Mental Trait Bonus Rest	2	B	Once per Rest: Add d8 to all rolls for Wisdom, Intellect, and Charisma for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Trait Bonus Single Rest	1	B	Once per Rest: Add +15 to a single roll for Strength, Dexterity, Constitution, Wisdom, Intellect, or Charisma. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.

Ability	Point Cost	Use	Description
Heal	1	B	Once per Rest: Restore your Health by d8 up to your maximum. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Cure	1	B	Once per Rest: Remove the Infected and Malfunction conditions. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Ignore Combat Statuses	1	I	Once per Rest: Ignore all effects of Restrained, Weakened, Frightened, and Confused statuses for the Page. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Revive	1	B	Once per Rest: When your Health drops to zero, restore it to 25% of your max Health, rounded up. — Max Purchases: 2 The second purchase increases the use to Twice per Rest.
Strength Bonus Page	2	I	Once per Page: Add your Strength Modifier to a single Attack and Damage roll.
Dexterity Bonus Page	2	I	Once per Page: Add your Dexterity Modifier to a single Attack and Damage roll.
Constitution Bonus Page	2	I	Once per Page: Add your Constitution Modifier to a single Attack and Damage roll.
Intellect Bonus Page	2	I	Once per Page: Add your Intellect Modifier to a single Attack and Damage roll.
Wisdom Bonus Page	2	I	Once per Page: Add your Wisdom Modifier to a single Attack and Damage roll.
Charisma Bonus Page	2	I	Once per Page: Add your Charisma Modifier to a single Attack and Damage roll.

Spellcaster Abilities

Reminder:

- Warrior classes cannot select these abilities when leveling up.
- Most Spellcaster abilities will require spending a Spell Point from your resource pool.
- Abilities that say "Use 1 Spell Point" can be used multiple times as long as there is an available Spell Point to use.

Ability	Point Cost	Use	Description
Spell Damage Bonus	1	1	Use one Spell Point: Add d4 to all Damage rolls for the Page.
Spell Attack and Damage Bonus	2	1	Use one Spell Point: Add d4 on all Attack and Damage rolls for the Page.
Spell Attack Bonus	1	1	Use one Spell Point: Add d4 to all Attack rolls for the Page.
Spell Defense Bonus	2	1	Use one Spell Point: Gain a +2 Defense for the Page.
Spell Reduce Damage	1	B	Use one Spell Point: Reduce the first 3 points of incoming damage on the Page to 0 (zero).
Spell Physical Trait Bonus	2	B	Use one Spell Point: Add d6 to all rolls for Strength, Dexterity, and Constitution for the Page.
Spell Mental Trait Bonus	2	B	Use one Spell Point: Add d6 to all rolls for Wisdom, Intellect, and Charisma for the Page.
Spell Trait Bonus Single	1	B	Use one Spell Point: Add +10 to a single roll for Strength, Dexterity, Constitution, Wisdom, Intellect, or Charisma.

Ability	Point Cost	Use	Description
Spell Heal	1	B	Use one Spell Point: Restore your Health by d6 up to your maximum.
Spell Cure	1	B	Use one Spell Point: Remove the Infected and Malfunction conditions.
Spell Ignore Combat Statuses	1	I	Use one Spell Point: Ignore all effects of Restrained, Weakened, Frightened, and Confused statuses for the Page.
Spell Revive	2	B	Use one Spell Point: When your Health drops to zero, restore it to 25% of your max Health, rounded up.
Spell Strength Bonus Page	3	I	Use one Spell Point: Add your Strength Modifier to all Attack and Damage rolls on the page.
Spell Dexterity Bonus Page	3	I	Use one Spell Point: Add your Dexterity Modifier to all Attack and Damage rolls on the page.
Spell Constituti on Bonus Page	3	I	Use one Spell Point: Add your Constitution Modifier to all Attack and Damage rolls on the page.
Spell Intellect Bonus Page	3	I	Use one Spell Point: Add your Intellect Modifier to all Attack and Damage rolls on the page.
Spell Wisdom Bonus Page	3	I	Use one Spell Point: Add your Wisdom Modifier to all Attack and Damage rolls on the page.
Spell Charisma Bonus Page	3	I	Use one Spell Point: Add your Charisma Modifier to all Attack and Damage rolls on the page.

Recommendations

- Not all damage comes from combat.
- Don't underestimate the power and usefulness of the abilities such as Athlete, Investigator, Persuasive, etc.
- Consider getting abilities that play in harmony together and with the Stats you choose to advance.
- Consider planning out the abilities you may purchase for future levels but be flexible if they are not working out.
- Feel free to change your abilities if they don't seem to work out very well for your playstyle and you are dying too often.

BLANK SHEETS

Below, you will find 2 blank character sheets to print out and use for your custom character.

HERO:

Class: ◆ **Level:**

Weapon:

VIRTUE

-10 | -5 | 0 | +5 | +10

TRAITS

STR
DEX
CON
INT
WIS
CHA

STATS

HP
MAX
DEF
ATK
DMG

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

ABILITIES

HERO:

Class: ◆ Level:

Weapon:

VIRTUE

-10 | | | | -5 | | | | 0 | | | | +5 | | | | +10

TRAITS

STR

DEX

CON

INT

WIS

CHA

STATS

⚡

HP

MAX

DEF

ATK

DMG

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

ABILITIES