strike!
Adventure Sheet

Level 1? Start here!

Name

Player

Level **Wealth**

Action Points

Background

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

¤

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!

Skills

Use Skills to perform actions within the game world.

| ¤ |
| ¤ |
| ¤ |
| ¤ |
| ¤ |
| ¤ |
| ◉ |
| ◉ |
| L1 |

Earn additional Skills through succeeding at Unskilled tasks.

Origin

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

◉

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*

Refer to the second page for Tactical Combat, if those rules are being used in your game.

Motivation & Notes

Items, Relationships, and Reputations

Current Costs

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

Minor Conditions

▪ Angry/Minor Mental

▪ ▪ Winded

▪ Exhausted

▪ Lost Confidence:

Major Conditions

Injured ▪

Sick ▪

Major Mental ▪

Other Major: ▪

Flaws and Favors

Kit Advances

Base

L1

L3

L5

L7

L9

Tactical Combat and Heedless Adventure

strike! Tactical Sheet

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