

Seeker / Warband _____

SHADOW CALL

Allegiance [] Adversary [] Advocate

Gold _____

Lifepath [] Gentry [] Journeymen [] Veterans

Fundraising ☐☐☐ 1 renown ⇒ 2 gold ☐☐☐ 3 ⇒ 4 ☐☐☐☐☐ 5 ⇒ 6

Character Name: _____	Character Card: _____	[] Threat	☐ Companion ☐ Team Member
Renown: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐			
Upgrades _____ _____ _____ _____ _____ _____	Uses of Renown (cost is use #) _____ _____ _____ _____ _____ _____	Acquire Tactic (cost on card)	
		Tactics Slot 1. ☐ 2. ☐ 3. ☐	☐ 6. Hardened Resolve No penalty
		Weapons Slot 1. ☐ 2. ☐ 3. ☐	☐ 5. Torn Knee -1 to disengage rolls (either role)
		Items Slot 1. ☐ 2. ☐ 3. ☐	☐ 4. Crushed Hand -1 damage melee+natural attacks
		Potions Slot 1. ☐ 2. ☐ 3. ☐	☐ 3. Spinal Injury -1 health (cannot heal in-game)
		Spells Slot 1. ☐ 2. ☐ 3. ☐	☐ 2. Broken Spirit Non-Heroic Recovery
	Heal Wound 1. ☐ 2. ☐ 3. ☐	☐ 1. Dead Character unavailable	

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